STAR TREK

In 2233, The Federation starship Kelvin came across a "black hole"-like phenomenon near a distant sun when a massive ship called the Narada emerged. The Narada used its superior weaponry to destroy the Kelvin with the first officer sacrificing his life to aid the crew's escape. Amongst the survivors of the devastating battle, a young boy was born, James Tiberius Kirk, son of the first officer of the Kelvin.

This incident ultimately sets a new series of events in motion; creating an alternative quantum universe known as the Kelvin timeline significantly different from the "Prime" universe.
One change being James T. Kirk, who in this timeline grew up angry and rebellious until he was recruited by Captain Christopher Pike to join Starfleet and eventually avenge his father… but that's not what this story is about.

This story begins shortly after the death of Nero, during the first conversation between the Elder Spock of the Prime timeline and his young counterpart as their worst nightmare arrives.
Ensign Mary Amethyst Star Enoby Aiko Archer Picard Janeway Sue the youngest officer in Starfleet. A skilled linguist… an unmatched warrior… a cunning strategist… a scientific genius… a gentle healer… a passionate lover… She is a woman of exceptional beauty, perfect in every way…and she's driving the crew of a certain enterprising starship INSANE!



Gain +1000 CP

V1.00 By DeverosSphere

Origin:

As you enter this jump you must be wary as there is something in this continuity similar to a jumper but disturbingly different.
The Sue are entities created by a powerful cosmic entity to explore and interact with different continuities for their entertainment.



Red-Shirt - Free
Oh you just want to be canon fodder well one way to avoid the suspicion of the Sue is to be expendable i suppose.



Yellow-Shirt - Free
Well taking command may not be the best way to hide from the sue as yellow shirts tend to stand out.



Blue-Shirt - Free
To be fair I'm not sure if the Sue would even be bothered to notice you in blue as the only ones of interest for them are Spock and the Doc.



Sue-Shirt +400 CP
Ah you plan to blend into the Sue, camouflaging yourself as one of them so that they no longer see you as a threat.

Timeline:

There are many timelines and many worlds that the crew of the enterprise will visit during the events of Ensign Sue Must Die.
You must be wary of the resident sue as they may not take kindly to Jumper interfering with their self-inserting and have a direct connection to their patron, the true Sue.
While they may not notice you if you do nothing of interest, should you gain their attention they may decide to be rid of you.

Kelvin - Free
This is the normal timeline in which Mary Sue Must Die takes place. You will arrive on the Enterprise moments after Mary Sue does. The Sue you must worry about will be the main Sue of the story.

Wesley - Free
This is a variant of the prime timeline of the star trek universe. You will arrive on the Enterprise after Q's first game with Picard ends. The Sue you should avoid is a variant of Weasley Crusher, at least they are picked up as a Sue.

Rey -100 CP (Requires “Sue-Shirt”)
This is not a Star Trek continuity but at least it's still scifi right? There are a few Sue in the various timelines within this realm of existence. If you are foolish enough to pick the squil trilogy the Sue you will need to avoid will be Rey, an overwhelmingly gifted woman that having never flown a ship, expertly pilots the Millennium Falcon, even managing to fix a problem with it that Han Solo himself was stumped by with force powers that it took Luke multiple films to learn with training making everyone else dead weight when they are operating together. If you pick any other timeline the Sue will be some random beautiful alien woman amazing at everything.

Steve -100 CP (Requires Sue-Shirt)
Another World, another continuity as you enter a marvelous world of Super Heroes. By default you will enter a world where the star-spangled leader of the Avengers, is a Sue. They have no character flaws, their level of power is inconsistent as they struggle against humans one day but can overpower the hulk another. If you enter into another version of the marvel universe you enter the Sue could be one of any number of people such as a beautiful spy who talks about their dark past that doesn't really exist, a gruff mutant who can't die while taking the center role of each story, they could even replace a dead loved one of a character while taking on the theme of another well know hero but far more powerful and way more loved by the public.

Clark -200 CP (Requires Sue-Shirt)
Super heroes do pop up a lot in the sue favored universe, including the DC universe. Unless you chose another DC continuity the Sue of this universe will be a Superman without any form of character weakness including kryptonite as they can repeatedly experience death and resurrection as easily as stumping their toe then fight for a brief moment before saving the day with a cheesy line about justice.

Hermione -200 CP (Requires Sue-Shirt)
Well who said magic doesn't exist, oh yeah that guy who looks like a walrus. Well in this continuity You're a wizard! Unless you pick another universe this Sue is a version of Hermione Granger that unlike her book counterpart lacks layers and is instead seemingly all knowing as she is the primary source of information on the wizarding world, despite being new to the whole thing herself as a muggle-born. If you pick another version the Sue could be anyone including Harry, Luna, Cedric, Draco or even “Ebony Dark'ness Dementia Raven Way” oh the horror.



Other -400 CP (Potentially Requires Sue-Shirt)
You don't like these options? Well there are plenty of other settings to choose from either magical, anime or sci-fi so long as it wouldn't bore a Sue you can go there. If you wanted too you could just pick one of the Timelines listed above but be careful some worlds are stranger than others and some Sue are more disturbing than you might expect. If you pick a setting within the Star Trek Continuity you do not need to have the **Sue-Shirt** Origin.

Perks:

If you have taken any **Origin** other than **Sue-Shirt** you may take **2 Perk Coupons** that you can use to discount, any Perks not already discounted and not discounted by the **Sue-Shirt** Origin making them half price or **Free** for a **-100 CP** Perk.

General Perks:



What Perks can protect you from the Sue?

This is Sue! - Free
Wow with this you're so unique and cool even if you're not a Sue as you can cause a streak of your hair to be dyed another colour and give yourself a monocolour beauty mark or logo on your face. What's more, you can cause that mark, your highlighted hair, and even your iris to change colours either on a timer or like a mood ring, letting you show off how cool and unique you are!

Your beginning to see past your own selfish desires - Free (Incompatible with Sue-Shirt)
You now have the self awareness to grow. While most jumpers start to revel in their initial power seeing others as only characters in their story you have the potential for more. This Perk acts as a **Body-Mod** that gives you self awareness and understanding allowing you to understand yourself both impartially and physisophically without your ego getting in the way. This also helps you to understand your own shortcomings and how you could grow in order to become a fuller person.

We must have entered one of the magic-based nexus points -100 CP
It seems you have a sixth sense for the super as you can now tell when you enter an area with esoteric energies or if you meet people who possess any form of super powers as well as the general category of their powers. From this you could tell when someone has biological superpowers, soul techniques or access to universal forces. Additionally this will allow you to determine if the person just has the innate potential or have been actively using their powers. This won't however tell you details like what types of magic the person performs or what their super power does and similar powers like Stands and Semblances will seem identical.

There's no crime in being exceptional -100 CP (Incompatible with Sue-Shirt)
With this perk you gain a self awareness of your own capabilities and your attitude making it so that you have self awareness of when you are being insufferable. This also gives you a form of **Toggleable** social protection making it so that whenever you will be far less annoying to others and others are far less likely to feel jealousy towards you.

I sent them on their way doctor -200 CP
You have the charismatic talent required to sabotage others without them realising you are their enemy. With this you will understand what actions you can take with the knowledge of how to frame it to make the sabotage seem beneficial.

Thats a sonic screwdriver im building one of those for science class -200 CP
The laws of physics tend to be different in the various universes, meaning that without it being Fiat-Backed the principles for one type of technology may not work within another universe. With this Perk any tools or technology you build will be **Fiat-Backed** making it so that it will continue to function in each jump. Additionally this will give you a passive awareness of what knowledge you possess is compatible with the current laws of physics meaning you are aware of what knowledge others can use within the continuity without **Fiat-Backing**.

I was so wrapped up in my own feelings -200 CP (Incompatible with Sue-Shirt)
You now have a better awareness of others as you can now use this perk to perceive the view of others as though you were them. When **Toggled** on this passively prevents you from desensitising from others but can be **Toggled** off. If used on someone specific you could also use this perk to view any part of their history from their own perspective but this will be as they remember it rather than how it actually was.

Regeneration's a tricky thing -400 CP
Like a certain Doctor you have gained an ability to regenerate as a **1-UP**. This means that once per Jump, if you die this perk will activate giving you a randomised body as an **Alt-Form** based on your active **Alt-Form** and species when you died. You will gain a new randomised **Alt-Form** with the body's features such as body proportion, height, age, ethnicity, gender and appearance all being randomised so long it is naturally possible for that species. When this activates you will be locked into the **Alt-Form** until the start of the next jump or for ten years whichever happens first.



She used her powers and newfound will to give herself a real body -400 CP
You are now able to create new **Alt-Forms** for yourself and others even when you do not have a physical form. The limits to these **Alt-Forms** are that they are restricted by what **Alt-Forms** you already have. You can create **Alt-Forms** for any species you already have an **Alt-Form** of or that you have a DNA sample for and any **Alt-Form** you create for a Species can not be innately more powerful than that species naturally can be.

A tiny fraction of my being was able to get through -600 CP
Just before a Jump begins you will gain a mental list of every reality within the local multiverse and the general details about each one. You can then choose to drop a copy of yourself within any of those realities, each copy will be identical to you however it will be limited to your Body-Mod's and any purchases gained in that Jump.

Timeline Perks:

Well these Perks make you a real powerhouse within their local setting, however these don't all seem to be completely Fiat-backed meaning that they don't work quite as well **Outside of that Timeline**. If you visit another version of that timeline in the future they will work as intended.

Logic is a wreath of pretty flowers which smell bad - Free (Exclusive to Kelvin)
Why follow logic when you can use it like a skipping rope? You are now able to make logic bombs, which are nonsensical logic statements that force any logical entity such as a vulcan or computer to contemplate them causing them to fall into a logical paradox. This statement will cause them to be trapped in the statement dwelling on it in frustration as they are forced to try and solve it until they are either snapped out of it by another individual or self-destruct in the logical equivalent of madness.
Outside of that Timeline you can still make logical, paradoxical and contradictory statements that theoretically could function as a logic bomb but nothing forces those who hear them to be trapped within the logic bomb.

Technobabble - Free (Exclusive to Wesley)
You now know how to spout technobabble with the best of them as you can string together impressive and scientific-sounding words into sentences that are ultimately just nonsense. Whenever anyone hears these statements they will put together what you have said as the solution to the current problem as a Plot contrivance.
Outside of that Timeline you can still create a "word salad" of scientific or "science-sounding" terms that are jumbled together into impressive-sounding nonsense. The statement will no longer have the protection of its Plot contrivance and those with a deeper understanding of the subject will know that its nonsense.

The Force - Free (Exclusive to Rey)
May the force be with you! You can now wield the Force as well as a Jedi master and a Lord of Sith, it doesn't really matter which as you can use the light side and dark side without consequences.
Outside of that Timeline you are only about as strong as a pre-padawan youngling but you could tap into other universal forces to give you a boost with strange results. I mean they do call it the Speed Force for a reason.

Super Captain - Free (Exclusive to Steve)
It seems you are the most powerful one around with more strength than the avengers and supposedly smarter than Tony Stark and Mr Fantastic though you only seem to know it when putting the knowledge into practice.
Outside of that Timeline your physic is just above human limitations allowing you to use impressive levels of strength, speed and stamina but it only slightly helps your intelligence.

Super-duper Man - Free (Exclusive to Clark)
Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. Look up in the sky, it's oh it's you. You now possess every possible Kryptonian ability and are not hindered by kryptonite, red sun or magic.
Outside of that Timeline you only really have tactile-telekinesis, a variation of telekinesis where you can manipulate objects through direct physical contact. You may ask how is this any different than just touching it? Well you could telekinetically interact with yourself to mimic super strength, super speed, and super durability.



Witchcraft and Wizardry - Free (Exclusive to Hermione)
Wo wo wo its magic you know. You can perform the same magic as any other witch or wizard within the Potter-Verse with you having the power and level of knowledge to complete a mastery in every subject.
Outside of that Timeline you will still have magic but it will be about the level it would be if you were a wizarding child, also your magical knowledge isn't quite compatible as it seems to come from a different version of harry potter magic than your power meaning some spells will work and others wont.

Guide to the Omniverse - Free (Exclusive to Other)
When entering a setting you can select any native character to temporarily gain the powers they canonically have, however when leaving the setting this perk loses their powers.
Both **Inside** and **Outside of that Timeline** you gain a map of every multiverse and parallel reality. This map gives you the multidimensional layout and reality coordinates for every work of fiction, every fanfiction and every alternate version of everything you could ever decide you want to visit.

Origin Perks:

That.. seems really outside the realm of Xenolinguistics -100 CP (Free with Red-Shirt)
Sometimes when you are talking to someone what they are saying makes no sense even if you speak their language fluently. With this perk you will be able to understand exactly what any sentient species means to say to you even if you don't know a thing about their language.

There's no way she's coming back -200 CP (Discounted with Red-Shirt)
You need to be careful wearing a shirt of that colour as red-shirt’s tend to suffer from death by example. While this Perk won’t protect you from a group death it will prevent you being the sole victim of a transporter malfunction, the wrath of a random omnipotent being, a death plague or other deadly events as fate seems to overlook you.

Dinna have the power -400 CP (Discounted with Red-Shirt)
The power truly is within you as whenever you are trying to use a device and it either doesn't have a high enough power output or its battery is drained, you will be able to use this perk to power the tool so that it will function until what your doing is finished.

I cannae explain it, captain -600 CP (Discounted with Red-Shirt)
Sometimes things just work out for you in completely unexpected ways. Once per year you can activate this Perk by targeting a challenge or problem that you want resolved in a way beneficial to you. This will automatically resolve the target in a way that is outside of your perspective and everyone else's.

The new ensign is kind of cute -100 CP (Free with Yellow-Shirt)
There is something about a man in a yellow uniform that grants them a blend of confidence and swagger. With this perk you always have a reputation for being a charismatic and fearless leader with those who don't know you holding you in a positive regard regardless of if you deserve it.



Shouldn't you be in the medical bay -200 CP (Discounted with Yellow-Shirt)
A good captain knows how to get their people to follow orders. With this Perk anyone who sees you as their superior will follow your orders without question regardless of how much they disagree with it.

We've unleashed something terrible -400 CP (Discounted with Yellow-Shirt)
Sometimes you just don't know what horror your actions can unleash. With this Perk whenever you perform an action that results in an otherwise unknown effect you will gain awareness of what your actions have done.

Got a bit awkward once the universe had reset -600 CP (Discounted with Yellow-Shirt)
Once per year you can activate this Perk essentially resetting the status quo as if the jump were in an episodic adventure. Should an important character die or if grand events forever change the fate of space, time and the universe itself, you can use this to reset everything back to the way it was before the events began bringing everyone back and returning the status quo.

Look at the Time -100 CP (Free with Blue-Shirt)
Sometimes you are stuck dealing with people you really don't want to talk to, with this you will always know the best exit excuse. Sometimes this can be as simple as saying “oh i've got to go” other times it can be a complex web of lies, regardless with this you gain the knowledge required to escape the situation without complaint.

That was no accident -200 CP (Discounted with Blue-Shirt)
You have a seventh sense for when things are intentional and when they are an accident. When an action takes place you will know if it was happenstance or if someone put the events into motion. This will also tell you if you were the target but not who the target was if not you.

We neutralized it -400 CP (Discounted with Blue-Shirt)
Whenever you think you have resolved a problem such as dealing with an enemy or stopping a cosmological event this perk will let you know if it has actually been resolved. With this you will know if when killing an enemy if they will stay dead, if not vaguely how long it will take for them to come back or if when preventing a star from exploding how long your resolution will last.

Would it be prudent to consult with my future self -600 CP (Discounted with Blue-Shirt)
Once per year you can activate this Perk in order to contact yourself from the future, this future self will have all your knowledge and memories up to the point this perk is active and all the memories you would have gained by the end of the jump if you had never used this perk after that point. **Post-Jump** you can choose to merge with these alternate selves gaining the memories and experiences of that alternative version of yourself.

I know both kirk and spock desire me -100 CP (Free with Sue-Shirt)
You seem to have some form of supernaturally generic beauty that makes everyone see you as extremely beautiful and universally adored, at least by those who don't know you personally. With this everyone who doesn't know you personally feels an instinctive love and admiration towards you however this effect ends when they meet you.

I was born on the U.S.S. Kelvin.. just like you -100 CP (Free with Sue-Shirt)
Whenever you enter a jump you can use this **Narrative Perk** to customize your background, allowing you to historically be your idealized self or change the events of your life up to that point including parentage, birth and upbringing.

I must tell you about my horrible medical condition -200 CP (Discounted with Sue-Shirt)
While others must suffer through the hardships of life you now have a type of plot armour that makes it so that you no longer have any real obstacles towards your goals. In a practical sense you will no longer have to deal with red tape or outside hindrances that would prevent you from succeeding at anything in life.

I spent the last few years building up an immunity -200 CP (Discounted with Sue-Shirt)
You now have a supernatural resistance in life protecting you from any weaknesses that others of your race should suffer from. You will no longer be harmed by diseases, radiation or any weaknesses that your species has that most other species don't. Additionally every aspect of yourself will be improved so that it is above the average for your species.

I have the most perfect record of any starfleet cadet -400 CP (Discounted with Sue-Shirt)
It seems that you have lady luck at the end of a gun barrel as no matter what tool you are using you always seem to hit the mark. Should you need to get a perfect score at darts you could pick up a set of tooth picks and always hit the bullseye. You could pick up a bean bag and throw it at a wall and still hit a giant robot's weak spot, even if you were to somehow miss a target it will either ricochet off a dozen targets before it hits your target.

I must take over the bridge and lead the crew -400 CP (Discounted with Sue-Shirt)
Of corse you are the main character, who else could it be? With this Perk the plot and events seem to revolve around you, nothing important will happen unless you are around and you will find yourself stumbling into events where you are the linchpin that determines how the situation is resolved..

I'm half-deity myself, you know -600 CP (Discounted with Sue-Shirt)
You seem to have an overabundance of inconsistent powers and you are effortlessly skilled at anything you try to do regardless of the situation. Whenever you need to be stronger you will gain a random superpower or skill perfect for the situation allowing you to resolve it with ease, however afterwards you will lose the power or skill only getting new ones when you need them.



Items:

You gain **4 Item Coupons** that you can use to discount, any Items not already discounted making them half price or if used on a **-50 CP** or **-100 CP** Item they will instead become **Free**. Additional copies of any purchased item can be gained for half the listed price or for **Free** for items Costing **-50 CP** or **-100 CP**.

Phaser -50 CP (Free for Kelvin)
With this purchase you gain the weapon of an explorer, a Starfleet Phazer. By default this will be a Kelvin timeline phaser circa stardate 2258.42 but can be a Prime timeline phaser circa stardate 41153.7 if taken with **Wesley**.

Tricorder -50 CP (Free for Wesley)
This handheld device is used for sensing, recording, and analyzing data, often in scientific and medical contexts. By default this will be a Prime timeline tricorder circa stardate 41153.7 but can be a Kelvin timeline tricorder circa stardate 2258.42 if taken with **Kelvin**.

Red Uniform -50 CP (Free with Red-Shirt)
This Red Starfleet Uniform indicates you are a member of security or engineering if you have taken **Kelvin**. If taken with **Wesley** this indicates that you are instead a member of the command staff. If taken with **Hermione** then this indicates you are a member of Gryffindor. If you have taken any other Timeline then this is a nice Red uniform of your own design.

Yellow Uniform -50 CP (Free with Yellow-Shirt)
This Yellow Starfleet Uniform indicates you are a member of command if you have taken **Kelvin**. If taken with **Wesley** this indicates that you are instead a member of either security or engineering staff. If taken with **Hermione** then this indicates you are a member of Huffelpuff. If you have taken any other Timeline then this is a nice Yellow uniform of your own design.

Blue Uniform -50 CP (Free with Blue-Shirt)
This Blue Starfleet Uniform indicates you are a member of Science or Medical if you have taken **Kelvin** or **Wesley**. If taken with **Hermione** then this indicates you are a member of Ravinclaw. If you have taken any other Timeline then this is a nice Blue uniform of your own design.

Fishnet's -50 CP (Free with Sue-Shirt)
You now have an unlimited supply of Fishnet stockings and gloves that automatically adjust themselves to fit whoever puts them on.

Dynamic Earrings -50 CP (Free with Sue-Shirt)
These clip-on earrings have a dynamic decoration at the base of their chain that allows them to transform into earring appropriate baubles for things you enjoy.

Bat'leth -50 CP
This double-sided klingon blade is a curved blade, with four points, and three handholds on the back. They are also considered the most practical of all fantasy weapons.

Pokeballs -50/1000 CP



Well we all remember these fun childhood toys. Pokeballs allow you to catch pokemon shrinking them down and keeping them in storage within the pokeballs. These Pokeballs have been altered so that they are able to store Mary Sue's.
For **-50 CP** you gain 10 Pokeballs and 1 Premier Ball that can capture pokemon and Mary Sue's.
For **-1000 CP** you gain 1 random pokeball a day that is theoretically able to capture any lifeform, should you succeed in capturing the being they will become a companion as though they had willingly become one.
Got to catch them all?

Lightsaber -100 CP (Free for Rey)
A lightsaber is the weapon of a Jedi, a colored energy sword capable of cutting almost anything. The colour of the blade will either be the color of your origin or a rainbow if you have taken **Sue-Shirt**, but other than the colour this will only be a standard lightsaber.

Shield -100 CP (Free for Steve)
This shield is made from vibranium making it incredibly durable and shock resistant. The center of the shield sports a logo of your choice on the front such as a star, a large S or even the British flag.

Kryptonite -100 CP (Free for Clark)
This beautiful green glowing rock is actually Kryptonite which emits a radiation that saps Kryptonians of their super-powers. While it doesn't affect you of course, other Kryptonians will get weaker and potentially die if you keep it near them for too long.

Wand -100 CP (Free for Hermione)
The tool of a wizard this simple wood is actually made from a magic tree and a part of a magic animal. Anyone wielding this stick will get a boost to their magic equal to the level that an average wizard possesses, allowing even a muggle to use wizarding magic.



Sonic Screwdriver -200 CP (Free for Other)
Oh the universal gadget that can connect to any system. The sonic screwdriver is a versatile tool that can be used for lock picking, sound projection, scanning, computer interfacing and even creating sonic force blasts.

Sue-niform -200 CP (Free with Sue-Shirt)
This is the ultimate suit as regardless of how you should be dressed you can tear away this uniform in order for it to take on the appearance of whatever clothing your should be wearing in any setting.

Trans-Dimentional Communicator -200 CP
This fun little handheld communicator has a complex interface that allows you to theoretically contact anyone in the local multiverse. Just make sure you have the correct universal directory no one wants to get a prank call from the wrong reality.

Sue Detector -200 CP
This multiversal detector is able to scan for alternate variants of specific people or specific types of entities allowing you to know the location of every version of them within the local multiverse. Be cautious this could be used to get the location of every Jumper nearby.

Adamatium Bones -400 CP
This special metal reinforces your bones making them virtually indestructible and enhances any bone based weapons you may use. This purchase acts like both a Perk and an Item as it will not be disabled by Perk or Item restricting drawbacks unless both Perks and Items are restricted.

Trans-Dimentional Transporter -400 CP
This portable device allows you to designate any location within the multiverse and teleport to that location. While this shows inhabitable space it doesn't give you any information about that location forcing you to land blindly unless you have other methods of information gathering.

The Enterprise -600 CP
With this purchase you gain a copy of the Enterprise. If you take this with the Kelvin Timeline this will be a copy of the larger Constitution-class of that timeline, if you took Wesley it will be a copy of the Enterprise-D Galaxy-class starship. If you pick any other timeline then you may pick any vehicle from that is in active use in that continuity so long as it is named the Enterprise and is not a **TARDIS**. This can include picking a Corellian YT-1300 light freighter and having The Enterprise on its hull.



TARDIS -1000 CP
Also known as Sexy, this beautiful blue box is bigger on the inside and functions as both a time machine and a spacecraft allowing you to instantly journey to any location through all of time and space. The TARDIS is automatically integrated with a copy of any other technology purchased in this jump, improving it. The TARDIS also comes with a user's manual that auto translates to a language of your choice.

Companions:

Sometimes its the friends you make along the way who are important and if you can't make friends buy them.

Le' cutest of Beagle - Fee
Congratulations you found Admiral Archers lost Beagle! This cute little fellow is a wonderful puppy. Just be cautious of the bad blood between him and Scotty.

MissingNo -100 CP (Free with Other)
The error pokemon, this Normal Type Pokemon is stuck in a glitched state that normally prevents it from safely being stored within a Pokeball. This MissingNo is stored within a unique Cherish Ball that allows you to change its form in order to swap out its Bird typing. As shown in the example image by default it will be Bird Normal shown in the top left but by taking on the form of the top right it will become Ghost Normal, the bottle left is Flying Normal and the bottom right is Rock Normal. There are a total of 20 forms, some looking like static, some looking like random objects, one looking like a doll and some looking like other pokemon.



Companion Import -50/300 CP
You can import a companion for **-50 CP** each, with an origin of your choosing and **+600 CP** to spend on perks and items. For **-300 CP**, you can import eight companions.
They get **+600 CP** to spend anywhere in this jump.

Canon Companion -50 CP
For **-50 CP** each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Follower - Free
Any canon character you convince to travel with you without mentally altering or manipulating them will do so for **Free**.

Specific Sue -50 CP
With this purchase you can select any variant of Mary Sue from the multiverse or create a hybrid Sue that is a varient of Mary Sue taking the place of a spesific character.

Sue-niverse -300 CP (Free with Other)
Well you now have your own personal Mary Sue who will gain an **Alt-Form** for every setting you visit and gain **+500 CP** to spend in the documents, this will also be applied retroactively to every Jump you have visited so far.

Drawbacks:

You can take Drawbacks to gain more points unless you have taken **Sue-Shirt** in which case you can only take **Free** Drawbacks.

Supplemental - Free
You can choose to combine this Jump with any other Jump as a Supplement so long as the other Jump is set in your target **Timeline**.

Self-Insert - Free
If you dont want to be you, you dont have too. With this Drawback you can select any named character and replace them. Depending on how you act some people my notice.



Sue-ification - Free/+400 CP (Free and Mandatory with Sue-Shirt)
Congratulations you have been Sue-ified as you are now far more attractive, loving and kind but you seem far more of an airhead as you struggle to understand what other people are telling you preferring to believe what you want.

I still think evil is overstating it +100 CP
You seem to have convinced yourself that you are evil however each of your attempted acts of evil are childish at best and shallow at worst. No one will truly believe you are evil and instead treat you as an inconvenience.

Pedal transient paresthesia +100 CP
Your foot keeps falling asleep.

If there's a team around here wolverine has to be on it +100 CP
It doesn't matter what timeline or reality you are in whenever you try to assemble a team for any reason a variant of Wolverine will show up and demand to join. If you're lucky you will get a cool action ready variant of wolverine but if you're unlucky you may get a depressed, rabid, drunk and or self destructive variant possibly all four.

I guess the captain wants to put all my knowledge to use +100 CP
Whenever something important is happening, any one in charge of you keeps sending away. This isn't necessarily because you are annoying or incompetent but it is because they don't want you to distract them.

Actually im three days younger than you +100 CP
Whenever you are successful at accomplishing anything someone will show up and easily overshadow you success making it seem as though your accomplishment was nothing special.



Kneel before Empress Sue of the terran empire +100 CP
With this you will arrive in a mirror version of whatever timeline you picked, the terren empire, the crime syndicate and many other threats await

Your problem now +200 CP
Whenever you attempt to report an issue to someone of authority they will disregard you and state that it is not their problem.

I'm like evil incarnate baby +200 CP
You now seem to have a resting villain face as anyone who meets you gets the vibe that you are evil. While this may not mean anything in most realities this may result in you getting attacked by superheroes on a weekly basis should you pick one of their realities.

The lines between universes are beginning to blur +200 CP
Even after the main Sue event happens you will have random crossovers with many other franchises, this could be anything from Adventure Time to Zootopia.

I didn't hook up with any hot aliens +200 CP
This Jump has now become PG no sex, swearing, nudity, drugs or anything that would get you flagged by any Censorship Authority if it were to air at 5PM on TV.

This is worse than when the worms died +200 CP
You have a deep painful emotional connection to an event that was tragic for you. You mentally know the event never happened and nothing bad actually occurred but emotionally you cant let go.

He's my son and i couldnt stand him +200 CP
Everyone seems to find you insufferable and would rather see you leave than stay. While they wont do anything to get rid of you they wont do anything to stop you going away.

Believe me... Hell is Overrated +300 CP
At least once a year an alternate version of yourself will show up in order to inconvenience you and prevent you from accomplishing your goals.



Mary im starting to question out stability as a couple +300 CP
You don't remember taking this drawback and whenever you enter a romantic relationship with someone they will consistently cheat on you.

What are you doing on the bridge +300 CP
It doesn't matter what you do you keep being banned from locations.

I don't understand what did i do wrong? +300 CP
Your not very good at understanding what others are telling you.

Perhaps there was some lasting damage +300 CP
For the duration of this jump whenever you are injured it will never heal right, a broken bone here, a misaligned thum there eventually these small lasting injuries will add up.

No Talents there nothing special about me im useless +400 CP
All of your out of Jump Perks other than Bodymods will be disabled for the duration of this Jump.

She destroyed the horcruxes +400 CP
All of your out of Jump Items other than Bodymods will be disabled for the duration of this Jump.

I convinced myself that i was entitled to that love +400 CP
All of your out of Jump Companions blocked from entering this Jump for the duration of this Jump.

Think of it as "Unconditional Love" +400 CP
You have now been brainwashed to love the Sue regardless of what protections you have.

I gather you'd prefer to shoot me in the face again +500 CP
You have such a shootable face as everyone who meets you just wants to punch, shoot or stab you in the face. They dont know why and for the most part they will probably control themself but some people will just let their instincts take over.

I just love my new red uniform +600 CP (Mandatory for “Red-Shirt”)
You're under the effects of the Red Shirt phenomenon as whenever danger lurks around it seems to head straight for you. Good luck, you'll need it.

An overabundance of inconsistent powers +600 CP
Everyone you fight seems to be able to pull random bullshirt out of nowhere as though they have a limited form of plot armor. This will only work once per enemy per year.

The Singular Perfect Sue-niverse +1000 CP
It seems you have arrived a bit late, the Sue have won and set up their perfect Sue-niverse where everyone is Sue. You will need to either find a way to reverse this or stay hidden because no Jumpchain is going to be willing to let you continue as a Jumper after becoming a real Sue.



End Choices:

Your Ten years in the Sue-Verses are finally over and now you can choose:

Stay here
Continue in this multiverse and gain **+1000 CP** to spend in this Jump.

Go home
Return home and find what you left behind and gain **+500 CP** to spend in any Jump you visited.

Next Jump
Go to the next Jump in your chain.

