Grrlpower Jumpchain Version 1.2



Superheroes! Aren't they awesome? Better hope you said yes, because you'll be spending the next decade in Grrl Power, a superhero comic focused on character and humor over heavy themes, though with some of those. And lots of jokes about unrealistic tropes in comics.

Superheroes have been around a long time in the Grrlverse, mostly in secret, but recently coming out. So the Atypical Resource Commision, which governed American supers from 1941 onwards, was reorganized into Archon, a federal military police force under the Department of Defense. To be clear, having powers is not illegal, there is no superhuman registry. But superpowered vigilantism is very much illegal.

You enter this world of high adventure one week before Sydney Scoville Jr. meets Maxima hours before the official announcement of Archon.

ORIGINS

Drop-In: You have no local memories, no connections or resources, but also no enemies. Whatever you do or build here is yours alone.

Archon: You are a member of an elite organization dedicated to protecting the world from supervillains. You may be a member of Arc-SWAT, Arc-Light, Arc-Aegis or another support staff.

Independent: You're not a member of any group. Just be careful, while having superpowers or profiting off them isn't illegal in the Grrlverse, superpower enabled crimes or vigilantism definitely are.

Villain: Or maybe you feel like trying out the other side? You're a major mover and shaker with a history of dark deeds and a serious underworld rep. Just remember your background need not be your future.

Twilight Council: Vampires, werewolves, aliens, demons, golems. Wizards, and stranger things. Robots and haunted armor are apparently aegirs. You are one of the secretive beings whose very existence is shielded from humanity by the supernatural Veil.

Perks:

Amazingly Photogenic (free/50 cp) Apparently all supers are incredibly good looking. Tall and athletic, with no hair below the neck. 10/10, or 8 or 9 depending on your feelings about the hair thing. Now, you too can join the ranks of the pretty young models.

For 50 cp, you may have an incredibly appealing and exotic appearance, such as Maxima’s golden skin that people can see their reflection in, or Dabbler or Cora’s coloration. Go nuts.

Power Synergy (-200 cp) Your various powers, both in and out of Jump, don't just not conflict, they actively reinforce and synergize with each other. For instance, if you were trying to freeze something with an ice-ray power, you might find fire powers helping to leech heat away and wind manipulation insulating the area from warming again, even as an ice spell you know activates-- all without your trying to do any more than hit the target with your freeze ray. Or you might use super-speed and Heavenly Sword to play a 3D game of Snake with your trail of deadly energy. Comes with a toggle in case you're concerned about limited use/energy powers.

Goddess of Ash (-200 cp) Your reputation spreads like wildfire, setting you up as the gold standard of heroics, villainy, business or whatever else you dedicate yourself to. With all the attendant rewards and risks of that status.

Well Read (-100 cp, free Drop-In) You are, to put it mildly, a huge nerd. This makes you genre savvy though, and surprisingly adept at responding to superpowered foes or new situations. After all, splitting into good and evil halves happened to Kirk, Superman, and Rachel from Animorphs! And when you think about it, Vehemence is like Sebastian Shaw crossed with Doomsday/Crawler from Worm.

Surprising Reflexes (-200 cp, discount Drop-In) Your reflexes are quick, shockingly so. But that is far from the focus of this perk. Rather, your reflexes are hard to predict, throwing off martial artists, speedsters or combat precogs, all of whom are best countered with super-confusion.

Some Kind of Stupidity Aura? (-400 cp, discount Drop-In) Your enthusiasm is infectious, especially with superheroes and werewolves actually being a thing. It's also really endearing, and so people are willing to put up with a lot more silly antics from you than they otherwise would.

Three Moves Ahead (-600 cp, discount Drop-In) Your ability to connect random bits of information, people and other elements into a cohesive plan needs to be seen to be believed. With a little information, and a lot of help,

bringing down even major heavy-hitters should be no issue. You are always thinking, always questioning your assumptions, and it helps you save the day more often than not.

Archon Champion (-100 cp, free Archon) You have mastered the moves of combat, like the secret move "never stand in the open while reloading" and the super-secret "never stand in the open, ever." You reflexively check your six every minute or two, know how to clear a room to ensure maximum safety, how to actually safely use firearms and grenades. In short, you can military, or at least you can perform the immediate tactical tasks of an infantryman as required by Arc-SWAT. This can be taken multiple times at a discount to add training for Arc-Light, Arc-Dark or even the tech division of Arc-Spark.

Superhero Combat Rules (-200 cp, discount Archon) Check your targets, never hit someone with a car or into a building, slam them into the ground instead. Superhero combat in a realistic world is very little like in the comics, and even less like mundane combat. For instance, a sleeper hold is far more effective than a punch when superstrong combatants go at it. Honestly, it's early days and a lot of this is still being discovered or made up along the way. Fortunately, you are great at figuring out the pitfalls and likely consequences and weaknesses of various powers.

Atypical (-400 cp, discount Archon) ARC was around long before Archon, and Archon itself is formalized into several branches; Arc-Swat is the combat arm, while Arc-Light is investigative, Arc-Aegis manages the super-prison and Arc-Dark is the secretive special forces. You now belong to one of these subdivisions and gain great skill in using your powers in a corresponding area, for combat, investigation, pinning down or restricting the movements of opponents, or stealth. Can be taken multiple times.

We're More Powerful (-600 cp, discount Archon) It's said a real hero can always find a way out of a pinch, and that certainly applies to you. You are a master of teamwork, and the efficiency with which you wield your powers

can you make you seem three times stronger. If you are ever truly cornered and desperate, you will receive a temporary power boost that doubles your abilities and might, just might, see you through.

How Does That Mask Stay On? (-100 cp, free Independent) In a modern world with modern forensics it's hard to keep a secret identity. For you this doesn't seem to be as much of a problem, as you never leave fingerprints, hair, or skin cells anywhere.

Seen It All Before (-200 cp, discount Independent) Aliens? Lizardmen? Demons? Yawn. Just part of the daily grind. You don't really get weirded out or squicked, even if somebody catches an unraveler round right in front of you.

Lower Priority (-400 cp, discount Independent) You'd think people would rush to capture the actual aliens for the secrets of their tech, but nope, local supers are more valuable. While you can wind up on somebody's 'to do' list, their other enemies always seem far more threatening or immediate.

Actual Neutrality (-600 cp, discount Independent) A true treasure in this universe. As long as you don't actually pick a side, people on either side don't bother you. In fact, they're perfectly happy to continue to speak and trade with their enemies through you, something you could parlay into a mediator position, or a not inconsiderable fortune.

Bring the Thunder (-100 cp, free Villain) You have a magnificent evil laugh, coupled with an excellent sense of dramatic timing, and an all-around gift for theatrics.

I Have No Such Failing (-200 cp, discount Villain) Your will is absolute when it comes to getting what you want and need, making you extremely difficult to dissuade or control. You could endure for centuries in a broken patchwork body if need be. Others sense this in you, giving you a strange sort of charisma.

There's Air Conditioning (-400 cp, discount Villain) Wealth and Charisma are the real powers, even in a world full of people who can destroy a tank with their brains. You understand this, and your genius at making yourself likable, and turning a profit, need to be seen to be believed. You could take over a country, make everyone in it assemble cheap electronics for you, and have them love you for it.

That Works Too (-600 cp, discount Villain) Your years of scheming have really paid off. You know exactly when and how to backstab someone for best effect, while having the good sense to avoid the same. Not that you should need to. You have learned to attract people with needed skills and powers, morally committed or flexible enough for your needs, and to cultivate in them a genuine loyalty and respect.

"**Supernatural**" (-100 cp, free Twilight Council) The council embraces many entities; demons, weres, vampires, aegirs (golems, constructs and similar) mages, aliens, fey and others. Pick a well-known monster race, you gain their traditional powers and weaknesses. After this Jump, you maintain this as an alt-form.

Veiled (-200 cp, discount Twilight Council) The globe-spanning veil obscures the supernatural and the unusual from the eyes of mortals, and now it covers you! It doesn't matter if you're a rock monster, people will see a normal person, if you energy blast someone, the masses will see a gun. With even a trivial effort, you will be able to blend into crowds.

Vigilantis (-400 cp, discount Twilight Council) You are qualified as a Vigilantis, an enforcer of the Twilight Council. Your knowledge of the supernatural world is almost unmatched, and updates in future Jumps. You have a strong resistance to hostile magics and mind-bending eldritch horrors, as well as the diplomacy skills needed to talk down a mass of writhing tendrils.

Elder (-600 cp, discount Twilight Council) Whatever your choice from Supernatural, you are now a far more powerful version of that creature. Not a Vampire, but an Elder Vamp, not a Werewolf, but a Pack Alpha, an Afrit instead of a genie, an Archangel instead of an angel. In general this triples the powers you get from your Supernatural, while halving your racial weaknesses.



Superpowers:

What you really came for. Everyone gets +600 cp just for this section.

No One Has Pointy Ears! (-50 cp) You have really good hearing. Some might call it superhuman. You can get at least a vague idea where people are by how they block ambient sound, and can eavesdrop on a conversation taking place on the other side of a large swimming pool.

Super Bite Man (-50) You can shapeshift your jaw and mouth to match that of any member of the animal kingdom. Bite with the awesome force of a crocodile or T-Rex.

That Flying Rescue Guy! (-50) What human hasn't dreamed of soaring above the clouds? But flight is a really common ability, and if it's your only power you'll be mocked. This doesn't make you much faster than a helicopter.

- **What Did Guiles Say to Ryu's Face?** (-100 cp, requires **That Flying Rescue Guy**) You can now break the sound barrier with some effort.

Know What I Wish? (-50) You have the power to instantly refill any drink or mundane liquid. No magic potions or super-serums. This comes with the side-benefit of replacing your own or others' blood. You cannot refill a large lake, but a village well is likely alright and a gas tank or oil drum is just fine. You cannot use this power to create molten metals or freezing water, nothing too off room temperature.

- **Cleverer Wish** (-100, **requires Know What I Wish?**) Remove the above restrictions, super-serums and magic potions are fine, as is a range of temperatures from liquid steel to liquid nitrogen, just remember you need a sample or a flask that once contained them. Still can't be used for massive amounts.

Wasn't There A Movie? (-50) You can absorb sonic energy to make yourself temporarily stronger or release it as a wave-attack. Consequently, you are immune to harm from sonic powers or weapons. If this sounds incredibly situational, that's because it is.

- **Breakpoint** (-100 requires **Wasn't There A Movie?**) because defense alone is kinda sad, you can now emit waves of sonic force. Deafening is the easiest use, but by tuning vibrations properly you can shatter steel and concrete.

New-Fashioned Fisticuffs (-50 cp) You can envelop your hands in a form of energy providing some armor and added impact force to blows. This is tougher than brass knuckles, but not all that much. On the plus side, they're harder to find and confiscate. With time and practice, you may learn to grow small blades or spikes.

- **Punching Spree** (-100 cp, requires **New-Fashioned Fisticuffs**) If you have another power source or element you control, you can now form

your knuckles/gauntlets from it. Chi, magic, psionic energy, electricity, fire, the sky's the limit, and these energies make your fists much harder and tougher.

Specs (-50 cp) You can access a number of alternate vision modes, UV, IR, X-Ray, microscopic and telescopic. Each manifests a pair of glowing shapes matching your eyes in front of your face, and you can only use one at a time. Your viewpoint can rotate without moving your head.

- **Bifocals** (-100 cp, requires **Specs**) You can use the alternate vision modes at will, without manifesting the energy specs, and have multiple modes active at once.

Amorphous (-100 cp) You can stretch any part of your body to about ten times it's normal length, or cause parts of body to seem to inflate. Great for reaching those high shelves.

Heavenly Sword (-100 cp) Who doesn't love lightsabers? Now you can manifest an energy blade around any blade-like, stick-like or whip-like item. Try not to cut your own limbs off.

Hypnotic (-100 cp) Something about you is utterly fascinating to other people. If they stare long enough into your eyes or something, they might slip into a trance. Very effective as a distraction, or for imparting suggestions, but also very limited in how much you can influence people.

Looker (-100 cp) It could be something like a succubus glamour, or limited shapeshifting, an illusion spell, etc. Whatever the case, you can alter your appearance to impersonate any other person.

Bad Powers (-200 cp) You can regenerate, and whenever you do, you heal back tougher and stronger than before. This has a lot of potential to ramp up… but you'll need to get hurt a lot to use it to its fullest potential. We'll throw in a extraordinary pain tolerance to ease things, but yikes.

Variable (-200 cp) A gestalt power, when touching any other living person, whether they have a power or not, you gain a power. These are usually weaker than many natural supers but with millions or billions of potential powers sometimes you hit a jackpot. If the other party has a power, yours will most likely be related in some way, fire powers become ice, electrokinesis becomes magnetism, teleporters can carry you without worrying about the extra mass/weight etc. This only works for as long as you're in contact with the person you get the powers from.

Ad-Ren-aline (-200 cp) You have at least ten times the reflexes and strength of an ordinary human, and you only continue to improve as you grow more afraid or angry, at least to the point your body starts to give with exhaustion. Less useful if you're much stronger than that already, but your strength and speed will still noticeably increase in a crisis.

Sight Unseen (-200 cp) Invisibility is another incredibly common superpower. Now you have that precious ability to go unseen, but must beware fog, sprinklers, confetti and closed doors.

Boom Shakalaka (-200 cp) You can create balls of explosive energy, easily enough to level a small building, and throw them. You can even make a bolo or an 'Overnuke' capable of destroying much of a small city block.

Goon (-300 cp) You can make duplicates of yourself, seemingly without limit, but they become... fragmented. Less important things like college vocabulary and higher math slip away with even a couple dozen. Essentially, the more duplicates you have active at once, the dumber they all get. The good news is that any gear you have gets duplicated. Also any if they die dupes dissolve into harmless bubbles. You have to specifically reintegrate dupes to get their memories.

Simply Marble-ous (-300 cp) You can transform back and forth between your normal form and one made out of animate marble instead of flesh, with all the strength, weight and durability you'd expect. If you wish, you

can become organic steel or another mundane metal or mineral. But only one, which you choose here.

- **Iron-y** (-200 cp, requires **Simply Marble-ous**) Or perhaps the mundane is not enough? If you'd rather become a Man of Kryptonite or Mithril than a Man of Steel, take this and your form can be that of any exotic metal or mineral you have a sample of from your travels.

Volcano Blood (-300 cp) You can produce heat intense enough to sublimate metals, with enough precision to melt a gun or knife and not the hand holding it. Alternatively, you can absorb heat to rapidly cool objects and spaces. You may do this over a wide area, or with a narrow beam, or even by touch.

Mach-ing Laughter (-300 cp) You quick son! Not quite breaking the sound barrier fast, but outrunning cars is easy, so is knocking down a dozen folks before one can finish drawing a weapon. Naturally your reflexes and perceptions match so you don't pancake yourself into a wall, but only when moving at super-speed, you can be caught by surprise when still.

Anima-tion (-300 cp) You can now project your astral self in the form of ghost, which can possess matter like concrete or wood to form a new body of that substance. Losing such a body is a minor inconvenience, but getting around or interacting with people may get harder. Moving both bodies and controlling small amounts of the same material is doable, but may take some practice. The harder a material is, the stiffer and harder to move it becomes. 6 or seven on the Mohs scale is the sweet spot of maximum hardness without restricting mobility, though that applies only really to scratching?

Attractive (-300 cp) Maybe she's born with it, maybe it's magnetic powers. You can levitate along magnetic lines of force and attract, repel, and deform any ferrous material.

Spiders Everywhere (-300 cp) Your body is replaced with (or can turn into) a telepathic hive mind consisting of roughly your mass in spiders. You can, with a little practice, make a convincing flesh-tone human covering of webbing, but beneath the surface you are still a mass of spiders. Which can also be very useful for stealth and scouting. Be aware that while every individual part of you may be capable of all your skills and mental perks, using supernatural powers requires at least 10% of your mass be in relatively close proximity. Or you could do bats or rats a similar swarm transformation, if you want to be boring.

Goombah (-300 cp) You have high level gravity powers. At any given time, 'down' is whatever direction you decide it is. You can crush someone with dozens of gravities or float tons through the air with ease.

Brightest Bulb (-300 cp) You can generate large amounts of electricity and shoot it from your hands. Be careful, as this can easily be fatal

- **Gigawatt** (-300 cp, requires **Brightest Bulb**) Not only can you throw lightning, you can now *be* lightning, and effectively teleport yourself as a lightning bolt (arc-step) to get around at a third of lightspeed or attack with vastly greater power. But this is far from your most destructive ability, as you can now generate positrons or "darkning" which can negate electricity by turning all that energy into gamma-radiation, and is drawn to electric current. If you hit matter with darkning, all the electrons will be turned to gamma-rays, and the atoms will then destabilize, effectively disintegrating things, but releasing massive amounts of alpha and beta radiation to keep the gamma company.

Jabberwocky Style (-300 cp) Strength, speed, armor., three essential qualities in a fight. Now, you can respec them on the fly, drawing down your speed to buff armor and attack in Crusader Style, or reducing your strength and toughness to max out speed in Cheetah Style, and suchlike. You always seem to get a bit more juice than you give up.

- **Min/Max** (-600cp, requires **Jabberwocky Style**) In addition to the above abilities, you gain potent energy blasts and flight and your base abilities are enhanced several times over. More importantly, you gain a vast reservoir of internal energy you can use to boost your abilities without drawing down others. To the point a maxed out energy blast can recreate a nuclear explosion at least, at max speed you can go hypersonic, and so on. Your enhanced resilience and strength now run off a field that extends to cover your clothes to an extent, and lets you lift heavy objects without worrying about shearing or breaking them.

Magic (-400 cp, discount Twilight Council) Yer a Wizard, Jumper! There are a wide variety of magical powers, and the limitations in this universe aren't super clear, but now you too can chant some funny words and use a wide-area sleep spell or some such.

Technology (-400 cp, discount Twilight Council) While not to the level of Nth tech, you are broadly familiar with most galactic standard technology, and with time and materials could even improve on most of it.

Martial Arts (-400 cp, discount Drop-In) You are peak human, likely in the comic book sense, and a master of the martial arts. Your skills are so great, trying to distinguish between them and actual superpowers is a waste of time.

You Have Clearance, Clarence (-400 cp) General Telekinesis, an incredibly flexible and useful power, to move things without touching them. You start out able to lift a car, juggle a dozen or so objects at once, and with the precision to unlock a door with a key, but all of these will expand with time and training.

Carbuncle (-400 cp) Now you're thinking with portals! You can open portals to anywhere you've been, with intercontinental range, or anywhere you can

see at the moment. Opening lots of portals at once takes several seconds of intense focus,

Does a Body Good (-400 cp, discount Twilight Council) Whether by magic or powers or your innate nature, you can temporarily copy the powers of supers and supernatural beings by drinking, or injecting yourself with, samples of their blood. This only lasts a few minutes, but can be devastating.

Beach Boy (-600 cp) You control and can become powdered silica, i.e. sand. The limits of your control are only what sand is available in a radius of about ten kilometers (seven-ish miles). With effort, whole cities and nations could be buried in sand, and tank armor scoured clean off.

Brainiac (-600 cp) Intelligence can be such a broad topic, and most depictions of super-intelligence disappoint, creating advanced technology or convoluted plots for simple goals. Not so for you. Your super-intellect is a package deal, including perfect recall, enhanced wisdom, emotional intelligence, prediction and true understanding as well as learning at a rate of geometric progression - the more you know, the faster you absorb and completely assimilate new information, without apparent limit. Your talent in any intellectual or artistic endeavor surpasses genius, your understanding of yourself and your own cognition is as complete as humanly possible.

Hammer Time (-600 cp) Aside from a high degree of strength and durability, you can absorb kinetic energy and spend it to make your blows much more powerful. You have an upper limit to how much KE you can store, about two hundred times your output, and you expend it all at once or in dribs and drabs.

Henching (-600 cp) Power-copying with a unique twist, for those who don't mind not taking center stage. You wield the power of your employer(s) and you can get pretty fancy with things like LLCs. Just make sure all the is get

dotted and ts get crossed, it'd be a shame for some Secretary of State or commerce authority to dissolve your power-source mid-fight.

Seraglio (-600 cp) Congratulations, you can teleport! Should make your morning commute easier, anyways. But there are a couple of wrinkles to this power you should know about. First, your range is… complicated. The more familiar you are with a location, the more time you spend there, the further away you can jump to that spot. You should be able to make it home from virtually anywhere on the same planet, but in a totally unfamiliar locale, you'd be restricted to pretty much line of sight. Visiting a new continent for the first time, you should probably take a plane.

The second aspect, normally teleporting creates a new you at your destination and removes the old one. For you, this isn't automatic. You can create up to five duplicates to share a quantum-entangled hive-mind with, and have them active indefinitely. The only catch is that each, while active, is a permanent reduction of your mass limit for passengers and cargo. With just you, five and a half times your body mass, with five, you can carry half your mass. Also, one dupe getting hurt can be experienced by the entire collective. De-teleporting duplicates increases your physical strength and vitality, in fact, it is always growing at a slow rate so more duplicates will come in time.

Invulnerable (-800 cp) Exactly what it sounds like, you cannot be physically harmed, whether by blunt force, stabbing, immersion in lava (might make it hard to breathe) or a nuclear blast. You could garnish your food with super-Ebola and face zero personal consequences. Now if only everyone else in your life wasn't so fragile. For convenience, you may selectively exclude some of yourself from this effect, in case you ever need surgery, or a trim.

Konami Code (-800 cp) The universe runs to a certain set of immutable laws… for other people any ways. You can hack reality, altering parameters large and small, from disarming explosives with the flick of a toggle, to

changing the size of objects and people. You cannot, just with this, hack time, you'd need more 90s for that. But you can create stasis, teleports and save points which sure look like it from the outside. This magic style makes altering things a snap, but struggles in creating matter or energy. Still, with time and practice, you can write a macro for that.

Emotivore (-800 cp) Pick an emotion, sensation, or basic drive, such as lust/sex, violence, pain, or joy. You are empowered by this emotion in other people, enhancing you. With a full stadium or few dozen super's worth of energy, you could increase all powers and perks by an order of magnitude… for a time, anyways. You could also run your magic, or any power requiring any energy source, off of this emotion for a good long while.

Nemesis (-800 cp) The power of any power. When attacked, you develop a temporary power perfectly suited to saving you, and possibly taking down your opponent in the process. Like draining kinetic energy, or hijacking control of energy constructs. This is purely defensive and only works when attacked with a supernatural power, though, and can be overloaded when facing four or more opponents. Still, it is a powerful and versatile defense.



Items

The List (free) a little notebook that is always in your back pocket. Good for keeping track of things, making illustrations or I don't know- if you need to play hangman or something to pass the time.

Geode (-50 cp) an almost perfectly innocent half of a rock lined with crystal. Some rare elements, but nothing spectacular, and long-dead microlife that definitely isn't from Earth. Probably won't become terribly significant down the line.

Utility Belt (-50 cp) A utility belt containing a first aid kit, lockpick gun, zip-ties, fingerprint kit and other useful but unglamorous tools of the crime-fighting trade.

Magic Hairband (-50 cp) A magic band that is never uncomfortable or gets in the way, and holds your hair in preferred style no matter what tousles you get into. Yes, even gelled up like a Super Saiyan.

Paycheck (-50 cp) Every two weeks you get a generous paycheck, more than a middle class entrepreneur makes in a year. Won't make you a billionaire, but can keep you in the same style as movie stars and pro athletes. In future Jumps this adapts to local currencies and financial systems.

Incident Table (-100 cp) A map, by default a table where you can zoom and scroll, which displays crimes, wildfires, strange energy readings, and mysterious events. Checking up on these will often lead to exciting new discoveries or adventures.

Tactical Glasses (-100 cp, free Drop-In) Hooked up to a database, these smart glasses tell you who people are and more importantly, what their powers are. They don't know everything, but will update with estimates whenever a new power is displayed in front of you.

- **Space Glasses** (-100 cp) Your glasses have become virtually indestructible, with an adaptive HUD that includes a universal translator and can casually add crosshairs and ammo count for any weapons.

Discount Pip-Boy & Choker Mic (-100 cp, free Archon) The comms and GPS system of the Grrls, comes with a handy flight map showing where airplanes will be, and a computer that can handle all manner of useful background tasks, email, reminder alarms etc.

Anti-Alien Minigun (-100 cp, free Independent) A minigun with bayonets, and three alien heads crossed off. Does not overheat, jam, or run out of bullets and is surprisingly easy to heft and keep on target.

Greed is Good (-100 cp, free Villain) Money, dear boy. Fifty million dollars a year. +100 cp to keep in future jumps and translate to other currencies as needed.

- **An Olympic-Sized Pool's Worth** (-100 cp, requires **Greed is Good**) as much gold as humanity has ever mined and refined, in a convenient Warehouse attachment or room of your choosing.

Omnomnomonyte (-200 cp) A cute little toy that absorbs nearby radiation, providing wide area protection.

Homing Mummy-wrap Gun (-200 cp) Fires bullets that explode shy of the target, wrapping it in myolinear bandages meant to contain serious threats. The bullets lock onto a target with a tractor beam, and so cannot be easily outrun even by serious speedsters.

Railgun (-200 cp) A rifle meant for shooting satellites from orbit, impressive range and penetrative power.

Exotic Material Samples (-200 cp) ten pounds a week of Anthracite; a magic boosting crystal, and Celestium; a super-conductor with other, as yet unknown qualities.

Osprey (-200 cp) A VTOL aircraft, fuel and maintenance needs handwaved away, for transporting you and any allies or prisoners.

Cybernetic Limbs (-100 cp) One arm was replaced, but it’s not all bad. Your artificial arm is inhumanly strong and precise, and can teleport small objects to and from your home, Warehouse, or wherever else you place one of three teleport beacons that come with this.

- **Limbsuit** (-200 cp, requires **Cybernetic Limbs**, discount Twilight Council) Hammerspace is nice and all, but what’s nicer still is holographic and forcefield, and matter-shifting technology, to turn

your limbs into whatever you might need, from gun or hook hands, to a snake tread lower body.

Tome of Trouble (-200 cp, discount Twilight Council) A magic dictionary that can manifest any small item included in it, from antidote and assault rifle, to a xylophone. Items must actually be able to fit through the spread pages, but depth is no concern.

Lexica Arcanex (-400 cp, discount Twilight Council) It may be mocked by neophiles, but this magical programming language is still going steady, providing service to the Veil and most modern enchantment. With this, you can program enchantments and magical items to more precisely define and control their effects and limitations. May be of limited use to Jumpers without magic, but hey, in future Jumps you can adapt this to modify spells!.

Jumper Industries (-400 cp) A large multinational corporation that does… business people stuff? Fantastic at making you money without input, or laundering existing funds. Making charitable donations to boost your PR or otherwise raise your public profile. Or maybe you just want to own the world's largest comic book shop.

Headquarters (-400 cp) A base of operations, with an armory and training facilities appropriate to a super-team. Could be hidden, like the Ascendants' underground lair, or in the open like Machina Industries or Archon, or perhaps a stately Jumper Manor. Luxurious rooms, best wi-fi, firing range, a pool, and it updates to each Jump.

Replicas. Yesss… (-400 cp, discount Villain) Deus has… quite the sword collection, and you have one to match. All are copies, but possess the qualities of the originals. These include but are not limited to; Riddick's ulaks, Soul Edge, the Red Scissor Blade, Crescent Rose, Stormbringer, the Glaive, Talon's Triple Sword, Excalibolg, Zabimaru, Anduril, the Green Destiny, original Buster Sword, Sting, Kratos' Chaos Blades, Raiden's HF-katana, Conan's Atlantean Sword, Excalibur, the Sword of Omens,

Master Sword, Sword of Power/Sword of Greyskull, Dawnbreaker, a Kandrian dagger, and the Sword of Kahless.

Skee Balls (-800 cp, discount Drop-In) The Big One, the mysterious orbs of Sydney Scoville, Nth Level Tech that defies analysis. Seven orbs circle your head, as a default. You can control their flight as long as they remain within a certain distance. The red one fires lasers, blue is flight, the yellow allows truesight and a limited form of astral projection, the purple-y one manifests a tentacle that can lift thirty five tons, other blue is a forcefield, the green creates breathable air and other gasses, and the function of the dull orange is mysterious. The orbs get XP from use and can upgrade, known upgrades include adding teleportation to the commball, greater speed and FTL to flight, and rapid-fire scattershot to the red. May or not be a hypertech spaceship.

For the duration of this Jump, the orbs bond to you and cannot leave a certain distance. Afterwards, you may mentally uncouple them to leave them somewhere, or give them to someone else, but must touch them again to reestablish your bond.

Companions

You may recruit any number of locals to join in your journey, and needn't pay points for the privilege. Even for an Alari PA. You may import any number of companions for free with 400 cp to spend, or pay 200 cp to give them 800 apiece.



Drawbacks

Take these for more points.

Mystery Men (+0 cp) Superheroes have been around, covertly, since at least the Lincoln administration. The Twilight Council is far older. By taking this drawback, you may set your starting time anywhere after March 4th, 1861. Be aware that you may not be around for the events of the canon series.

Wearing the Cape: Team-Ups and Crossovers (+0 cp) Comics books often have a confusing multiverse with other superheroes in alternate universes, and the Grrlverse is no different. By taking this drawback, you can supplement this jump with another superhero setting, or vice versa. Even some weird comics-adjacent things like TMNT, Capepunk series like the Secret Return of Alex Mack, even Mortal Kombat. You must choose one universe as your primary residence, but don't worry, taking this drawback also guarantees a crisis crossover will bring teams from both universes into contact. Whether you stay in touch depends on the personalities involved.

Anything Odd? (+50 cp) Every so often, when you aren't looking, a person you know will transform into or be replaced by a muppet version of themselves. Nobody else will notice anything different or react.

Days That Feel Like Years (+50 cp) What is time, anyways? You can add several years, five for each purchase, to a maximum of forty purchases, or a fifty year stay. That's experienced time, so no cheating by jumping ahead.

Learning With Jumper (+50 cp) If there's one thing I've learned, it's that supers and Jumpers are like vegans. They can't wait to tell you all about it. Like a certain succubus, you barely need an excuse to launch into a lecture on the nature and deep lore of Jumpers, or the worlds you've visited and how they've changed you. Can you imagine a pregnant superpowered Jumper with thisHope the bad guys aren't taking notes.

Periwinkle Butt-Sniffer (+50 cp) Archon has the PR department, so they will be the ones to decide what your codename is to the public and the superhuman community, and boy, you must have really annoyed somebody there, because they've gone all out. Things like 'Black Hulk' 'Sword Chick' 'Gravity Goombah' and 'For Whom the Death Tolls' are the *nicest* options for what you might get tagged with, and it goes rapidly downhill from there. You may insist as hard as you like on your preferred name, but it's not what people will use for you.

Probable Dork Alert! (+50 cp) Something about your appearance is just embarrassing. Maybe you have an edgelord costume with a cowl and huge shoulder pads, maybe a mask with big googly eyes or just a ridiculous haircut. Either way, nobody can take you seriously, and attempts to modify your look just make things worse.

ADHD (+100 cp) Attention Deficit Hyperactive Disorder. You are impulsive, distractible and easily bored by mundane daily tasks. People often believe you aren't paying attention, simply because it's hard to focus on one person for too long, and sitting still is a challenge.

A Drop of Pure Cap (+100 cp) It takes time and effort to train yourself up for the spiciest of foods, but there's a price you pay. Anything below a non-white person 6/10 is flavorless mush to you, and you're constantly

pushing the limits of your spice tolerance, leading to a lot of teary eyes and fanning after meals.

Pink Latex Gun (+100 cp) You have offended Peggy, the Archon rangemaster, with your lax attitude towards safety and all your ranged weapons have been replaced by the safety pink latex gun. (Hint: it is pink and it is latex, it is not actually a gun) You are utterly incapable of using any firearms, from a standard pistol to a phased plasma rifle, even stuff in your Warehouse. However, you can overcome this punishment by demonstrating a mastery of gun safety rules to Peggy, which may be harder if Archon is your enemy.

Playing Diablo With the Censor Button (+100 cp) Some people curse once a movie, some for emphasis but you? It's a real BLEEPing miracle if you finish one BLEEPing sentence without saying BLEEP, BLEEP or BLEEEEEEEEP at least BLEEPing once. Will offend some people, at least.

Squirrel Pox and Squabies (+100 cp) You are irrationally terrified of squirrels. Given the powers available, this may be more of a problem for them than you.

Face Me Cowards! (+200 cp) Your superpowers, and any supernatural abilities from outside the Jump, now operate purely defensively. If someone takes a swing, sure, you can make a forcefield or bat them back with your full strength, but if you try attacking it will be with normal human fists or powers purchased here.

Butterfly Farts From Mothra (+200 cp) An annoying number of enemies are immune, or at least highly resistant to, your best powers. Your spells fail, your energy blasts are absorbed, your hits barely faze them. It won't be everyone, but it will be between a third and a half of your opponents, and most of the ones who really matter. You will need creativity and teamwork to overcome.

Onwards and Upwards (+200 cp) You start in a cell in the lair of the Ascendants, people who experiment on powers - trying to give them to people, or vivesecting those with them. They've also been known to force powered people to work for them. If you don't want to be a lab rat or a slave, you'd best be prepared to sneak or fight your way out.

What Were You Doing When You Last Had It? (+200/+300 cp) You have lost a limb, and you aren't growing it back. Can be taken twice, but the second limb lost only grants one hundred cp.

The One All The Jokes Are About (+200 cp) Well, hey now, dang nabbit! Jus' cause some of us didn get no fancy educashun or grew up in the backcountry don mean they can't be no superheroes! Jus lookit cha, a walking advertisement fer banjo music an un-ironic Confederate flags, an y'all do just fine! Makes me proud to see such a fine 'Murican, no homo.

Destroyer Of Mosques (+300 cp) You are a PR nightmare, between a tendency to collateral damage and impaired brain-to-mouth filter. If you're in Archon, Arianna will tear her hair out and do anything to keep you from a camera. If not, you will wind up on the news regularly, saying or doing things that will embarrass you or cause you problems later.

Silver Age Rules (+300 cp) For some reason, you just can't seem to make yourself attack someone without first telling them your name, and at least an abbreviated version of your powers, weaknesses and goals. Defending yourself if attacked first is fine though. Cannot be taken with **Face Me Cowards!**

Event Horizon (+400 cp) You're just like a comic book character come to life! No, literally. There is a moderately popular comic book based on your life and adventures prior to this Jump. Your deeply personal moments and sometimes thoughts are on public display, and anyone wanting to take you down has several wikis and versus forums to mine for ideas.

Another One Crossed Off The List (+400 cp) Sydney Scoville Jr. the Mighty Halo, is a bit of a goofball and can be violent, but is usually regarded as a bright spot in this world. Only now, she's an evil Machiavellian murderer and genre-savvy master manipulator with it in for you personally. Not only has she fully upgraded and practiced with the orbs, she will turn Archon against you. Why would you do this?

Cheating Cheater Who Cheats (+400 cp, cannot be taken with **Face Me Cowards!**) Who just stacks up powers after powers? A dirty cheater, that's who. All powers and perks outside this jump are locked out.

Flat Broke (+400 cp) Your Warehouse is locked down, and any and all Items from previous Jumps are lost to you for the duration.

Deus Ex Maxima (+600 cp) You have a deadly enemy. If a hero, an unknown, powerful enough that the entire Arc-SWAT team couldn't put them down without your help, and you will almost certainly struggle even with theirs. If you chose to be a villain, things are a little simpler if not easier, you have earned the personal and enduring hatred of Lt. Colonel Maxillian Leander, aka Maxima.

This Jump written by Aehriman. Special thanks to; Ursine, S-lver, and Heridfel.

Changelog: Removed higher value option for Pink Latex Gun, removed Portlandia-Level Hipster. Removed Potato Deficit Famine Jockeys. Added pictures. Upped the power stipend a bit & made generally available. Sydney gets competence upgrade for Another One Crossed Off the List Removed Mini-Sagat, Capped What Were You Doing When You Last Had It

Added 50 cp upgrade to Amazingly Photogenic
Upped point costs of Seraglio and Hammer Time (previously just Hammer)
Added clarification to Power Synergy, Carbuncle, Volcano Blood and Konami Code. Rewrote Anima-tion and Seraglio to reflect all we've since learned about these powers.
Power Balls renamed Skee Balls, can no longer buy off the requirement for hands, and can now detach them after the Jump
Added Spiders Everywhere, Looker, Attractive, Goombah, Brainiac and Beach Boy to powers.
Added Replicas… Yessss, Jumper Industries and Headquarters to Items.
Added Days That Feel Like Years, Learning With Jumper, Periwinkle Butt-Sniffer, Onwards and Upwards and A Drop of Pure Cap to drawbacks.
Downgraded Probable Dork Alert to 50 cp.
Added a 400 cp perk to each origin & reduced 300 to 200 cp to better match Jump standard. Scrapped and redid the Independent line from the ground up.