Heroman Jump

Version 1.0.0



Welcome to Center City and the world of Heroman. Created in 2009 and 2010 by Stan Lee and Studio Bones, Heroman was a manga and accompanying anime which melded together the tropes of Western Superhero comics and anime.

Middle school student Joey Jones is granted great power in the form of the robot Heroman and decides that it is his responsibility to use this power for good. An alien invasion and saving the world ensues. Or at least that's how things would go. Now that you're arriving here it becomes much harder to say exactly what will happen.

Will you be a greater hero than Heroman? Will you show Gorogg how alien invasions should go? Will you sit back and enjoy your coffee at Hilly's with Stan? To make these decisions and more take these:

+1000 Comic Points

Good luck and good jumping. And remember, Jumper: Excelsior!

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Mysterious Being: There's just no explanation for you. You seem to have appeared out of nowhere, in nothing more than a bolt of lightning. Maybe it was the great will of the world knowing it would soon be under threat. Or maybe it was just your benefactor's will. Either way you lack any background memories of this world, or connections within it.

Alien: You're still not from around here, but this time here only means Earth. You're most likely a skrugg, but given the skrugg have encountered other intelligent species before it's possible you're something else. You might even look (and effectively be) human. Either way you're from space, and how you actually reached the Earth is probably a story to itself. If you have yet.

Dork: Well perhaps that's too cruel of a term. You're not necessarily a dork. Just not part of the upper class. Either way you're an ordinary middle school student. Or maybe you're a hero in the making.

Jock: You seem to be on the football team, or maybe a cheerleader. Either way you're a middle school student, and probably from a more affluent family. You might not have what it takes to be a hero, maybe being an anti-hero would be easier?

NIA: You work for the National Intelligence Agency, which reports directly to the President of the United States. Its jurisdiction seems to be vaguely defined, almost like some combined FBI and CIA. Either way you are well-versed in intelligence and investigation procedures.

Scientist: You are a scientist. Maybe you're a science professor. Maybe you're a mad man who builds robots. Either way you have a background in the field of science which is surely useful when aliens invade.

Location:

You will arrive in Center City on the day that Heroman is born. Depending upon your choices you may have a few other options. If you are an NIA agent you may instead appear in Washington D.C. If you took the Skrugg perk you may appear on Gorogg's skrugg ship. If you took the Skrugg Ship Item you may instead appear on your own skrugg ship en route to Earth.

Age and Gender:

If you're a Dork or Jock you are middle school aged (11 to 13). If you're a Scientist, or NIA you are at least 24 years old, though you may choose your age from there. If you're an Alien you are free to choose your apparent age. If you're a Mysterious Being you are the same age as you were at the end of the last jump. Your gender is free to choose.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Going to Play the East Coast Next (50 CP): You know you're not half bad when it comes to playing music. Oh, you're not a once in a generation talent either, but you're good enough at singing and with an instrument of your choice that you could go pro with some effort and luck. With the right support you might even be the next big name in the industry.

Will of a Hero (300 CP): Well maybe an anti-hero. Either way you possess a powerful ability to overcome enemy control of your mind. Your will is strong enough to resist much so control straight out, at least if will alone is normally able to resist it. And even when it isn't and you do succumb, strong emotions will break you free whether the desire to protect a little sister, the hatred of the suitor you find unworthy of her, or something not focused on your little sister. This even works on forms of mind control and brainwashing that shouldn't be able to be broken by sheer will power like modifications to your brain, possession, or physical bodyjacking.

Drop-In Perks

Victory Pose (100 CP): You possess a victory pose of some sort. One you perform when you have defeated the enemy. No matter how dorky, corny, or cheesy the pose should be, it seems to have an element of charm and cool which makes it likable. Well at least when you've actually won. If the enemy is just playing possum this victory pose seems to fall flat, even to you.

Truth Wins Out (200 CP): When you are framed, or misinformation is spread about you, life has a way of having the truth be revealed. This isn't instant, but if the government tried to gag the media about you while casting you as dangerous alien technology, events would conspire to see to it that something like you playing hero was broadcast live showing how undeniably you weren't an active threat to humanity. If you're not a hero it won't happen this way, but when someone is spreading falsehoods around you, opportunities to disprove them, even mostly accidentally, fall in your path, and if you wait long enough someone else will disprove them for you.

In case it need to be said, this perk will not make misinformation you yourself spread about yourself be any more likely to have the truth revealed.

Red Mode (400 CP): When everything seems lost, all hope is shattered, and you are pushed to, and past, your limits, and you are fighting for something that you're willing to give your life for you may enter a state in which you begin to glow from within with red light, and your combat powers and abilities are greatly heightened as if taken to another level - an enemy who was a near match for you in strength could now be pounded like they were a small child, and even if they had exceeded your speed to the point that you had no hope of matching them you could exceed them by just as much. This boost only applies to abilities used to directly combat a foe; those focused on protecting your friends or allies, or healing or saving them will not be boosted. Directly offensive abilities will be boosted further than other capabilities. However this state has its downsides. First, it is a highly emotional state, and pushes you into a semi-berserk state; while you won't lose all self-control your aggressiveness is substantially heightened in this state. Second, your powers and abilities are harder to control, as if bursting from you; this shouldn't impact your ability to use them to destroy, but it will tend to increase collateral damage and make them harder to use for fine-tuned effects. Finally, this state is extremely taxing on your body and mind, and prolonged, or full, use will cause damage, mental deterioration, and death. But you were already willing to offer your life in exchange for success, weren't you?

However perhaps you can go beyond that burning red mode. When you are pushed into red mode, and then pulled out of it by a friend's heartfelt plea, you are able to go a step further. At least when your cause is worthy of a hero, and is a large-scale threat not just to yourself but the world at large (or a sufficiently large subsection of it). By resolving to save yourself and the world without making sacrifices and without yielding to destructive rage you are able to harness and focus the energy burning through you to a superior extent. You will leave Red Mode, but you will maintain its benefits - and even see it apply to powers to heal or protect others - other than the additional boost to directly offensive powers for a period without any of its downsides.

At first you will have to transit through Red Mode with the help of friends or allies to enter this state. Eventually you may learn to do so when the situation is sufficiently dire to trigger red mode without ever actually entering it, though this will take a truly heroic character, and a situation that pushes you past your limits, and the additional requirement of a heroic cause and a large-scale threat.

Born From Lightning (600 CP): Heroman was born from a bolt of lightning, and as such shared a special affinity with lightning. While this won't give you all of his lightning based attacks and powers, you share this affinity still. Like Heroman you are able to absorb electricity using it to heal, or repair, yourself, even regenerating lost body parts out of pure energy, but it does more than heal wounds. You may use electricity to restore your stamina and drained energy reserves, and even in sufficient amounts to supercharge your power. Should a large thunderstorm all be channeled into you at once who knows what you could do.

As a note, this is not limited to your electrical energy reserves or electricity based powers. This will allow you to convert electricity into any type of energy reserve you possess; this includes using it as food. This will not allow you to use energy you directly produce in this way; even though it seems to be more than 100% efficient and break conservation of energy.

Alien Perks

Dude Where's My Remnants (100 CP): Maybe it's the unidentified substance X used in their devices, or maybe it's something else, but skruggs can see sorts of energy trails left by their technology and bodies. These energy pulses seem to travel in the direction of the object, even if it is still, allowing them to track their technology down simply by following it.

You can't detect skrugg remnants this way, unless you're a skrugg, but you possess a similar ability. Anything not native to a jump seems to possess these same energy signatures allowing you to track it. Whether companion, item, follower, piece of gear from your warehouse, or even a renegade. These energy trails won't tell you what it is, though you might get a feeling for its overall size and energy level.

Attack Tentacles (200 CP): Your eyebrows or antennae can now stretch out and be used as combat weapons with rather impressive range measured in tens of feet maybe even tens of meters. They can also be used to whip things, slash them, or restrain them, stretching out quite long distances for these uses. Alternatively they can pierce straight through objects, extending outwards to stab into - and potentially through - foes. As they're a part of your body the stronger you are the stronger they will become. As a normal human they might be comparable to a knife, though as a skrugg you could use them to hurt normally bulletproof skruggs.

Core Revival (400 CP): Gogorr was revived as his core was not destroyed, a crystal-like organ which is the key vital organ of a skrugg. You now possess a similar crystalline core somewhere within your body. Don't worry, destroying it won't kill you, and in fact unless someone intentionally sets out to destroy it, it has an odd tendency to survive attacks which otherwise completely destroy you, and to instead be blasted away to safety. Even if they do specifically seek to destroy it, they will need to be careful to make certain it doesn't end up being knocked free to safety.

Once per jump if you would die, you will be able to revive from this crystal. This will take months, about half a year, but it will give you a second chance if you need it.

Skrugg (200 CP/600 CP): It would seem you're not a human at all, but a skrugg. You now possess the body of a skrugg, an insect-humanoid which towers over humans - though still shorter than Heroman - and is covered in a carapace which is completely bulletproof to small arms fire, though they have been shown to react and avoid higher calibers. This form also makes you strong enough to kick a car multiple car lengths through the air, allows you to hear a wider range of sounds than a human though this may

leave you vulnerable to being paralyzed by high enough intensity ultrasonics, and even allows you to track the energy signature of skruggs and their technology by sight. You do possess a core over your right heart which is an outwardly facing vulnerable spot. A bullet to this core might actually hurt - or kill - you, and it is quite possible that Heroman's ability to kill skruggs comes from hitting them so hard as to damage it just from the force spreading through their bodies. It could be considered equivalent to your heart.

For the higher price, also discounted to Aliens, you are more akin to Gogorr before his revival. You are much stronger than other skruggs, and resistant to the ultrasonic vulnerability they might otherwise possess merely annoyed by what might leave your fellows writhing in pain, strong enough to deal structural damage to a skrugg ship with your unarmed strikes, or cut through pillars with your antennae if you took **Attack Tentacles**. You may transform to increase your power further. In this transformed form you are leaner and taller, tall enough to stand head to head with Heroman though your crouch seems greater than his. In this form you are also strong enough to go fist to fist with Heroman for a time, though even in his base form he is ultimately stronger than you, or to break through the forcefield of a control gauntlet though this will require multiple blows and utilizing your speed as well. And you do have speed. You possess multiple pairs of wings allowing you to fly at high speeds, faster than a car, and capable of moving fast enough to strike at an enemy like Heroman and then pull away before he can counterattack and to potentially overwhelm him with your speed; at least in his base form. And like the cockroach you are, your durability is perhaps more impressive than your strength, able to take a one sided beatdown from Heroman when he has begun burning with red rage, and still stand up to fight as if nothing happened after he is calmed down. Sufficient injuries can kill you, but you don't go down quickly or easily. Your core is also deeper inside of you and in a non-standard location allowing you to survive blows that might otherwise be fatal.

At either price level post jump this Skrugg form becomes an alt-form.

Dork Perks

Refurbishing (100 CP): You know most highschool students wouldn't know how to rebuild a robotic toy that got run over, much less do it on almost no budget. You're not most kids. You're pretty handy with machines. You won't be reverse engineering alien technology with this, but you're good at repairing machines and could put back together most earthly electronics from this world or your original one.

It Only Works for You (200 CP): It seems that you are able to, at the start of each jump, designate any or all Items you purchased with CP to be unusable by anyone other than yourself. This won't stop them from physically manipulating the object but any controls will not respond to them - even such simple ones as a trigger - and any special abilities will not function for them. You may also do this with items you create(d) upon their creation, or at the start of any Jump, as long as they are connected to your will/soul/consciousness in some manner. At the start of a Jump you may remove this designation from any Item(s) you have placed it on. In the reverse of this, you may also unlock any Items you purchased with CP or created that could normally only be used by yourself or certain wielders as long as you are a wielder that may use them, and instead allow anyone to use them.

Time Out (400 CP): Your enemies seem oddly willing to allow you to transform, change into super mode, or change your toy robot into the one force on the planet able to stop them. When you, or your gear, are undergoing a transformation or power-up sequence your enemies seem to just wait it out and let you do it. Or maybe time freezes? It seems to be a little of both depending upon how dire the situation; if there's nothing time sensitive they'll watch in real time, if there is time simply pauses as you change. This doesn't apply for charging up attacks, only for changing forms or initiating some sort of super mode.

Flash of Lightning (600 CP): For a dweeby geek you're pretty strong. As a middle schooler you'd be stronger than professional athletes, you might not surpass real world peak human, but you're at least close as a middle schooler, as an adult you'd be somewhat stronger. Though you're a lot tougher than you are strong. You could take blows which shatter a powerful forcefield, and while ones that shatter it are dangerous to you after doing so, even without it you could take average blows from a skrugg commander and stand back up again, or some blows from Heroman when he's not in Blast Mode or acting in an emergency. These will hurt, and enough at this level would kill you, but given these blows are hard enough to slam a person - such as yourself - into

an alien bioship hard enough to form craters, it still makes you significantly tougher than an average building.

But this durability is less significant than your speed. You're pretty agile, and can perform world record breaking jumps, and even kick off surfaces to leap again, but that's not your speed. You are able to run at greatly increased speeds. The exact speed is unclear, other than that a speeding car is slow compared to you, and you're several times faster than a skrugg commander. This is specifically running speed, it doesn't affect your walking speed, so you won't exactly be liable to engage in fisticuffs at this speed, but you're able to go fast enough to run miles to pick something up and be back within a minute.

Jock Perks

Child of the Elite (100 CP): You've been well taken care of growing up and it shows. Your body is well formed. No cavities in your teeth and they're all white and straight. Acne is for other people, not you. You're naturally beautiful, like the Platonic ideal of the head cheerleader or football captain. And you're fit too, fit enough to easily get the position of head cheerleader or football captain. You have the natural athleticism to maybe go pro.

Sneaking In (200 CP): You have a bit of a knack for getting into enemy held locations. Outer doors just happen to be unlocked, and patrols just don't seem to catch you, or false alarms attract guards away from their position just in time for you to sneak through. This is more for getting in than out, though, as the moment you start heading out this luck vanishes. It will at least continue a bit while you're still making your way deeper into their bases, though even then it's on a timer, fading bit by bit. Even as an unstealthy highschooler you could sneak into an alien base, as an alien hybrid capable of crawling on walls well who can say where you'd be able to sneak into. Though getting back out again might be harder.

Dangerous (400 CP): You are. And now others will know it as well. When you attempt to be menacing people around you seem to get a natural sense for just how dangerous you really are. They won't know what powers you possess, but they will have an instinctive sense of just how much of a threat you'd represent if provoked. If you're no threat to them, this won't do much, but if you'd rip someone to pieces if they tried hard enough to stop you, they'll know it and hopefully save you the trouble. Let your enemies know just how screwed they are if they mess with you. This unfortunately does require your actual presence; it won't transmit over video or images.

You may toggle this ability off (or on again) at will should you wish to attempt to scare people who you are no actual threat against, or simply without revealing how dangerous you really are.

Test Subject (600 CP): Skrugg-Man! Skrugg-Man! Does whatever a skrugg can! Catches thieves just like… er sorry, got a few wires crossed with another character with bug themed powers, super strength, super agility, and the power to cling to walls and ceilings.

Like Will after his body had finished changing from the skrugg tests you seem to have not only been modified to skrugg-like levels, but mutated further into something more closely on par with their commander, or Heroman. You possess an appearance similar to

a hybrid between your race and a skrugg. You possess the ability to cling to walls and ceilings, moving with surprising quietness across them. Your vision is better adapted to shadows and darkness than humans, possessing a greater range into the infrared, just like your hearing extends into the ultrasonic though like a skrugg commander you are less affected by intense sounds than common skruggs. In raw strength you are closely matched to a skrugg commander, able to trade blows with Heroman though overpowered by his Blast mode. However you lack the wings and immense flight speed of a skrugg commander, though your agility and speed are still greater than Heroman's, and you possess impressive jumping ability able to leap tall buildings in a single bound - maybe not true skyscrapers, but easily jumping around 100 ft. It is not all disadvantages compared to a skrugg commander, however. Your hands are capable of turning into powerful slashing claws, capable of taking large chunks out of walls, or being a threat to Heroman, and as these claws they are able to create a field of non-electrical red energy. This energy increases the damage that they inflict, and even serves as a forcefield capable of fending off weaker blows - Heroman will overpower it quickly, but lesser foes can be parried and blocked for some time - though this field is not large enough to completely cover a human body being closer to a medium sized shield. You also possess a pair of elbow blades which are capable of extending out of your arms and cutting through most skrugg technology; Heroman would slow the blows and take effort to cut through, and the skrugg spheres likely would see little to no damage, but they haven't been tested against them. And unlike Will you may toggle all of this off or on again as if changing alt-forms, if you'd rather look normal.

NIA Perks

Agent (100 CP): You have all the skills necessary to be an investigator for the National Intelligence Agency or a similar agency, and the equivalent of a decade of experience in the field. This includes a mix of skills such as investigation, disguise, spywork and even mission and operation planning. This won't make you anything super special at these skills, but you are an experienced intelligence operative.

Emergency Response (200 CP): You are highly adept at coordinating large scale responses by emergency, or police, services. Whether it's running a fire department, putting together a police dragnet to catch a potential criminal, mobilizing the national guard, or evacuating a town which has had an alien invasion, you get things done quickly and efficiently. This won't give you military tactics to know the best way to use the national guard, or the experience with police procedure to know the proper things to do in a manhunt, but when you are coordinating a large-scale emergency response, or police action, everything seems to go smoother. In addition you have a natural sense of who to talk to to get things done quickly, what red tape can be ignored or what you need to do to get it cut, and how to coordinate so that everyone knows what they are supposed to be doing. If aliens attacked a city and you were the one organizing its evacuation you could have it emptied of anyone willing to evacuate in a day, at least with reasonable manpower and volunteers.

Reasonable Authority Figure (400 CP): You are one, or you can be. You possess a great deal of emotional maturity and stability making you, among other things, able to recognize and feel emotions without letting them dominate or control your actions, and can keep a cool head in the face of disaster. You are skilled with dealing with responsibilities whether day to day, or the larger responsibility such as might be expected from a high stress role in dealing with threats to the world, as well as taking responsibility for your own actions and mistakes. This comes with a certain skill in talking to children, and knowing how to handle them as the mature adult in the room; such as not foisting blame onto them.

This emotional maturity and mental stability helps to ground you against the temptations of abuse of power, as well as the simple disconnect from ordinary humanity which power - whether personal or institutional - can cause. At the very least it will let you recognize when a normal, sane, emotionally mature and well-informed human would find your actions dubious or worse.

You're Quite the Easy One to Read (600 CP): You understand people, how they act and how they think. This gives you a great deal of insight into what their behavior says about their motives and how to predict future behavior on the basis of observed past behavior. You don't even need to have directly interacted with them yourself - though that will help - and can get a good feel for someone's behavioral patterns just by a quick check of their background; you could probably pick up a lot by observing their social media use even without governmental access to records.

You're not perfect and insufficient data, dealing with things sufficiently out of context, or subordinates doing stupid things on their own initiative, can lead to mistakes, but you are very, very good. Naturally this understanding helps make you a very capable negotiator as you can understand how far you can push someone in a deal, and figure out what they actually want. As a side effect you're pretty good at giving dating advice if someone asks.

Scientist Perks

Who Needs Friends Your Own Age (100 CP): As long as you do not actually have predatory intentions towards children, people seem to find nothing at all strange or odd about you as a middle aged man spending all your time around a pair of middle school boys who are not related to you. Or you hanging out with cheerleaders either. Actually stalking them, even for their own good, will still get you judged, but not any worse than if you were stalking adults.

This also comes with the emotional maturity to accept childish behavior as a natural part of children being children, and the patience to deal with being around teenagers and their moods. This won't give you other forms of maturity, emotional or otherwise, but please try to be more mature than the children you hang out with.

We're Going to Need a Plan (200 CP): And you're good, great even, at coming up with them. Oh, your plans will be limited by how much you can understand about the enemy and the situation, but you're excellent at taking what you know and bringing it together in the form of a cohesive and working plan of action even while under pressure or on the fly. You'll do a better job if you have time to think, sure, but if something goes wrong you can adapt in the moment.

This is limited by your ability to understand the situation and your knowledge. The more information you're able to put together, the better your plans will be.

Reverse Engineering (400 CP): You are an expert at taking highly sophisticated technology and repurposing it. While this won't tell you how to replicate it whole cloth, or all the principles behind sufficiently advanced technology, whether it's the technology of a scientific genius in robotis, or what could be called sufficiently advanced, you are skilled at taking it apart and modifying it to your use. You might not be able to build a skrugg amplification device, even after studying it, but you could figure out how it functions even without knowing the principles behind it, and could use it as a part in building something new of your own design.

Some things may still be too advanced for you - Denton couldn't figure out how Heroman worked at least without disassembling him which was too risky - but what's too advanced will be based on how advanced you are, and even with too advanced technology you are still good at creating technology to interface with and even augment it. Of course when technology is closer to your own skills this simply makes you a master at all elements of reverse engineering it even to the point of replicating it if you have the need to.

Of course this also gives you a broad base of engineering skill both physical and computer. You won't be inventing a robot like the MR-1 with this, but you could build one from blueprints, or repurpose it.

Awesome at Analysis (600 CP): You are. You have a good mind when it comes to analyzing things. Whether it's determining a creature's weak points, figuring out the layout of an enemy ship through minimal observations, or using what you learned from taking apart an alien gun to make guesses at their language, you're good at figuring out the right questions to ask yourself and putting information together. When other people are still putting 2 and 2 together, you're already asking what's 12 divided by 4. This comes with a knowledge of analytical techniques in computer science, statistics, and chemistry, so you know how to ask these questions.

While this is good for figuring out how things work, and even things like use of the environment, or tactics, you do seem to have a blindspot when it comes to interpersonal and psychological sides of things, or individuals' behavior unfortunately, and will not help you figure out how people think or act.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Giant Crab (50 CP): This is a massive crab, apparently related to a hermit crab but closer in size to a dog or a child. It seems oddly comfortable around you. Maybe it'd make a good pet?

Walkie Talkies (50 CP): This is a pair of walkie talkies. The range isn't great, around 2 or 3 miles, but these walkie talkies don't seem to have trouble with interference, jamming, or even simply being intercepted. You could take them into an advanced alien spaceship and not only would the walls, technology, and various energies not block the radio waves used by these devices, their use would not be detected and messages wouldn't be intercepted - though they might hear you talking into the device or the noise it makes. It's as if they don't actually send radio waves and just transmit the sound through pure fiat.

Toy Model (50 CP per item): This is less of an Item, and more of something you import an Item into. Any Item imported into this gains the ability to be changed into a small, toy or model form. This toy will be very similar though might not be a perfect 1 to 1 representation. You have the ability to cause the item to transform from this toy form into its full sized and functionality regular form.

Unlike other Items purchased here, this is not discounted on repeat purchases.

A Different World (100 CP): Your parents seem to be rich as this is a $1000 a week allowance. You'll keep receiving this in future worlds too, either as payout from a trust fund, or just appearing in your wallet - or money bag.

Electric Guitar (100 CP): This is an electric guitar with a built in amplifier which flips down from the front for when you want to play it. The amplifier might have been built with alien technology causing it to amplify the sound on certain ultrasonic frequencies which makes it extremely painful and disorienting to beings with an expanded auditory range. The mixed news is that this amplification is rather more focused than for normal sound meaning it only seems to work in an arc in front of you, meaning you don't have to worry about it hitting you when you're playing even if you do possess such senses, but you do have to point it in the right direction as you play.

Drop-In Items

Jumpo Robot (100 CP): This is a small, remote controlled toy robot version of you. It won't have any of your special powers, at least not beyond what you might see replicated in a toy robot meant to be sold to children. You get one for each of your alt-forms, all scaled to about the same size. And you seem to get a new robot toy based off of yourself each year in case you want to give some away as gifts.

Mechanized Lightning Rod (200 CP): This is a modified version of the MR-1 below (see Scientist items). It lacks most of the weapons, even the arms no longer capable of being used independently, possessing only the grappling hook. However it possesses a giant turbine and electrical equipment with which to form a vacuum around it, and 3 modified versions of the MR-1's EMP cannon which can be used to create a path for electricity to flow through the air. This can be used to guide lightning strikes, or even cause them by shooting at storm clouds which could result in lightning.

Unlike the MR-1 below, it doesn't come with gloves to control it with, but it does come with a dedicated laptop for driving it via wi-fi.

Cloud Seeds (400 CP): This is several canisters of chemicals used to seed clouds in a region. If used they will create a storm cloud, large enough to cover Washington D.C., which is primed to become a powerful thunderstorm once something sets it off, or if enough time passes. It doesn't take long for this cloud system to form either, only a few minutes, maybe a quarter of an hour, though if you don't trigger the lightning bolt somehow it will take a fair bit longer to actually start raining and thundering. They may be mounted in most US jet-carried missile systems, and it'd only take about 10 missiles to start the clouds forming.

If used these canisters will be replaced within 1 week.

Hero Armor (600 CP): This is a suit of powered armor, like that created by Professor Denton and the NIA for Heroman, though this one is built for you instead. Like that suit its coverage is similar to a long sleeve belly shirt and assless chaps with long gloves, boots, and a helmet. Of course, like that suit it is not meant primarily as protective gear. It instead helps you regulate and control your power usage and output. When worn you use various energies you possess in a more efficient manner. As you're paying CP for this it doesn't only apply to electricity but any special energies you possess - mana, ki, nameless red energy you project from your claws, etc - making your use of that energy significantly more efficient, and the costs of such power noticeably lower. It even seems to increase their effectiveness by a small, but noticeable amount, as if you can eke out more output

than your normal maximum even while the energy you're inputting has been perhaps as much as halved, which does mean it increases your strength and speed by a noticeable if small amount.

Besides this primary function it does have certain useful features. A heads up display on the singular eyepiece of the helmet will also give you information about the armor's current condition and your own energy reserves when desired, as well as including range finding functions. A pair of gliding wings is able to attach to its back. While not powerful enough to fly on its own while carrying you, these wings can slow your falls and allow you to glide long distances, possessing thrusters to move you through the air. They even have a handle on the back to allow someone to ride on your back while doing so, assuming you're large enough. The gliding wings are able to detach and can fly on their own, though only seem to possess a rudimentary return function allowing you to call them to you or send them back to a pre-designated safe location, while avoiding crashes on the way. Finally it is capable of taking any energy you are able to project and channeling it into a pair of energy blades facing back from your forearms. How powerful or destructive this will be will be dependent upon the energy used and total output, but will be a highly focused and controlled form of the energy.

Alien Items

Communication Staff (100 CP): This is an extendable staff. While it can be used as a hand to hand weapon, and being made of advanced skrugg material science it's pretty sturdy, but that's not its main purpose. Its end is tipped with a red-pink sphere and 4 prongs which can flip out from the top of the staff to be perpendicular to it. The staff is capable of serving as a communication device, working by radio, or any other form of long distance, non-visual, communication technology you are familiar with. It's got a pretty decent transmission range as well, easily able to broadcast to ships in orbit, or even potentially across a solar system.

Skrugg Weapon (200 CP): This is one of the weapons commonly used by skrugg forces. There are two options here.

The first is a large shoulder mounted weapon. One side comes out under the arm and sucks in air from the front. It is then amplified by some unknown means, becoming a red energy sphere as it fires out of the top end. At low intensity this sphere is powerful enough to send a car flying, but its power can be increased by charging it with more air growing powerful enough to destroy cars and tanks, deal major structural damage, blow bystanders away by the sheer air vortex caused by it being shot, and even endanger Heroman, though it will not overcome Joey's forcefield in a single fully charged shot and cannot fire these attacks in quick succession.

The second is a pair of ray blasters. These guns, each designed to be carried in one hand, fire red beams which seem to charge the target with heat, evenly distributing it across a struck object, before simply causing them to disintegrate. They are powerful enough to make brooms spontaneously combust before disintegrating, will kill people similarly, and are dangerous weapons to military vehicles, though they are not powerful enough to hurt Heroman without sustained and repeated fire from scores of such weapons.

Brainwashing Pods (400 CP): This is a set of large pods of biotechnological design, connected to a series of control consoles. These pods can be used to brainwash and control creatures placed within them, growing and attaching - via tentacles - a control helmet upon their head which maintains and reinforces this control. Should the helmet be broken the brainwashing becomes vulnerable to breaking from strong emotions and powerful wills, but even a strong willed anti-hero would be unable to break free with the helmet attached. The brainwashing process does seem to be rather painful and traumatic to the recipient, and the control will leave them emotionally stunted and dead inside, it

does leave them quite obedient and willing to use their knowledge and experience to your ends.

These pods also seem to possess some surgical capabilities, possessing a suite of tools for the installation of cybernetics or for genetic and biological manipulation. If purchased with the **Base Ship** below, you may have these pods integrated into your ship. They will also be able to convert captives into skrugg hybrids much like Nick was; individuals who take to it to the level Will did even before he mutated further will be rare, and likely already exceptional. You may expect most to end up closer to the ape-like skrugg soldiers used in the attack on Washington D.C.

Base Ship (600 CP): This is a large, interstellar spaceship, similar to that which the Skrugg forces landed in Center City at the beginning of their invasion. Its shields are capable of resisting any conventional weapons available to the US military circa 2010 indefinitely, with the ability to sprout weapons mounted on snake-like mobile mounts capable of casually shooting down top of the line American jets or destroying tanks, as well as possessing the ability to travel interstellar distances in days and FTL communications with a solar system broadcast range - and potentially picking up ones from further away.

It is capable of sprouting a tree-like growth to form a massive facility, incorporating existing constructions inside of itself should it land on them. In doing so it forms a factory ready to fabricate materiel and equipment for your use. This includes communication staves (similar to the item above), skrugg weapons (similar to the item above), as well as smaller apartment building sized attack/landing crafts - though they seem to attack primarily by landing on things. And theoretically they would be capable of constructing any skrugg technology shown if you had the designs, though it will not ensure unspecified technology's ability to function in future worlds. You may import structures and buildings into this ship so that they form from the tree trunk when it lands.

The ship also comes with a skrugg crew, including several scores of skrugg soldiers. All of them are extremely loyal to you, serving you even if you kill them for failure, though if you start killing them all for successfully saving you they may run away. Should they die, or you manage to drive them away, they will be replaced at the beginning of the next jump.

Dork Items

Diner (100 CP): This is a small, but excellent, diner. You don't own it. Someone else does. But the owner has a soft spot for you. They'll usually provide you with free meals, at least a few times a week, and they always seem willing to hire you part or full time to help out as long as you'll actually do the work. Plus the food is really rather good here, though not as good as the coffee.

Control Gauntlet (200 CP): This is a bulky, metal gauntlet, with a large, round button on the back of it. You may attune this gauntlet to a single CP backed Item, or item you personally created, or change it with a process taking about a minute and requiring the newly attuned item to be in your possession. You may use the gauntlet to control the item by pressing the button and willing what you want it to do. This must be something that the item is capable of doing; it does not animate the object if it was not already animate, but can move levers or triggers. In effect you may use this single button to perform the role of any or all controls built into the object.

This gauntlet may also be used to transmit energy to the attuned item, beaming it from a nearby energy source to the controlled object. Alternatively it may reverse this connection and receive power from the attuned object if it possesses energy to spare, though the gauntlet on its own lacks the means to use or store this energy.

When not in use the gauntlet can be turned into a palm sized disc, almost as if contracting into just the button. If preferred you can even use it as a control in this form, though by pressing the button and willing it you may cause it to instantly become a gauntlet once more and teleport onto your arm.

This control gauntlet only works for you.

Forcefield Gauntlet (400 CP): This is a large, bulky, metal gauntlet. When worn it will project a forcefield around you to protect you from attacks. This forcefield is strong enough to stop blows on the level to match Heroman's normal attacks, or weapons strong enough to pierce through even his body. This field seems disproportionately effective against penetrating trauma compared to blunt force, though that may simply be that it does not care about how much of its surface is struck at once and only the total force striking it. The forcefield is not impossible to overcome, however. An enemy capable of going blow to blow with Heroman will be able to batter it down with repeated blows, but even if an attack shatters this field the field will absorb some of the force of the blow. The longer you hold the forcefield up the more it will be depleted, but it recharges quickly when not in use.

The forcefield can be expanded to cover others as well, even a small giant standing behind you, or a small group of individuals, though it will always cover the user. It is also seemingly unaffected by electricity, and is able to absorb electrical energy into itself to supercharge itself, and potentially project a larger and more powerful force field when thus supercharged.

In addition if you took the **Red Mode** perk, this gauntlet will enter red mode with you. When it does so its force field will become capable of offensive use, being able to catch and move objects as if with very crude short range telekinesis, or simply tear through objects. If you enter the post-red mode, safe super mode granted by **Red Mode** the gauntlet will still benefit, but its force fields will not demonstrate these offensive capabilities.

When not in use the gauntlet can be turned into a palm sized disc. By holding this disc and willing it you may cause it to instantly become a gauntlet once more and teleport onto your arm.

Refurbished Robot (600 CP): This refurbished Heybo toy robot seems to have been struck by a rather magic lightning bolt because it seems to be able to turn into an over-tech robot comparable to Heroman. Or maybe it's a mechanical energy being? Given it transforms into energy as part of reforming from toy robot to super robot, and when it teleports, and when it transforms from approximately twice the height of a human to giant robot sizes, or how it seems to be a single homogenous material inside which leaks electricity when injured.

Whatever its true nature, this being is similar to Heroman in nearly every regard. It is strong enough to smash through buildings with ease, or to crush multiple guns into a seemingly fused lump, possesses magnetic abilities allowing it to attract ferrous objects or stick to them, the ability to turn self and carried individuals into energy for short range, high speed travel - though give this requires it to stop and takes time to do isn't really as fast as running there but can get around barriers or onto things to high for it to jump onto, can grow to massive sizes when necessary, reaching at least 18 meters and possibly greater, or use his energy to charge his body for higher performance or a more powerful attack. It is even possible for it to use the O-Ring function, though, that will require outside electrical empowerment, and without the **Red Mode** perk will be substantially weaker.

Like Heroman, this energy-robot, is capable of semi-autonomous activity, but controlled by a gauntlet similar to the **Control Gauntlet** (if you purchased the Control Gauntlet

these may be the same item, in which case the gauntlet may control both this robot and another attuned object simultaneously). This gauntlet is even able to beam electrical energy to this robot. Also like Heroman this energy-robot is immune to harm from electricity and instead powered, and empowered, by it, able to use electrical energy to reconstitute its body. Unfortunately, like Heroman it does still have a limited energy supply growing weaker and slower as it runs out, and most of these special abilities will drain it more quickly, and like Heroman it is connected to its controller, powered in part by your mental fortitude and will, and controlling it in combat will become more mentally exhausting the more it uses its powers. Unlike Heroman it is not necessarily heroic. Yours will have a much more primitive mind, and be unable to act without your orders. That is unless you import it as a companion at which point it will become a companion and may develop full sapience.

It is unable to enter Heroman's berserk red energy state unless you take **Red Mode**, in which case it may do so if you are gravely wounded and in immediate threat to your life, where it will fight fully autonomously to crush and destroy said threat to your life.

Jock Items

Concealing Trench Coat (100 CP): This is a heavy trench coat with a hat and gloves. When worn in full it will hide your appearance completely, save for your eyes. It seems to help compact your form when worn. While it won't make a kaiju human sized, if you had clawed hands that were proportionately 2 or 3 times the size of a human's or were a little outside of human size range it could compress you down to merely a tall, bulky human when worn.

Double Headed Glaive (200 CP): This is a long pole weapon ending in a blade on each end. Created by skrugg technology it can take blows from Heroman without breaking - though he could break it with proper leverage and grip - while its blade is hard and sharp enough that an ordinary skrugg could feasibly wound him with this weapon, meaning that in their hands it should be capable of cutting through structural supports and trees with single blows.

This weapon is capable of contracting into itself to take on a small form, about the span of a human hand, or extending back to full size. You need to be holding it by the portion which would remain, but this growth and contraction are very quick.

Grudge Armor (400 CP): Mysterious robots and alien invaders aren't all the weirdness in this world, at least in the manga. This is a full suit of Japanese gusoku armor, and an accompanying naginata, though both are scaled up to about 3 meters, maybe a tad more. This armor holds within 400 years of grudges and hatred, and you hold the leash to this dark power. While you might be able to find some way to use this dark energy of lingering grudges through other means, you can loosen the reins on it and let this armor animate itself as a super powered warrior in its own right. It's powerful enough to do serious damage to a building with its blows, and bring one down in the course of a fight, though it's strictly inferior to Heroman even in his base form. Still it's bulletproof, can take hits from skrugg weaponry, and can overpower a skrugg, though a fully charged blast from their air-accelerator weapon won't be leaving it unharmed.

Shapeshifter (600 CP): This is an alien crystal, which if planted will grow into an alien plant. It possesses a rather rocky seeming trunk with the crystal embedded in the trunk and functioning as its core which serves as its one vital organ maintaining its life and its (limited) intelligence from there. While the trunk will grow to a treelike size it won't sprout branches, instead from its base it will grow numerous long tentacle-like vines capable of ranging across an entire small island, or all of Washington D.C. and possibly further still; it will eventually reach a point where it becomes difficult to grow further, but

it can get very large in that process. These vines end in heads capable of opening up to grasp at objects, and can stretch like rubber, capable of growing underground like roots or breaking free to the surface and moving with active animation to attack and capture prey. They're strong and stretchy enough that they could catch and contain Heroman, though it'd take many vines and denying him proper leverage as he is stronger than them, and are able to absorb electricity and possibly other forms of energy; though they can't actively drain it from something that's not emitting it. It also possesses great regenerative ability, able to regrow damaged vines quickly, or recover from damage to the trunk though this takes somewhat more time.

While not truly intelligent, the vines are excellent imitators. They can reshape themselves into the general shape of people, or other creatures, enough that one might mistake them for a person from a distance at night, though they're still vine textured and colored, and can even imitate phrases and sounds - naturally gravitating towards pleas for help. They could even shape themselves into imitations of Heroman, or other enemies they face, copying their movements and fighting style, though don't expect them to strategize beyond mere mimicry, or show true intelligence, and while they can copy movements and styles they can't copy powers or raw strength.

The plant does somehow recognize you as its master, and will serve you loyally. While not truly intelligent, it even has a way of following simple verbal commands from you, such as designating someone not to attack. You will also find that while only the initial core seed will have fiat to ensure that it is returned to you at the start of each jump, it is capable of growing more seeds at a rate of several a year when the plant is allowed to flourish, these plants will function similarly, though their seed production will be much slower.

NIA Items

Coveralls and Suit (100 CP): This is two outfits for the price of one. The first is a set of overalls such as might be worn by a construction worker. When worn these give you the air of being a common, blue collar individual; just another person on the lower side of the wealth pyramid.

The second set is a proper suit as might be worn by an agent of the NIA, or other government 3 letter agency. Besides looking good on you, it lends you an air of competence and seriousness. This suit comes with sunglasses to complete the look, and an extendable grappling hook on thin but high tensile strength wire-rope wearable hidden in the sleeve.

Both outfits will automatically clean and repair themselves over time when not in use.

Helicopter (200 CP): This is a US made military helicopter from before the year 2010. You can choose the model if you want. This helicopter refuels, repairs, and maintains itself when not in use, and will even prep itself to be ready when you need or want it with no need for a ground crew. When it is inevitably destroyed it will be replaced within 48 hours, and you may reselect the model at this point if you want.

Taskforce (400 CP): This is a group of 20 or so highly trained NIA field agents with associated equipment which would normally be expected of a high end, USA 3 letter intelligence agency from 2010, including vehicles, surveillance equipment, laptops, and so forth. These agents, and their associated gear, don't seem to exist until you call for them at which point they will appear over the course of 8 hours when you summon them, and disappear again over the course of 2 hours when you dismiss them. You must wait at least 1 week before calling them again, and they will regenerate losses in men and materiel over the course of a month when dismissed.

NIA Badge (600 CP): This badge is proof that you are an agent reporting directly to the President and acting under their authority with significant leeway. If you misuse this you can expect the President to do something about it, and they can burn you and put out a message that you no longer do so. Still this badge will be recognized as valid unless it is actively invalidated by the authority it represents.

In future jumps this badge will be updated to represent a mandate from the highest government authority in a local nation. It will also, at your discretion, come with modifications to your background to make you actually such an agent of the crown.

Scientist Items

Amplifier Backpack (100 CP): This is a large backpack looking device. It isn't an actual backpack, lacking space to contain things in it, but instead possesses 4 speakers which can flip out from it into extended positions. This backpack works to take in sound, and send it back out again amplified. It can take in sound based attacks and release them out again at increased power out of the four speakers towards whatever is in front of you. It won't protect you from sonic attacks - unless they only hit the backpack and not you - but the speakers are - somehow - designed so that you won't be caught in any attacks they launch out of them. Unfortunately it can't generate such attacks on its own.

Schoolyard SETI (200 CP): This is a small side building surrounded by numerous radio dishes. It consists of a few rooms, though they're all rather cramped with communication equipment or a small workshop with tools for welding metal and working with electrical equipment. Despite its small and ramshackle appearance it is a powerful communications hub, capable of broadcasting and receiving radio transmissions with enough transmission power to easily reach anywhere in the world. And beyond, as it seems to be equipped to beam faster than light communication messages across the galaxy and possibly further. These messages can even be picked up by communication devices such as radios without needing them to be designed specifically for whatever means of transmission it uses. This won't give others the ability to send back FTL communications, though this radio room will adapt to receive and send any technologically based wireless communications within a setting so you can always communicate by the 'proper' methods for a world as well.

Southern Flying (400 CP): This is a military grade tiltrotor aircraft, though it demonstrates a greater care for creature comforts than would normally be seen in such a craft. Maybe that's why it doesn't bear conventional weaponry. Still it is a personal aircraft capable of long distance and high speed travel like a fixed wing aircraft, or high maneuverability, hovering, and vtol capabilities, and of changing the position of its rotors on the fly to change between these modes, all in a state of comfort. It does possess high end military grade sensors, communications systems, and electronics, so perhaps it was designed for command and control functions. It also possesses certain special features. The first is a harness and a trap door behind the cockpit through which someone can be lowered to dangle out of the craft while being spot-lit for theatrical effect. Next is a host of specialized electronic warfare weapons. These consist of an electromagnetic pulse cannon which is capable of firing a beam of green energy which can shut down even military grade electronics, though it's weaker than that on the MR-1 and sufficiently hardened technology could stop it and it is not guaranteed to work on clarketech, as well

as missiles capable of releasing smaller sub armaments which spread out and create an electrical field which prevents radiocommunications into and out of it.

This aircraft refuels, repairs, and maintains itself when not in use, and will even prep itself to be ready when you need or want it with no need for a ground crew.

MR-1 (600 CP): This is a towering robot, about 15 meters tall, which consists of a 'head'/torso, a pair of tracks, and two arms each of which are almost comparable with the torso and tracks in size with individual fists being at least twice as tall as Heroman. It is remote controlled via a pair of gloves, and comes with a pair of glasses upon which it will display its sensors data - which includes things like range finding, temperature, and more than just audio-video, as well as the ability to transmit this sensor data to other devices with the proper software; you could even control it with a laptop if you wanted though it might be more awkward than its gloves. It's a powerful weapon, capable of overwhelming Heroman's base form in raw strength, even clearing a forest and knocking down electrical transmission towers by pushing him forward at highway speeds, though his finishing moves can overwhelm it and it lacks his durability, maneuverability, or special abilities. It does have certain special weapons of its own, however. First is a pair of high powered machine guns with enough force to cut down trees with their hail of bullets. Next its arms may expand revealing four extendable launchers on each arm which fire giant iron darts. The rate of fire of these darts is lesser than the machine gun, as is the range, however they have their advantages. The left arm has only 4 such launchers mounted above the fist when extended but fires heavier spears more forcefully, sufficient to pierce through Heroman's armor in a single shot if it hits properly, even taking large chunks out of his shoulders. The right arm has 9 such launchers mounted all the fist, but in a defensive guard Heroman could tank sustained fire with minimal damage - though it could destroy a dam behind him in the process. Third is a launchable grappling hook powerful enough to punch through Heroman's body, and attached to the MR-1 by cables capable of being used to pull it up should the grappled object not break from the weight, or of pulling whatever is hooked back to it. Finally it possesses an EMP cannon on the top of its 'head'. This weapon, extending from what looks like a radar dish mounted on a long, forward pointed pole fires a green beam of energy which causes an electromagnetic pulse and is capable of disrupting technology even that could be defined as sufficiently advanced. A direct hit from this weapon could shut down even Heroman himself, if not for his special affinity for electricity. This weapon does have a limited effective range before the energy begins to diffuse too much, and requires charging. This charging not only takes time, but requires a large truck with a heavy generator built in which must be plunged into the machine to enable the sheer amount of energy needed; even then the

weapon needs a period to cool down before firing again and cannot be fired in quick succession. It stores impressively deep magazines for the ammunition for these weapons, able to sustain fire for minutes of use with any one of them - despite this requiring it to be bigger on the inside - and longer with the machine guns though they can still only fire in short bursts. It will automatically resupply this ammunition when not in use; similarly its generator truck will automatically refuel itself when not in use. Finally this robot requires your direct control, unlike Heroman, but is directly controlled by you, unlike Heroman, allowing your skill to potentially shine through instead of some AI.

Also as it is theoretically based purely on this world's tech it is replicable, and in fact it comes with blueprints for the MR-1, the earlier version of the MR-1, and its transport and charging truck which allows anyone who is working off of these blueprints (and has sufficient skill to do so) or copies of these blueprint to create copies of this machine which will function in future worlds, though these copies will not automatically be replaced ever if destroyed, and will not regenerate ammo or fuel, in fact they will have more reasonable ammo storage capacities. These blueprints do not include Professor Denton's modified version unless you also bought the Mechanized Lightning Rod.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Joey, Heroman, or Stan. Gorogg will not bring his ship, the spheres, or the mining ship with him if recruited this way.

Stan (50 CP; requires Diner): Stan seems to have heard that you are taking his favorite place to get coffee with you to another world, and has volunteered himself to come with you. He looks like Stanley Martin Leiber, and we cannot confirm nor deny that he is Stan “the Man” Lee.

Joey and Heroman (200 CP): Joey and Heroman will join you on your journey through realities, assuming you are sufficiently heroic that they will agree to accompany you. They will share a single companion slot, and continue to be a linked existence where the power of one seems to flow into the other.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. Only drawbacks in red may be taken with the Hero scenario.

Just One Season (Toggle): Despite the sequel hook at the end of the series ensuring that you are aware that even without a season 2 the adventure goes on, the series only lasted 1 series. The exact time that took is unclear; there's a 3 month time skip between the first 10 issues and Holly arriving, and then we see multiple weekends happen… so it is probably at least 4 months, but unlikely to be more than 6 months. Still if you'd like you may only stay for until the skrull invasion is fully dealt with and at least 4 months have passed instead of staying the full decade; you can also choose other minimum times up to a decade. However if you reduce the duration of the jump the CP you gain from all drawbacks is halved.

Manga (Toggle): By default the jump follows the anime continuity. The manga is a little different. For one Lina and her father are not in a car crash but instead Lina is abducted by someone who wants revenge on her dad and has a grudge fueled suit of animate armor, and the lightning bolt doesn't just strike the robot in a storm, but when Joey cries out wishing for the power to save her. The skruggs also send elite commandos before the actual invasion. I couldn't find the entire manga to read, while Crunchyroll had the anime so I watched the anime and the jump is based on it. But if you want to go to the manga continuity that's what this is here for.

Expanded Universe (+100 CP/+200 CP/+300 CP; incompatible with Just One Season): Heroman isn't a Kamen Rider, he wasn't made by the Skrugg, his powers show no apparent connection to them. MR-1 was built before the Skrugg invasion. While the Skrugg are the main threat in the show they're not the only fantastic elements in this world. In the manga the first enemy was a suit of 400 year old armor possessed by the grudges felt by antiques. And now you'll find them coming out of the woodwork, and somehow or another making themselves your problems. You shouldn't expect anything more dangerous or threatening than the Skrugg invasion, and even something that can match it isn't assured (and likely won't happen more than once), and you might even find allies in your time here but they'll be far fewer than the threats, but you are in a superhero world and it wants you to know it.

For 200 CP the world seems to be crossing over with Stan Lee's most famous creation. No, not Spider-Man. It's the one that no other creator can lay a claim equal to his own:

the Marvel universe as a whole. So Spider-Man… but also Galactus, the Fantastic Four, Thor, Dormammu… The focus does seem to be on the bits that happened under Lee's tenure as editor-in-chief, but it's not actually limited to those bits so you still might see Venom, the Celestials, Onslaught, or crazy people making the Green Goblin the head of national security. While this is definitely not Earth-616, don't take too much solace in that. Sure the 616 versions of characters, especially heroes, tend to be the strongest, but its power levels are still comparable, meaning that the Skrugg invasion is just another day in New York (except that it targeted D.C. for a change) and Heroman is far from the strongest hero around. And somehow no matter where you go, events keep conspiring so that things you do not want to happen will happen unless you directly involve yourself, and you can expect many of these events to bring you face to face with those elements of the Marvel multiverse which dwarf Heroman in power. Good news is that NIA is now a subsection of SHIELD… or given the state of SHIELD since Nick Fury was removed, maybe that's bad news. However you do have an assurance that the universe you are in will not be destroyed during your time there, you will not have to face threats to reality as a whole, or enemies more dangerous than Galactus and Dormammu due directly to this drawback (if you go poking around at them or their interests that's another story), and the higher end of cosmic comics will not direct themselves at you, you may have to deal with Elders of the Universe, but not at their full power to erase planets retroactively from time or more powerful beings like the 4th Host of the Celestials or Abstracts like Eternity.

For 300 CP this assurance is gone. Instead there will be at least one large scale, cosmic threat to the universe as a whole - and whichever Marvel universe(s) you flee to to escape it - and probably more than one. You're in the deep end of the Marvel universe now and all those protections from the 200 CP level are gone, and you can expect some encounters with top tier threats.

Detective (+100 CP): You are convinced you're a great investigator. That said your deductive reasoning leaves something to be desired. Cows disappeared? The culprit must be a macho man who can carry off multiple cows at once… they couldn't just have lured them away somehow. You'd have trouble deducing your way out of a paper bag, much less a real mystery, but that won't stop you from believing - time and time again - that you have brilliantly figured it all out. And yes this applies to deducing people's motives and weaknesses in combat as well. Dressing like a fictional detective is optional, but encouraged.

Fantasticman (+100 CP): It's Heroman. Expect to hear that or similar a lot, as you are absolutely horrible with names. While this is worst with Heroman - don't expect to ever get that one right - you'll still almost never get the name of anyone you don't know very well right, and even your friends, family, and companions will have to put up with you calling them by the wrong name semi-regularly, you'll even get your own name wrong on occasion. This goes for scientific names of things too, as well as non-person proper nouns. Needless to say this may cause confusion at times.

Locked Out of the Loop (+100 CP): People don't tell you things. Just for some reason no one seems to want to share information with you. You can expect no one to volunteer information about major events or things that would be important to you, though strangers might tell you if you ask. Your companions, followers, and friends are even worse, though, as they seem to want to actively shield you from what's happening, and will go out of their way not to tell you. If you catch on despite this they might fill you in, but you can expect them to continue to hide new developments, and they might even omit things that could be called tangential.

Man with the Glowing Red Eyes (+100 CP): You look *distinct*. You seem to be stuck in a form that looks decidedly unlike a normal human, and unique even for your species. What I'm getting at is that you look at least as inhuman, and unique, as Will after his return. This form won't give you any special abilities you didn't already have, and you will still be able to change your form, but it will always remain just as inhuman and distinctly you - design features will make it very easy for anyone investigating you to tell that the strange blue bird with eyes on the chest is at least somehow related to the strange blue man with eyes on his chest. At least you'll not have to worry about being mistaken for someone else during your time here.

Menace (+100 CP; incompatible with Good Child): You're something of a selfish piece of work. You're not necessarily going to do something like rob your friends and family, and you can still care about people, but you're the sort of person who'd leave home for 4 years, and then return home on a whim without even a phone call first and expect everyone else to change their lives to accommodate you, all while you treat their belongings like your own and expect them not to do likewise with yours. You're not evil… you're just self-centered. Well self-centered and with an intense urge to troll those closest to you such as friends, family, and companions. This won't make you easy to live around or be friends or family with.

Socially Inept Professor (+100 CP): You'd think between two middle-schoolers and a teacher the teacher would be the mature one. Well, like a certain professor you're about as emotionally mature as a middle-schooler, albeit one that's mature for their age. And socially you're even worse. You just don't seem to know how to behave properly in society, and can expect to rub people the wrong way with your social faux pas and awkwardness; though you can probably get by with young children who don't know better.

Victorious Hero (+100 CP): Is what you want to be, and you want to be recognized as it. You will throw yourself into things without proper preparation or consideration, seeking out fame, accolades, and the feeling of being the victorious hero. This leaves you impatient, unwilling to wait and plan your moves, and prone to showboating and taking personal action instead of working with others who would be better suited to the task.

Good Child (+200 CP; incompatible with Menace): You are a very good child. While you won't necessarily be as brave as Joey, you will find yourself always going out of your way to help other people, working a part-time job while full time in school to help support your grandmother, giving up your room to your older sister because she decided to return home to investigate your secret superhero robot, and in general yielding to others to avoid inconveniencing them. You'd hate to make anyone sad. Well anyone who isn't actively trying to kill people. Even then you'll find it impossible to intentionally cause lasting harm to a human. You can kill invading aliens and rampaging robots all you want, though you can't go wiping out peaceful species, but you just can't bring yourself to hurt people.

I Am the Darkness (+200 CP): Jeez, try not to cut yourself on all that edge. You will find yourself acting darker and edgier than ever before. You seem to have decided that you must act alone, refusing to tell allies things like "I'm destroying remnants of skrugg technology because it is connected to the skrugg and they are able to manipulate it from afar" instead attacking them - non-lethally - to steal said technology and destroy it. While it's not completely impossible for you to work with others - if things get dire enough you will - don't expect to be sharing information, and expect to be pontificating about how much better they have it because they do not have to deal with the bitter realities of the darkness of the world that you protect them from. Besides sounding - and acting - like an edgelord this will leave you feeling like one as well, so expect angst, brooding, and any happiness you feel to be brief and fleeting before you return to wallowing in your own darkness.

Lame (+200 CP): You are lame. As in crippled, not uncool. You are unable to walk, fly, or generally ambulate unassisted. You can stand, and if you were really pressed could hop on one leg or something similar, but you'll need crutches to walk or to find something you can ride. And you won't be recovering from this injury during your time here.

Non-Communicative (+200 CP): You are incapable of language. You can understand it, you can even still read it, but you cannot speak, or make any vocalizations beyond the occasional grunt, and find yourself incapable of writing, sign language, transmitting your thoughts, or communicating at a level of language. You might be able to make some vague emotes, or demonstrate by action or pointing, but communicating to others will require you to play a bit of charades in the best case scenario.

That Was 3 Months Ago (+200 CP): Traveling across America is not that slow. Even if you can't afford the quickest means you can take a bus. Er sorry. You seem to always arrive places late. It might not be 3 months late, but somehow you just can't seem to get places in a reasonable timeframe. Even if you can outrun cars you'll be hard pressed to reach your part time job on time. If you want to help someone out, leave early, you'll need to.

I Am Finally Free (+300 CP): You're brainwashed and crazy. These are two separate things. You have been brainwashed by the side you'd normally rather oppose during the jump, and you're loving it. You will serve them loyally, and gleefully, and even if their means of control is somehow broken, you will still wholeheartedly throw your lot in with them, just with a greater emphasis on indulging your worst, most destructive and violent tendencies.

You Either Submit or Die (+300 CP): You seem to be utterly incapable of negotiation. Everything must either be your way, or you have to be beaten to the point where you cannot fight to have it your way any longer. Hopefully your friends and allies will accommodate your every desire and obey your every order completely. Especially as you seem to have become rather more of a bad boss, punishing failures with death, and generally becoming overly aggressive and direct in your approaches. Subtlety and mercy have been removed completely from your dictionary.

Scenario - Hero (300 CP):

To take this scenario you must pay 300 CP. By taking this scenario you may only take drawbacks with red names. You may not also take Gorogg, or Joey and Heroman as companions if you select this scenario.

You will find yourself cast in Heroman's role, taking on a new alt-form which resembles his form - though possibly with your own color scheme or minor aesthetic details - when you are not a refurbished Heybo robot which will be unfortunately most of the time. You will be unable to assume a human form, though this limit will fade at the end of the scenario. In addition until the scenario is complete you have no access to your companions, followers, warehouse, or out of jump items. Items purchased in jump will be acquired over the course of the scenario.

Despite gaining his appearance, and somewhat improved strength as a ~3 meter tall giant, you will gain no other abilities of Heroman. Instead you must serve as Heroman, controlled by Joey in a similar fashion to how he controlled Heroman, only able to use your special abilities to a very limited extent without his commands. This limitation is relaxed when Joey is in significant, immediate danger of his life - on the scale of he's just been hit into unconsciousness by an enemy intent on finishing you and him, or is about to perform a suicidal kamikaze attack. Unfortunately for you, he will only start off with a limited number of command options, having to unlock further by growing into a hero and syncing with you emotionally; this may require you to also grow into a hero if you are not sufficiently heroic already. You can expect lower end abilities to come more quickly, and some of this to be rather need based - you might unlock a kaiju sized alt-form if he needs you to fight a giant sphere, while something on the scale of O-Ring might not be unlocked at all until Joey has matured into the hero he would normally become. Passive abilities do not need to be unlocked, though the ability to turn them on or enter into the form which has them may. As these unlocks are based on Joey's needs of a hero to fight for him, do not expect many non-combat abilities to be unlocked. You may unlock out of jump items which represent personal, combat gear as well as personal powers and abilities. However like Heroman all these powers come at a cost. Not necessarily to you - though you still have to pay any energy/stamina/material costs they'd normally have - but to Joey. The more power you use the more exhausting physically, but especially mentally it will be to Joey. Fighting at a scale similar to Heroman shouldn't be too hard on him, no worse than Heroman was, but you two are linked just like he was to Heroman and as such don't expect to be kept in animate,

combat ready form when not needed too often, especially if you have a lot of extra bells and whistles.

In the role of Heroman, you must help Joey Jones grow into the hero can be, and defeat the Skrugg invasion. You will find that this does not follow the exact course of events of the anime/manga, with additional - non-skrugg related - threats appearing during gaps, as well as certain events simply happening differently. In addition, even should you manage to permanently destroy Gogorr you will find a similarly scaled foe threatening the world. Only when you help Joey defeat this foe will this scenario be over.

If Joey has grown into himself as a hero, and you have saved the world while being suitably heroic, you will gain an alt-form of Heroman matching his (general) design and possessing the full abilities and capabilities of Heroman with a few exceptions. Namely unless you took the Red Mode perk you will lack his ability to enter a red and burning mode, and unless you took Born from Lightning while you will possess the ability to use his electrical attacks and will still be a robot who is powered by electricity, you will lack his special relationship with electricity and will need to plug in properly to charge and not be able to simply absorb EMPs and lightning bolts for power boosts. That said you will gain his powers from his great strength, to his various special moves and abilities such as conversion into energy to transport yourself - and what you are carrying - over distances too large to jump, blast mode where energy begins to pour out from you to increase your strength, speed, and especially hitting force, augment allowing you to temporarily grow into traditional super-robot like sizes, magnetic abilities allowing you to create magnetic attraction to draw objects to you or you to them or even create an electromagnetic lasso to manipulate non-magnetic objects, and even the O-Ring ability allowing you to channel your power into a devastating blast of energy. It is worth noting that the one showing of the O-Ring ability was benefiting from a heavy supercharge of electricity and seemingly the emotional empowerment from Joey's recent entry into his red mode, and so without Born from Lightning and Red Mode will be substantially weaker than the blast which destroyed a space-fortress (which towered over D.C.'s skyline as if it wasn't even there and which was completely unscratched by any conventional weapons), and launching the remnants into space in the process. Some of these special abilities will require great deals of energy from you. You will not, however, need Joey - or anyone else - to command you to use them. And you will gain a Heybo Robot as an alt-form as well with repairs and damage to it reflecting back on your Heroman form and vice versa; unlike Heroman's robot form yours will be fully animate and aware, just as a small toy robot. As mentioned previously there are some exceptions: unless you took the Red Mode perk you will not be able to enter into Heroman's red and

burning mode, nor can you expect the power boost seen after Joey did so in the final battle; and unless you took the Born From Lightning perk you will not possess Heroman's special relationship with electricity which allows him to use it to repair and recharge himself as well as use it to temporarily increase his own power.

In addition you may take Joey, Heroman (and they will remain linked), Lina, Psy, Denton, any surviving members of the Jones family, and, should he survive, Will as companions for free either as a group or as individuals.

If you fail this scenario and do not die - either by letting the Earth be destroyed, allowing Joey Jones to die, or preventing him from becoming a hero in his own right - you will still gain the Heybo Robot alt-form and one that cosmetically looks like Heroman, but does not possess his special abilities.

Scenario - Devourer of Worlds (300 CP)

To take this scenario you must pay 300 CP and take both the upgraded version of Skrugg and the Skrugg Ship items. You may not also take Gorogg, or Joey and Heroman, or any of Joey's allies as companions if you select this scenario. You may not take both this and the Hero scenario.

Unlike the Hero scenario there are not many special limitations on you for this scenario, and you may freely take drawbacks other than I Am Finally Free or Good Child, though if you take Just One Season you will have reduced time to finish your task.

This scenario is relatively simple. By selecting it, your Skrugg Ship gains a mechanism with which it can drill to the core of a planet and absorb the energy within, storing it in a massive, glowing red sphere of power, as well as 5 massive, black spheres indestructible by any means available on this planet - at least short of a super charged Heroman - the same as the skruggs used in their attempt on Earth with the same failings (centrally linked controls, inability to easily turn, having to extend spikes from each sphere simultaneously) and capabilities (spikes that can extend to swat ships or to get them out of holes, capability of rolling over cities or flying). To do so requires it to be on the planet for several months, the spheres at various locations somehow attuning to the planet, before being recalled to the ship and melting themselves into it as it begins to drill down into the planet. The drilling process is relatively quick, at least. Though it may be possible for Earth, or other, forces to interrupt this.

To succeed at this scenario you need only to consume the Earth's core with your ship. And then to repeat the process on 9 other inhabited worlds. You can expect each of them to possess a hero or guardian empowered by the will of their world at least on par with Heroman, and if you took the Expanded Universe drawback you can expect to have to deal with other heroes on Earth as well (including the Avengers with the upgraded version of the drawback). You may also expect Gogorr and the skruggs to be hostile to you - even if you are a skrugg - as a rival for their prize.

Making it harder on you the natives of these worlds all seem to be able to instinctively recognize you, and your forces, as a threat once you arrive. They might not when you're light years away, but within a light year they will know. This is enforced to the same level as a Drawback during this scenario.

If you succeed you may take on a devastatingly powerful form like that used by Gogorr after his revival, in which you exist as a massive insectoid monster fused into an even more massive drilling platform, possessing many bio-mechanical tentacles capable

of firing off blasts of energy seemingly the same as highly charged Skrugg weapons, or laser beams even more powerful. Finally your ship will retain the spheres and ability to drill into planets to drain them, and if you should have somehow forced Gogorr to submit rather than die you may take him as a free companion, and any survivors of his skrugg forces who have sworn loyalty to you will join you as a group of followers.

If you fail you will retain the upgrades to your ship granted by taking this scenario. Consider it a consolation prize.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

TV Tropes seems to be convinced that the Skruggs are a parasitic body snatching race. Maybe this is based on the manga? But the anime itself shows no signs of this. While the shell that survives their death contains their core, and given how its eyes shift seems to be the actual brain, Gorogg's main body shifts and is fully fused with it, they do not attach one to Joey to control him but a helmet, and his body under it becomes skrugg due to their processes, the shapeshifter shows 0 signs of being a possessed creature but more biotechnology that was created by humans messing with skrugg biotech, and their later army seems to be made from cybernetically and biologically modified apes (or humans, and given they were abducting humans probably humans) and dogs but lack the outer shell and core. So it seems they are more just a race who sees nothing wrong with biologically modifying and mind controlling other species. But I didn't read the manga (beyond the 3 chapters I could find) and it's possible the manga actually revealed something more.

Will of a Hero doesn't actually properly represent Will's feat of breaking mind control, as it required the control helmet to be shattered. But the trope was still in play and it gave me an excuse to make a perk that protects you from mind control and brainwashing without it just being 'you're fiat immune no ifs ands or buts' which ultimately always feel boring.

You're Quite the Easy One to Read will cover Awesome at Analysis's gap.

Hughes probably has We're Going to Need a Plan and not Emergency Response (he even notes he's not good at running the whole operation, admittedly because Minami keeps undermining his plans). But responses to sudden alien invasion were very smooth and fast, so it felt appropriate and it was that or put We're Going to Need a Plan on two trees.

Both gauntlets were going to be a single item originally, and I actually dummied out a 200 CP item which was an abandoned warehouse in ill repair people didn't seem to notice and which could create crude training programs, but I felt that their combined function was too much for a 400 CP item, and while not really up to a 600 CP item (the 400 and 600 CP items in this jump have a significant jump) did fit as a 200 CP item and a 400 CP item. The control gauntlet can beam energy because as far as I could tell that's how the power from the hydroelectric dam got to Heroman in his fight (and he and Joey seemed to share energy regardless), and can draw it back in because I am otherwise at a loss other than POWER OF FRIENDSHIP why its energy spiked in the final battle after

Heroman got recharged. Honestly I think the gauntlet is just linked to Heroman and they share power, but for making a jump item had to fudge things a bit so you didn't have to buy the Refurbished Heybo robot with it.

The CP backed Control Gauntlet is not limited to beaming electrical energy. This jump doc is not responsible for accidents which may occur when beaming exotic energy into devices not intended to handle it, or overtech energy being-robots. Also as a note, it can control one Item at a time, even if it's something like a spaceship that would normally require a crew of hundreds, the Deathstar, or a robot army that was purchased as a single Item.

The Grudge Armor and Shapeshifter really don't have anything to do with Will (i.e. the basis of the Jock Origin) but given he didn't have items for the slots, I put the enemies which didn't slot nicely into any other origin but fit as items as his 400 and 600 CP items. The Shapeshifter could have been NIA but NIA had a 600 CP item that I really felt needed to be included there, and Jock did not. Plus just like Will the Shapeshifter is the result of human-skrugg interaction and a remnant of the first invasion.

Changelog:

Version 1.0.0: Released.