Generic Amalgam FanFic

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Welcome to a heroic world, a world of fantastic knights, a world full of gods of steel return, a world where the impossible wage wars.

This isn't the mainstream Amalgam universe you're familiar with but instead this is a Amalgam fanfic universe and you are now a part of it.

You can choose a specific fanfic, or choose to enter a generic version based on common tropes.

Keep in mind this is an example of the Amalgam Universe that the description of locations, your powers and items come from and not necessarily the Amalgam Universe you will arrive in.

Take this **+1000 CP** to get started.

Origin:

Pick **1** to show what role do you plan to take in this world?

Drop-In

You arrive in this world at your selected location without any new memories but you do have everything you purchase in this jump..

Protagonist

It turns out you are the main character of this Fanfic, its your job to make the key decisions that affect the plot and you will faces the most significant obstacles

Hero

You want to fit the role of a hero, using your powers to help the world to become a better place by protecting the public and fighting crime.

Villain

You plan to fill the role of the Villain, using your powers to settle scores you may have, to steal what you want or simply to conquer the world.

Location:

Roll to gain **+100 CP** or choose for **Free** if taken with the **Replacement** drawback you may after rolling change your mind and pay to choose the location your character would normally be in but must take the drawback "**Dice Cheat**".

1. Queensville
Queensville is the largest of the five Farming Towns north of New Metropolis known for being the birthplace of Clark Rodgers the Super Soldier and where he spent his youth in the town.

2. New Metropolis - Glentime Square
Glentime Square is the entertainment center and major intersection of New Metropolis, a landmark and a popular tourist attraction.

3. New Gotham City - Hells alley
Hell's Alley also known as Clinton-Park Row, is a historical landmark in New Gotham City and Is the only direct path between 34th Street and 57th Street, it is rather infamous for being the location where John and Elizabeth Wayne were murdered by Thomas Chill.

4. Central City
It was from the nearby base that Jay Grim piloted an experimental rocket alongside scientist's Reed Allen,Iris Storm and Barry Storm on their fateful trip into space to study the Speed Storm.

5. Xavier's Tower For Gifted Teens
This ten-story glass and steel structure is a private institute which acts as a School to train young superpowered students in controlling their powers, this tower also secretly functions as the main base for the superhero team the X-Titans.

6. The Raptor Lands
The Raptor Lands are hidden in Antarctica from the rest of the world.
As its name suggests, the island is a tropical prehistoric land that supports animal life that would otherwise be extinct, most notably, its high population of dinosaurs.

7. New Asgard
New Asgard is one of two home planets of the New Asgardians, a race that surpassed the ragnarok of Norse mythology, New Asgard is the home of a powerful pantheon of Gods, ruled by Odin the Highfather.

8. The Woruayd Zone
The Woruayd Zone is an interdimensional continuum that exists alongside the normal space/time continuum. It's a temporally inverted dimension, consisting of anti-matter.

Race:

This section is not available to those who took the **Replacement** drawback and unlike the Prefabs any powers gained through the race option will not remove any of the Power Set options from the **Generic SuperPower Supplement**.
If the character chosen with the **Replacement** drawback is not in the prefab section then you gain the corresponding Race and Bonuses for **Free**.

Human Free
You are a regular human, the predominant life form on Earth but they tend not to have powers.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Item Power Origin** and 1 CP to 2 PP for **Training Power Origin**.
+200 PP Item Power Origin only

Atlantean -50 CP
You are a member of the aquatic human sub-species that tends to reside in the undersea continent known as Atlantis.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a power using the **Magic Power Origin**.
You gain **+200 PP Magic Power Origin** and the following powers:
Underwater Breathing, Peak Human Strength, Peak Human Swimming, Hydrokinesis, Atlantean Magic.

CyborZoid -100 CP
You are a complex "synthetic humanoid" constructed out of artificial organic components but you have been heavily modified to contain numerous clearly mechanical components.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Cyborg Power Origin**.
You gain **+200 PP Cyborg Power Origin** and the following powers:
Gadgetry Training, Levitation, Flight, Colour Changing, Intangible, Peak Human Strength, Enhanced Strength, Peak Human Thought Acceleration, Enhanced Thought Acceleration, Peak Human Memory Capacity, Super Human Memory Capacity, Datakinesis, Technokinesis.

InHomo Magus -100 CP
You are a member of the hidden human race who evolved in a magical realm after being experimented on by supreme beings, perhaps you were a citizen of this realm or a random human with hidden ancestry who went through Magi-Genesis regardless, you now have powers.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Magic** or the **Experiment Power Origin**.
You gain **+500 PP Magic** or the **Experiment Power Origin** and the following powers:
Basic Magical Knowledge, Advanced Magical Knowledge, Basic Occult Knowledge, Peak Human Durability, Enhanced Durability, Peak Human Strength, Magical Sense, Manakinesis, Mystokinesis.

Meta Mutants -100 CP
You are a random member of society who was lucky enough to have the X-Gene active, becoming a type of human being who can develop superpowers when under stress or pain with this purchase the powers will be active.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Biological Power Origin**.
You gain **+550 PP Biological Power Origin,** +2 **Discounts** in the **Custom Power** Section**,** +2 **Discounts** in the **Body Power** Section and the following powers:
DNA Lock, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Cellular Regeneration.

Dryad Warrior -200 CP
You are a hamadryad, a race of plant-like beings hidden within Greek mythology and protected by the gods.
Unless you are from Reality X this is normally an all Female race of warrior nature spirits. Perhaps you split from the homeland due to ethical differences, If you are desperate to be a male Dryad in a regular continuity you can choose your backstory to be that you're the child of a Dryad who left paradise island.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Bestowed** or the **Spiritual Power Origin**.
You gain the following powers:
Basic Combat Training, Advanced Combat Training, Basic Martial Artist Training [Amazonian martial arts], Advanced Martial Artist Training [Amazonian martial arts], Basic Weapon Training [General], Advanced Weapon Training [General], Peak Human Beauty, Enhanced Beauty, Peak Human Agility, Enhanced Agility, Dense Flesh, Flexible Bone Structure, Elasticity, Elongation, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Endurance, Enhanced Endurance, Increased Lifespan, Decelerated Aging, Endless lifespan, Peak Human Regeneration, Enhanced Regeneration, Cellular Regeneration, Size Enhancement, Peak Human Reflexes, Enhanced Reflexes, Tentacles, Peak Human Strength, Enhanced Strength, Combine Attribute{Chlorokinesis, Dendrokinesis, Sporakinesis}, Convert Power {Manipulation, Augmentation, Transmutation}

Nephigarian -200 CP
You are a member of this Bat winged human-like warrior race native to the planet Nephigar. You are now a nocturnal predator who tends to feast purely on other creatures but you may have come to terms with this hunger. You might be a lost scout or the descendant of a deserter though there could be other reasons for your location.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Biological** Power Origin.
You gain the following powers:
Basic Martial Artist Training [Nephigarian martial arts], Basic Weapon Training [General], Advanced Weapon Training [General], Fangs, Retractable Fangs, Flexible Bone Structure, Wings, Levitation, Flight, Supersonic Flight Speed, Space Flight, FTL Flight, Underwater Breathing, Vacuum Immunity, Disease Resistance, Disease Immunity, Peak Human Hearing, Enhanced Hearing, Peak Human Regeneration, Peak Human Agility, Peak Human Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Peak Human Reflexes, Peak Human Strength, Enhanced Strength, Haemokinesis{Absorption, Drain, Empowerment, Biological Empowerment[Elasticity, Elongation, Metamorph, Shapeshifting], Physical Empowerment[Peak Human Durability, Peak Human Leaping, Increased Lifespan, Decelerated Aging, Endless lifespan], Mental Empowerment[Animalistic Mind, Animal Empathy, Animal Commander [Mammals], Telepathy, Telepathic Digging, Telepathic Manipulation, Telepathic Control], Sensory Empowerment[Super Hearing, Peak Human Vision, Enhanced Vision], Healing}, Power Sharing, Power Bestowal.

Star Giants -200 CP
You are a member of this monklike race who worships power and self improvement above all else, you would have an innate desire to strengthen yourself and others, often going to bloodless wars with the intention to make both sides stronger. Your race once attempted to conquer the universe but were defeated by the New Asgardians. You could be a rogue warrior from a bloodless war or a long lost orphan but what you do from here is up to you.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Experiment** Power Origin.
You gain the following powers:
Basic Combat Training, Peak Human Regeneration, Size Enhancement, Peak Human Agility, Enhanced Agility, Super Agility, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Increased Lifespan, Decelerated Aging, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Peak Human Strength, Enhanced Strength, Super Strength, Self-Sustenance, Cryo-Heliokinesis {Absorption, Recharge, Discharge, Augmentation, Generation, **Weapons Manifestation, Resistance, Immunity, Blast, Beam, Bolts, Biological Empowerment, Empowerment [Peak Human Beauty, Fertility Control, Language Absorption, Prehensile Tongue, Levitation, Flight, Supersonic Flight Speed, Flight-Field Projection, Space Flight, FTL Flight, Underwater Breathing, Vacuum Immunity]}, Enhanced Capabilities, Hedge Mage, Illusion Magic, Glammer.**

Ichor -400 CP

You are a gelatinous denizen of the underworld, perhaps you are a traitor to your kind or were created in a lab from the blood of a demonic descendant, regardless you can strengthen anyone you've connected to and most people will think that you have ill intent.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a power using **Biological** or the **Magic Power Origin**.

You gain the following powers:

Basic Occult Knowledge, Advanced Occult Knowledge, Claws, Retractable Claws, Fangs, Retractable Fangs, Flexible Bone Structure, Elasticity, Elongation, Prehensile Anatomy, Metamorph, Genetic Index, Hair Control, Host Inhabitation, Language Absorption, Inhuman Metabolism, Prehensile Tail, Prehensile Tongue, Nervous System Control, Peak Human Regeneration, Enhanced Regeneration, Toxin Resistance, Static Cling, Static Interference, Wall Crawling, Wall Driving, Web Creation, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Agility Utilizations, Peak Human Balance, Superhuman Balance, Body Part Detachment, Colour Changing, Contaminant Resistance, Contaminant Transferal, Disease Resistance, Peak Human Endurance, Peak Human Reflexes, Automatic Movement, Symbiote Assimilation, Peak Human Strength, Enhanced Strength, Super Strength, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Regeneration, Enhanced Regeneration, Increased Lifespan, Decelerated Aging, Endless lifespan, Anchored Immortality, Spatial Perception, Dimensional Sense, Extrasensory Perception, Empathy Perception, Extended Sense, Penetrating Sense, Peak Human Hearing, Enhanced Hearing, Peak Human Smell, Enhanced Smell, Peak Human Taste, Enhanced Taste, Peak Human Vision, Enhanced Vision, Bio-Infernakinesis{Absorption, Drain, Generation, Armour Manifestation, Weapons Manifestation, Manipulation, Augmentation, Specific Supernatural Sample[Symbiote Tar], Resistance, Immunity, Embodiment, Permanent Embodiment, Full Embodiment, Empowerment, Mental Empowerment [Telepathy, Telepathic Digging, Telepathic Diving, Telepathic Manipulation, Telepathic Control, Telepathic Possession]}, Super Capabilities, Mystical Bloodline, Demon Magic.

Mega Martian -400 CP
You are an elite of the Martian Empire having been the subject of a super soldier experiment and becoming a Mega Martian but why would you be on earth?
Perhaps you are a refugee from the society's destruction or maybe you were dishonorably discharged as a failure and randomly ended up on earth.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a power using the **Biological** or the **Experiment Power Origin**.
You gain the following powers:
Basic Firearms Training, Basic Marksmanship Training, Parkour Training, Street Fighting, Unpredictable Body, Basic Disguise Training, Advanced Disguise Training, Expert Disguise Training, Basic Engineering Training, Basic Pilot Training, Advanced Pilot Training, Flexible Bone Structure, Elasticity, Elongation, Metamorph, Shapeshifting, Cellular Shape-Shifting, Size Enhancement, Size Reduction, Peak Human Regeneration, Enhanced Regeneration, Toxin Resistance, Toxin Immunity, Wings, Wing Manifestation, Levitation, Flight, Supersonic Flight Speed, Space Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Peak Human Balance, Colour Changing, Camouflage, Invisibility, Contaminant Resistance, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Increased Lifespan, Decelerated Aging, Intangible, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Peak Human Strength, Enhanced Strength, Telepathy, Telepathic Digging, Telepathic Diving, Telepathic Assault, Telepathic Imagery, Telepathic Ghosts, Telepathic Manipulation, Telepathic Control, Telepathic Possession, Telepathic Relay, Adaptability, Firework Projection, Person Identification, Identification Creation, Subconscious Optimisation, Awareness, Full Body Awareness, Electromagnetic Spectrum Perception, Extrasensory Perception, Extended Sense [Vision], Penetrating Sense [Vision], Peak Human Hearing, Enhanced Hearing, Peak Human Vision, Enhanced Vision, Mentokinesis{Absorption, Drain}, Telekinesis{Absorption, Manipulation}, Power Copy, Power Retention, Power Replication.

Carnternal -500 CP
You are a member of this potentially extinct construct race created by the Galactic Gods, you were forged to progress a path that varies from reality to reality, sometimes being pacifists and other times being warlords, the prime example of this race is the main man himself Chain but half the time he is the exception that erased the rule.
So what is different about you?
Are you perhaps a member of the race who escaped Chain corruption or perhaps you a variant that came to life.
You gain +2 **Discounts** in the **Custom Power** Section and the following powers:
Basic Combat Training, Advanced Combat Training, Expert Combat Training, Covert Operations Training, Parkour Training, Unpredictable Body, Basic Weapon Training, Advanced Weapon Training, Animal Taming, Basic Charisma Training, Advanced Charisma Training, Basic Computer Training, Advanced Computer Training, Deception Training, Basic Detective Training, Basic Disguise Training, Educator, Basic Engineering Training, **Advanced Engineering Training, Basic Huntsman Training, Basic Interrogation Training, Basic Leadership Training, Advanced Leadership Training, Basic Magical Knowledge, Basic Medical Knowledge, Multilingual, Omnilingual, Basic Occult Knowledge, Basic Mathematical Training, Advanced Mathematical Training, Peak Human Beauty, Enhanced Beauty, Super Beauty, Dense Flesh, Dense Tissue, Flexible Bone Structure, Inhuman Metabolism, Nervous System Control, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Godly Regeneration, Limitless Regeneration, Toxin Resistance, Toxin Immunity, Levitation, Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility**, **Enhanced Agility, Super Agility, Agility Utilizations, Peak Human Balance, Superhuman Balance, Contaminant Resistance, Contaminant Immunity, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Endless lifespan, Age Manipulation, Deathless Immortality, Replacement Immortality, Peak Human Leaping, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength.**

New Asgardian -600 CP

Thanks to the ancient Asgard's proximity to the Source you have become a futuristic race who have reached evolutionary perfection stepping into the divine realms.

However this world was destroyed due to the war between Highfather Odin and Thanoseid creating two new worlds New Asgard and Apokolips, one of galactic protectors and one of galactic conquerors.

There could be a number of reasons why you are on earth, perhaps you are investigating a suspected incursion of Thanoseid or a deserter from the ancient war that the Highfather is desperate to cover up.

You gain the following powers:

Basic Combat Training, Advanced Combat Training, Expert Combat Training, Basic Weapon Training, Advanced Weapon Training, Expert Weapon Training, Animal Taming, Basic Huntsman Training, Advanced Huntsman Training, Basic Leadership Training, Multilingual, Omnilingual, Polymath, Basic Pilot Training, Peak Human Beauty, Enhanced Beauty, Super Beauty, Godly Beauty, Dense Flesh, Dense Tissue, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Godly Regeneration, Toxin Resistance, Toxin Immunity, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Godly Agility, Agility Utilizations, Peak Human Balance, Superhuman Balance, Contaminant Resistance, Contaminant Immunity, Contaminant Transferal, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Endless lifespan, Age Manipulation, Deathless Immortality, Anchored Immortality, Transcendental Immortality, Peak Human Leaping, Superhuman Leaping, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength, Peak Human Creativity, Enhanced Creativity, Super Creativity, Mental Regeneration, Swift Learning, Peak Human Thought Acceleration, Enhanced Thought Acceleration, Super Thought Acceleration, Peak Human Wisdom, Enhanced Wisdom, Super Wisdom, Godly Wisdom, Adaptability, Supernatural Adaptation, Clothing Manoeuvrability, Armoured Manoeuvrability, Energy Storage, Super Capabilities, Peak Human Hearing, Peak Human Smell, Peak Human Taste, Peak Human Touch, Peak Human Vision, Sigil Mage, Asgardian Magic, Domain, Domain, True Name.

Scryptronian -600 CP
You are one of the last children of Scryptron which is now almost extinct due to the Wraith Plague which caused their innate bio forcefield to cripple the planet.
The majority of your race are a part of the Shi'ar Empire due to the failed cure for the Wraith Plague that sterilized but inoculated them towards the plague.
You could be a lost survivor whose ship finally crashed down, perhaps you refused to swear your fealty to the empire and escaped the Woruayd zone or you may even be a clone of another Scryptronian .
You gain the following powers:
Multilingual, Intuitive Multilingualism, Peak Human Beauty, Enhanced Beauty, Dense Flesh, Dense Tissue, Inhuman Metabolism, Nervous System Control, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Toxin Resistance, Toxin Immunity, Levitation, Flight, Supersonic Flight Speed, Flight-Field Projection, Space Flight, TL Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Godly Agility, Agility Utilizations, Peak Human Balance, Contaminant Resistance, Contaminant Immunity, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Limitless Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Endless lifespan, Age Manipulation, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength, Mental Regeneration, Telepathy, Telepathic Defence, Peak Human Thought Acceleration, Enhanced Thought Acceleration, Super Thought Acceleration, Peak Human Wisdom, Enhanced Wisdom Super Wisdom, Subconscious Optimisation, Self Optimisation, Adaptability, Supernatural Adaptation, Awareness, Deception Awareness, Spatial Perception, Subconscious Spatial Sense, Electromagnetic Spectrum Perception, Extended Sense, Penetrating Sense, Peak Human Hearing, Enhanced Hearing, Super Hearing, Godly Hearing, Peak Human Smell, Enhanced Smell, Super Smell, Godly Smell, Peak Human Taste, Enhanced Taste, Super Taste, Godly Taste, Peak Human Touch, Enhanced Touch, Super Touch, Godly Touch, Peak Human Vision, Enhanced Vision, Super Vision, Godly Vision, Aerokinesis{Blast,Mouth Blast}, Calokinesis{Blast, Optic Blast} Cryokinesis{Blast,Mouth Blast}, Psychrokinesis{Blast,Mouth Blast}, Pyrokinesis{Blast,Optic Blast}.

Perks:

Putting In the effort -300 CP
Most powerful people start off weak but they learn and they grow now that's your strength.
You are able to learn and master new skills at a tenth of the time it otherwise would take.
Your mind is flexible, being able to absorb and incorporate information at an advanced rate while your body is incredibly adaptive optimizing muscle development and flexibility as you grow.
This functions as a **capstone booster**.

Power from deep within -800 CP
Sometimes your powers just aren't strong enough, sometimes you just need more and with this you can have it.
Once per ten years or once per jump if the jump is shorter than ten years, you can force a specific power or perk to grow beyond its current capabilities, exhausting you in the process, with the power potentially gaining new features or increasing its potency.
If desired this can also temporarily restore your reserves of energy but then slowly drain them until you are exhausted.
With an appropriate amount of rest resolving the exhaustion.
This functions as a **capstone booster**.

Drop-In

Completely Normal -100 CP
People never noticed the oddities about you so long as these oddities are obviously unnatural you would not even need to explain them away.
At the most extreme you stay the same age for all of recorded history, being well documented as a historical figure and even being known by an elderly person from the day they were born but no one will not notice the contradiction in your age.

Familiar Faces -100 CP
You have a strange type of toggleable luck that allows you to consistently meet named characters from the continuity you are in.
Oddly enough this also allows you to meet cameo characters should any be around.

The Power Broker -200 CP
You may grant any powers you have to another person allowing them to temporarily use your abilities. When you retrieve your powers from them you may choose to either absorb any improvements they have made with your power making that power improve for you or leave them with that amount of power allowing them to retain it at a weaker degree but making it completely theirs.

Well Informed -200 CP
Whenever you meet someone within a jump you will gain passive knowledge of their canon counterpart including their origin and the overview of their life up until your current situation.

A well known story -400 CP
Just before a jump starts you will temporarily gain full access to the plot of your jump as if reading from a complete novelised version of the canonical events that would occur during the time of your jump.
Before drawbacks are applied you will be allowed to swap details of the information you gain in order to change the jump.
You may swap the visual appearance and personality of any character for any other official version of that character or apply any **Narrative Perks** or **Narrative Powers** that alter aspects of a jump such as perks that change the age or gender of a character.
After confirming your changes you will lose all of the knowledge of changes and events gained from this perk but will retain any information you had prior to activating this perk.

The power cosmic -400 CP
Why stick to one type of energy when you can use them all with this perk you can convert any energy within your body into the power cosmic and then back out into any other type of energy. You could convert Background radiation into Mana, spiritual energy into lightning or you could even convert the glucose in your bloodstream into a combination of divine light and demonic fire.

52 pickup -600 CP
Of all the 52 universes surely some of them contain you and with this perk you know who they are inside and out.
You get the full life story of up to 52 other versions of yourself from within a jumps multiverse gaining all of their mundane skills and abilities.
Boosted
Regardless of if you exist or not in those other realms of the multiverse you can now choose to exist.
At the start of each jump you will get an overview of any stable alternative realities/timelines, the you that exists if there is one and can create up to 52 other bodies to take their place.
Each of these bodies functions as part of a hivemind that can either become a drop in identical to you or insert as the yourself that already exists in that world gaining their body as a new form, merging with all of their memories, abilities, their soul and any other similar unique part of them.
You may also choose at the end of the jump to leave any of these copies inside of the jump setting as if they have chosen to stay in that jump, this will reduce the total number of alternative copies available unless you have a self duplication perk or power which will be able to replace the missing copies.

Renewing potential -600 CP
Whenever you reach the limit of growth or potential for any aspect of yourself you can segment that power and revert the active part of it to its initial state.
The inactive segment can be called upon whenever needed allowing you to use both your active strength and inactive strength at the same time, however the active strength will struggle to grow while the inactive is in use.
Boosted
Any segmented power can be active in the background without issue and whenever there are multiple segments they can be merged to show how both can be developed further when combined.

Protagonist

Yes I am -100 CP
You can emit an aura of being the protagonist making it so that others know you are important despite being completely unknown by anyone of importance.

Right guy wrong face -100 CP
As a jumper you will have gained multiple Alt-forms each of which may look drastically different. With this perk everyone who sees you subconsciously views the features from across each of your Alt-forms that they personally like the most.

Mental Support -200 CP
You have a brilliant brain, with it you have an eidetic memory that retroactively gains all of your life's memories, you are aware of the time relative to any clock you have ever seen.
You are immune to boredom and resistant to mind reading/control by passively giving a mild headache to anyone who tries to mentally connect to you without permission.

Retroactive Implementation -200 PP
Any of your perks, powers or abilities that are improved through time, special events or the amount of jumps since taken will now apply retroactively from the start of your life retroactively counting the amount you would have gained since birth and removing the amount used.

True Love -400 CP
This perk does not create a feeling of love, meaning that you will still need to put in the effort to gain the affection of another, however this perk can sustain the true feelings of friendship, affection and love that others have towards you, unless you specifically choose not to sustain their feelings.
No matter what type of relationship you are in, so long as the relationship has mutual consent it will be within a powerful perception filter so that even the greatest gods who would normally have issues with your relationship would consider it to be normal for you and your significant other(s).
As an added extra everyone whose emotions are sustained by this perk will have their natural beauty emphasized without changing their appearance.

Retroactive Storage -400 PP
You are able to store any limited use resources gained through perks such as **1-UP** that you would normally have restored once per jump or once per ten years and instead stack them so that you could have a near infinite amount with enough time and safety.

Full Integration -600 CP
Any external alteration or grafting to you such as an experiment, a medication or a parasite has all of its negative effects removed giving you only the benefits including some that may not have been intended.
Boosted
Before a jump starts you can choose to import yourself as a character within a jump even if the option is not available within the jump itself.
Whenever you import yourself as a character within a jump you can use this to truly become that character by retroactively reincarnating as them or their past life if needed where they would have died during birth, gaining their body as a new form, all of their memories, abilities, soul and any other similar unique part of them in a natural manner.
The retroactive you will retain an appropriate level of memories and follow the plot without doing things you personally object to.
The universe will grant you Plot Armor and compensate for any changes you make while in this state so that the canon is retained until the jumpstart date after which you may retain a toggleable subconscious guide to retaining the plot while possible.
Once you have reached the jumpstart date you will regain all prejump knowledge and abilities. The gained abilities will become fiat backed as if they were a Perks and stack with similar perks and racial abilities purchased in that jump.

I Am Power -600 CP
You can create a transformation based off of any single power, perk or Alt-form that you have. While in this transformed state you can use the target without any of its drawbacks, if it has any and the transformation stacks with any other perk, power or Alt-form that can do the same thing, even the power, perk or Alt-form that the transformation was based on.
Boosted
You can combine multiple powers into the same transformation allowing you to eventually double down on all your Perks, Powers and Abilities.

Hero

A World of Glass -100 CP
You have complete self restraint, no matter how strong or powerful you are you can choose to not break and or kill something with any and every power/perk you have, even when you are hitting an egg shell with a world smashing punch.

Heroic Looks -100 CP
You have the chin, the smile and the general vibe that lets everyone know you are the good guy even when surrounded by insectoid aliens who can not understand you they will know that your the hero.

Who needs a mask -200 CP
You are the master of no effort disguises, at will you can choose to activate a perception filter that makes you become completely unrecognizable as one or more specific people without needing to change your physical appearance.
You can attribute names for each disguise to retain them for future use and can grant selective immunity to chosen people so that they can recognise you while using specific identities with them being aware that you are in disguise.
This can go to the extremes that so long as this perk was active when the photos were taken you could have a headshot of yourself, your unmasked secret identity and your unmasked undercover identity and people would not be able to tell that they are the same person despite the pictures being identical.

Moral Compass -200 CP
There are many villains who will attempt to mislead you and trick you into doing unspeakable things, well not anymore!
You always know what is right and wrong from your perspective as if you had the full information of the situation.
With this even if you can’t see through someone's deception you would know that the options that seem righteous or heroic are evil even if you don't know why.

Special K -400 CP
You gain Immunity to any natural weakness your race has that most other races don’t.
For example Vampires gain resistance to sunlight but could still get sunburn with enough exposure, Martians no longer have crippling fear of fire but can still suffer burns if not careful, Kryptonians no longer get weakened by Kryptonite but could still get cancer if they are exposed to it for too long.

Empowered -400 CP
You will never lose any power that you have learned and grown for yourself and at will you are able to push your body to perform at the limits of your potential without harming yourself.
Through this you will reach the very best that you are capable of but will tire yourself out at an increasingly higher rate the longer you are at the current limits of your potential.

Always holding back -600 CP
You can passively restrain any power by any percentage weakening it to that degree.
Any training done for that power will be multiplied by the same amount required for the percentage to be 100%.
Using 1% of a power will get one hundred times the training and using 50% of a power will gain twice the amount.
Boosted
Some powers that you gain are polar opposites and cannot be used in tandem without dramatic consequences, using this perk you can learn conflicting powers and train them to work in tandem even if it would normally be impossible.

You can be a hero -600 CP
Why should the bad guys remain bad, why not make them good guys!
With this perk you can make sure that any bad guy who you give a second chance to after beating them will genuinely contemplate becoming good never taking the opportunity to shoot you in the back or come back for revenge, at the very least you would be able to form a long lasting friendship with your enemy even if they don't become “Good”.
Boosted
It doesn't matter what someone is, what they are destined for or what they were built to do, you can break any form of choice restriction that forces someone down a specific path and give them a chance for free will and the choice to be different.
This choice is not limited to living people, you could give the chance to change to anyone, be it a non-sentient killing machine or an army of the undead, allowing them to choose who they want to be.

Villain

Evil monologue -100 CP
You are more than just a Good talker, you are able to draw people into your speeches, making them truly listen to what you are saying without interrupting, thus giving you a chance to either change their minds or simply stall for time.

A lot of evil Dr’s -100 CP
Congratulations, you now have a PHD in any field with the education and the paperwork to prove it whatsmore you are almost guaranteed to have the supporting knowledge to create for yourself and others super powers or equipment based off of your selected subject.

A way with words -200 CP
You are able to read, write and speak any language you hear or see as if it were your mother tongue.
Through this you are able to think in that language without issue and use it in place of any other languages you know even when there are supernatural requirements for a specific language to be used.

Kleptomania -200 CP
You can instantly take any one handheld object off of anyone each time you make physical contact with them and can automatically counter pickpocket whenever someone attempts to pickpocket from you.

Sitting on their shoulders -400 CP
You can use this perk to be the Devil or Angel in someone's ear whispering things into their minds that they will think only to be a random thought.
Doing this you can Inflate the right desire to get what you want but be aware this isn't mind control, meaning that while all of their actions will be their own choice and scans will prove it to not be caused by mental interference you cannot force people to do things they are fervently against.

Doom is not a puppet -400 CP
You have complete resistance to any type of forceful control over your body whether this is mind control or direct physical control through telekinesis for you are the only one who may choose your actions.
Any time someone attempts to possess you or control your mind you can break their control by draining some of their mental energy.
If the one attempting to possess you is non-corporeal such as a spirit or ghost you can absorb the entity into yourself, enriching your own life energy.

Sturdy Scars -600 CP
Any wounds you receive heal back stronger and slightly more monstrously.
A paper cut may produce leather like skin and a gunshot could produce scales that can resist high caliber rounds but this perk relies on you surviving whatever has wounded you for it to activate.
Boosted
This perk will no longer visibly change your appearance and will still replace any wound regardless of if it is physical, mental, spiritual or any other form of harm with equivalent tissue that is stronger and more resilient to that type of harm without losing resistance to other types of harm.
If you are killed this perk will function as a **1-UP** resurrecting you instantly.
Whenever you are resurrected, regardless of whether it was due to this perk's **1-UP** or not your entirety is restored and made far more resilient to every type of harm you have ever received.

Counterfeit -600 CP
Whenever you see the technology, equipment or powers of another being you will be able to work out how to make "own brand" tools, serums or experiments that will replicate their functionality though probably to a lesser degree without experimentation to refine it.
Boosted
You know how to not only perfectly replicate your target but also how it can be further improved allowing for greater potency or activating hidden aspects that the original is not able to utilize.

Items:

Super Costume Free/-50 CP
You get a Super Suit that you can customize when purchasing but cannot alter afterwards.
This suit can be summoned at will automatically resizing to fit, its passive durability will scale so that your normal actions will not damage it and will repair itself if damaged taking up to a day if completely destroyed.
The first purchase is **Free** but all further purchases will cost **-50 CP** each.
If you have previously completed the **Generic Marvel Fanfic Jumpchain** and the **Generic DC Fanfic jumpchain** you may also gain hybrids of any other purchased Super Costumes for **Free**.

The FullFic -100 CP
You get a complete copy of the fanfiction you have chosen from the start to the finish, even if the fic is incomplete or was dropped.
You also get a copy of the story for any future jump in the appropriate media type.

Drop-In

Costume Molecules Ring -100 CP
You get an identical copy and research on the famous ring used by Reed Allen to compress and conceal his synthetic material.
This copy allows you to manifest mundane clothing which can be altered easily and adapt to environments, allowing them to be incredibly resilient to drastic changes in heat, cold, pressure, density and dirt, they can also shrink and expand to fit anyone or change into and out of almost instantly making them ideal for use as superhero costumes.

Prison Projector -200 CP
This device can be used to transport and process prisoners and objects to and from their own cell within a massive prison that is stored in the Woruayd Zone, an interdimensional realm outside the normal space/time continuum, it was built to house super powered criminals, it comes with a built in power suppressor that will affect everyone who has not been given permission.
This prison is very clean, with fully functional sanitation, but is heavily-guarded by a high tech security system with the only entrance to the Prison Projector **t**hat comes with it.
Post jump this can be a new pocket dimension inaccessible without the prison projector.

Eraser Armor -400 CP
This Armor was created by Highfather Odin to be an unstoppable weapon of mass destruction as it is indestructible being made from an unknown metal apparently superior to Source Uru and is self-powered by vast amounts of the Gods' energies.
Its most devastating weapon is a beam fired from the armor's helmet, capable of disintegrating practically any known substance in existence, it also possessed limitless strength and any attack by an enemy only increasing its strength and speed.
However, in the absence of aggression or orders, it can not move and will remain inert.

Lantern Force Research -600 CP
This is the complete research of the immortal Universe mind on the Nova Spectrum starting from their initial research when tapping into the power of the near-limitless energy source, covering the details of how to create devices and crystals that tap into the power of all the Lantern Force colors including the novahunters, the Phantom Nova' ring, the Nova Heart and even the Worldmind of volthoom.
This research also comes with the materials required to make lantern helmet's and Nova Rings.

Protagonist

Inheritance Industries -100 CP
You gain a large corporation of your own at the start of each jump with a yearly profit of the local equivalent of $10,000,000.

Anti-Particle Spray -200 CP
You gain a special spray containing an all purpose size changing spray that can quickly increase or decrease the size of creatures and consistently refills itself.

Tower of Danger -400 CP
This apparently small tower contains a near infinite number of rooms that are all fully furnished with advanced holographic technology and a tactical computer matrix that can generate any type of environment or housing, you can also connect it to your warehouse for long term storage.

Dwarf forged Spaceship -600 CP
This high powered spaceship personally forged by the dwarven king in the fires of a dying star blessed so that only you and those you deem worthy may weld it.
This ship can magnify any of your abilities and integrate any other spaceship you own and can change shape to mimic their forms while retaining their functions.
This ship was forged from a combination of Gravitonium, Vibranium, Adamantium and Uru however it still requires a name and a purpose.
however unless you are importing companions or followers you won't have a crew.

Hero

Batarang-Shooters -100 CP
These twin wrists devices can shoot a number of gadgets including smoke bombs, snares and a number of different Web Cartridges including Ice Webbing, Acid Webbing, Taser Webbing and Impact Webbing.

Sling Mobile -200 CP
You get a fully customisable motor vehicle with a number of special features that match your perks and abilities.

Iron Fortress Blueprints -400 CP
You gain a giant high tech fortress that can transform into a giant suit of mechanized power armor capable of allowing a normal person to face giant monsters.
This tower is a combination of the technology of every jump you have owned, updating each jump allowing it to integrate any buildings you purchase or own.

The Mother of Vishanti -600 CP
This potentially living divine book functions like a supercomputer and has a wide range of abilities and features with a focus on protecting and supporting its user.
This book is capable of using both technology and magic to cast any and every defensive or healing spell, it can act as a teleporter/communicator and can even bestow temporary superpowers and magical capabilities.
The powers of this book updates each jump and continuity with any and every defensive spell.

Villain

Kryptonite Serums -100 CP
A selection of super power serums based on the OX corp formulas, that each bestow temporary Kryptonite themed superpowers or generic enhancers such as the Bizarro Formula, the Black Scorpion Serum or the platinum lizard drug.

HammerBots -200 CP
These knock off iron lantern bots do not tap into the true nova spectrum but instead utilize Kryptonite to act as household assistants or battle super powered opponents.

Paladin Blueprints -400
These robots were built by a hidden group to prevent the genetic and ideological changes of society by any means necessary though they turned against their creators. These blueprints highlight where the issues are and what future problems may be.

The Dark Father -600 CP
This rectangular book device is a living Book of Spells that contains all dark magic intended for the conquest of other worlds. Using its many functions an agent can detect oncoming dangers, local lifesigns, set up fleet sized teleportation boom tubes and take direct control over technological or magic machines. It seems to have an endless number of pages each crafted from the flesh of a different creature, which seemingly materialize from nothing as it updates each jump and continuity with any and every corruptive and evil spell. Anyone foolish to read this book without your permission will slowly become your slave.

Companions:

Friends Old and New Free/-50/-200 CP
You can recruit any willing local to become a companion for **Free**.
By paying **-50 CP** you can guarantee a specific character becomes a companion.
You can also pay **-50 CP** to import an existing companion or upgrade an in jump recruited companion granting them a background, **+800 CP** and half of every stipend listed in this document.
You can pay **-200 CP** to select up to **8** companions to import or upgrade.

Power:

+400 CP Powers Only
+1 **Superpower Supplement** Discount

You can use the sections below to gain prebuilt power sets and use the **Generic Superpower Supplement** to create a customizable power set for yourself.

Prefab Power Sets:
If you have taken the **Replacement** drawback and you can build your character in this section for **Free**.

You may purchase the powerset of any canon version of any **Amalgam** character using the **Generic Superpower Supplement** to copy all of their powers and abilities listed on their Wikipedia Page or if a new hybrid the Wikipedia pages of their components.

You may convert **CP** to **PP** at a ratio of **1 CP** : **10 PP** but each **Prefab Power** required to follow the rules with **Power Origin**‘s other than **Item** counting as your purchase of that **Power Origin** for this Jump meaning that you will not be able to purchase that **Power Origin** from the **Generic Superpower Supplement** in this Jump.

You may purchase as many power Prefabs as you can afford gaining 1 purchase of “**Super Costume**” per Prefab which can be any costume but must be a design that matches the corresponding character.

Each purchase will remove the corresponding characters from your Jump, this will be done by changing their origin in ways that prevent the motivating factors that caused them to take on their super identity.

Unless you have a relevant “**Narrative Perk**” or “**Narrative Power**” you would need to directly interfere in-jump in the event to control how they take place.

You can **not** edit these powers using the Super Power Supplement but you do gain a discount on any powers you get within your Prefab.

Scenario:

Ongoing Issues
Your patron has decided to play a game with you, they are going to change up your story a bit, enhancing all of your enemies and creating his own minions for what he perceives as story arcs. These minions will grow in power to match what he has seen you be capable of with two story arcs per year.
Reward:
After completing each story arc you will gain **+50 CP** to spend or save as you would like.

Secret War Across Multiple Earths
The Mr. Beyonzptlk has decided to play a game with you, he is going to enter you in to a multiverse battle royal combining the most iconic Heroes and Villains of all time from the **Age-Jumper**, **Age-Golden**, **Age-Silver**, **Age-Animate**, **Age-Cinematic** and the **FanFiction** that your jump replicated.
Reward:
For each universe you defeat in the super secret war you gain **+200 CP** to spend.

Making Movies
For the duration of this jump you will have the movie and TV rights for every Superhero and Villain on the planet you must make a movie series for the hero's that exist in that world and at least 4 of the films must be ranked in the ten movies of all time for at least 3 different categories.
Reward:
Post jump you retain these movie rights in every future jump.

Vs M.U.G.E.N.
At some point after 5 years of your Jump starting something strange will begin to occur beings from other Realities will start to appear as an almost infinite number of start to fuse themselves, conflicts are likely to occur. To complete this scenario you must resolve this issue and stabilize the two realities either as a single new reality or returning to their original state.
Reward:
You may select up to 8 **M.U.G.E.N.** characters to become your willing companions for **Free**. Links for the version of the characters you wish to join must be supplied.

Amalgam Injustice: Nemesis Rise Among Us
At some point after 5 years of your Jump starting an invasion an alternate reality where that version of Thor-El a hero that may not even exist in your reality has taken over the world and enforced a brutal dictatorship he leads a multiversal army of bizarre incomplete hybrids of the many heroes that exist within your universe including, the Green Goliath, Jean Canarie, Wonder Wasp, Spider-Mite, Thunder Woman, Deathpool and his many engineered enhanced soldiers.
Reward:
You may select any amalgam character combined from any 1 **DC** and any 1 **Marvel** character to become your willing companions and you gain all of conquests technology for **Free**.

CP to PP Conversion Drawbacks:

These drawbacks allow you to access better rates of conversion for **CP** to **PP.**
Be aware that **PP** cannot be converted to **CP**.

Lost and Found: -100/200/400 CP [Cannot be taken with Learning the long way]
You will lose access to all of your Power Items and they will be hidden from you.
For -**100 CP** you will gain +**450 PP** to use for the **Item Origin**, your power items will be somewhere in your country planet and will be delivered to you at some point during your first year, possibly under their own power.
For -**200 CP** you will gain +**900 PP** to use for the **Item Origin** and your power items will be deactivated and hidden somewhere on the planet, each one will be found within the first 5 years of your jump activating them.
For -**400 CP** you will gain +**1800 PP** to use for the **Item Origin** and your power items will be deactivated and hidden throughout the galaxy on the planet, they will only become activated when found.
Post jump your purchased items will be returned to you.

Learning the long way: -100/200/400 CP [Cannot be taken with Lost and Found]
Before the Jump begins you will have to go to a learning space and prove you are capable of understanding your chosen material.
You can choose not to complete the training before you start jumping but you will not have the corresponding training powers of any incomplete test.
For -**100 CP** you will gain +**450 PP** to use for the **Training Origin** and before the Jump begins you will have to go through a crash course of everything you have purchased and must complete a feast for each subject proving you understand the basics of what you are buying.
For -**200 CP** you will gain +**900 PP** to use for the **Training Origin** and you will have to go through the full training course required to fully grasp all of the training you purchased and must complete a test.
For -**400 CP** you will gain +**1800 PP** to use for the **Training Origin** but you will need to go through a high detail trading course for every learning power you have gained and will be required to pass every training test in a row before any of them are marked as complete.
Post jump you will gain you training powers fiat backed as intended.

Incompatible: -100/200/400 CP [Cannot be taken with Hogwarts Dropout]
Your cybernetic components are not completely compatible with your organic body causing consistent issues.
For -**100 CP** you will gain +**450 PP** to use for the **Cyborg Origin** however your cybernetic implants will never fit quite right and occasionally be uncomfortable and unpleasant.
For -**200 CP** you will gain +**900 PP** to use for the **Cyborg Origin** but your cybernetic implants are now constantly itching unless you take medication and they will occasionally be painful to use.
For -**400 CP** you will gain +**1800 PP** to use for the **Cyborg Origin** but before the jump starts you will have to have the cybernetic implants manually installed while you are conscious and fully awake.
After the surgery you will need to maintain your parts in order to prevent pain, rejection or infection.
Post jump these implants are perfectly implemented.

Mutation: -100/200/400 CP [Cannot be taken with Experiment]
Your powers have manifested as a physical mutation that may cause fear or disgust within those who see them.
For -**100 CP** you will gain +**450 PP** to use for the **Biological Origin** but your powers leave a visible effect that could pass for humans such as odd hair or eye color.
For -**200 CP** you will gain +**900 PP** to use for the **Biological Origin** but your physical changes are more pronounced causing you to have odd skin color or texture and to have notably un-human blood.
For -**400 CP** you will gain +**1800 PP** to use for the **Biological Origin** all of your powers are visibly manifested making you appear to be a monstrous being.
Post jump these changes become available as an Alt-form.

Hogwarts Dropout: -100/200/400 CP [Cannot be taken with Incompatible]
You do not have as much training and experience as advertised in the use of magic and will instead have to learn in universe.
You will still have the potential and power to use your magic but you will need to or locate a way to learn your magic as the books that will have been split up.
For -**100 CP** you will gain +**450 PP** to use for the **Magic Origin** however there will be gaps in your knowledge and books of the more advanced aspects of each of your schools and styles of magic.
The spell books required to fill these gaps will be randomly sent and hidden in some of the 100 closest bookshops from your starting location.
For -**200 CP** you will gain +**900 PP** to use for the **Magic Origin** but will only know the basic principles of your magic and the spell books that hold the rest will be hidden in random shops around your starting country.
For -**400 CP** you will gain +**1800 PP** to use for the **Magic Origin** however you won't have any of your magic knowledge or experience, instead relying on your potential and power or locate another way to learn your magic as the books that will have been split up into 10 books each and will be randomly hidden somewhere in the world.
Post jump you will gain and restore all the knowledge and books you were supposed to gain.

Cursed Soul: -100/200/400 CP [Cannot be taken with Theurgy]
Your soul has been cursed forcing you to have flashbacks and relive the in-universe experiences of your in-universe past lives without being able to change any of the events that occur while those events are happening to you.
For -**100 CP** you will gain +**450 PP** to use for the **Spiritual Origin,** these flashbacks will only occur once per month while you are asleep and will often show events that are relevant to events that have or will soon occur.
For -**200 CP** you will gain +**900 PP** to use for the **Spiritual Origin**, your flashbacks will start randomly once a week showing you days of your previous lives in an instant.
For -**400 CP** you will gain +**1800 PP** to use for the **Spiritual Origin,** you will have no control over when or when these will occur, while to you each event will feel like it took up to a week to complete, for everyone it will appear that you zone out for a few minutes.
Post Jump this curse will be broken.

Experiment: -100/200/400 CP [Cannot be taken with Mutation]
Before the jump begins you will be required to go through the experiment that will give you superpowers.
For -**100 CP** you will gain +**450 PP** to use for the **Experiment Origin**, your experiment will be quick and moderately painful as it alters parts of your body to accommodate these powers.
For -**200 CP** you will gain +**900 PP** to use for the **Experiment Origin**, your experiment will take a few minutes and be very painful as it changes your internal structure.
For -**400 CP** you will gain +**1800 PP** to use for the **Experiment Origin**, the experiment will take several minutes and will be extremely painful as it dissolves and rebuilds your body.

Theurgy: -100/200/400 CP [Cannot be taken with Cursed Soul]
To use your powers you will need to prove your devotion to the deity your powers come from.
For -**100 CP** you will gain +**450 PP** to use for the **Bestowed Origin** and will be required to make a prayer to your deity once a day.
If you miss a day you will not be able to use your powers the next day.
For -**200 CP** you will gain +**900 PP** to use for the **Bestowed Origin** and will be required to complete a Religious Sermon for this divine being you received these powers from every week and a audible prayer once per day, failure to do so will disable these powers for a week during which you must do the prayer every day and complete the Sermon before you can regain them.
For -**400 CP** you will gain +**1800 PP** to use for the **Bestowed Origin** but to use your powers you must make a sacrifice to your deity every day and failing to do so will disable these powers for a month during which you must supply a sacrifice every day to regain them.
Post jump you will not need to make these rites to retain your powers.

Grinding Required: -100/200/400 CP [Cannot be taken without 2 or more CP to PP Conversion Drawbacks]
Your gaming systems are not quite calibrated for you and will not generate XP in the intended way.
For -**100 CP** you will gain +**450 PP** to use for the **Custom System Origin** and will only gain 60% **XP** from your various methods.
For -**200 CP** you will gain +**900 PP** to use for the **Custom System Origin** but will only gain 40% **XP** from your various methods.
For -**400 CP** you will gain +**1800 PP** to use for the **Custom System Origin** but will only gain 10% **XP** from your various methods.
Post jump you will not have this restriction and can gain **XP** at a normal rate.

Drawbacks:

Replacement Free
You may select a single canon character from the **Amalgam** Universe and take their place in time and space.

Myown Fic Free
Why take someone else's story when you can take your own with this drawback you can customize innate details of this universe as if you had taken the "**A well known story**" Perk. You can also integrate aspects of multiple different FanFic's including settings and character variations.

Supplement Free
You may take this jump as a supplement to another **Amalgam** Jumpchain.

Crossover Free
Why just stick to the **Amalgam** universe when you can add more to your world, you can choose any other **DisneyBros** Franchises and have them merge into your work.
Perhaps the Technomagic world is hidden all around you with the events of **Wreck-It Harry** and those of **Star Hearts** being future fact. Perhaps on one of your many trips to space you may find another world which perfectly reenacts the events of the **Lord of the Apes**.

Dice Cheat Free
People won't play dice related games with you as they think you will cheat.

Just Stay Dead +100 CP
It doesn't matter what you do to them or how thurrally you destroy their body your enemies will never stay dead.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated Comic +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Terrible Name +100 CP
You have bad luck when it comes to getting a super name as media attention seems to always give you a terrible name, you can't get around that no matter what you do.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

From Beyond the 4th wall +100 CP
They're watching you Jumper. Who? People who know you're not from this world. The worst part is that you can always feel it when they look at you.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Protect Civilians +100 CP
You will feel responsible for every man, woman and child who is in danger any time you see someone at risk you will instinctively want to help them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

The World's Strongest +100 CP
You have a passive reputation now with everyone thinking that you are the biggest and toughest guy in the room with everyone who thinks they have a point to prove targeting you first.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Background Lore +100 CP
Everyone seems to have a complicated and convoluted background that they won't shut up about and despite it seeming to go on forever it seems that time stops and nothing can move when they make these tiresome speeches.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Super Team Up +100 CP
It seems that you can't go anywhere without some random super person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the **Amalgam** universe and all its continuity's.

Aliens Crash In +100 CP
It seems that every week at least 1 alien spaceship will crash within a half mile of you, possibly causing destruction and either going on a ramage or needing your help specifically.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Monster Magnet +100 CP
Every monster who attempts to attack a city or alien beast who is released on the planet will head straight for you and attack.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honorable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

Crooks for days +200 CP
Every group that you face against will have ten times the street level support that they normally would.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Tie-Ins +200 CP
Every time something happens a dozen different people will show up and do seemingly unrelated things that your actions seem to pivot off if anything goes wrong for them things will definitely go wrong for you.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

I'll get em next time +200 CP
It doesn't matter what you do every time you catch or try to kill an enemy they always get away and you can never seem to find them.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Rogue Gallery +200 CP
This can be purchased up to 5 times with each purchase giving you a new enemy who gains **+3,000 PP** to spend in the **Generic Super Power Supplement**.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Weakened +200 CP
When you start this jump your purchased powers will be near non-existent requiring you train them in order to get the basics that the powers describe.

Selective Amnesia +200 CP
You have forgotten everything about superhero comics including the tropes and this specific fanfiction.

Multiverse Madness +200 CP
It seems that at least once a month a random person you know will appear from a parallel reality where things are different such as an evil copy of your lover, an old west copy of your arch enemy or even the canon version of the character you replaced, it could be anyone.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Power Curve +300 CP
During your time in this jump events will take place that raise the power curve exponentially, introducing new powerful characters and storylines that didn't originally occur.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Knockback +300 CP
It doesn't seem to matter how strong or durable you are, your enemy always fling you away like a bouncy ball causing a huge knockback and will stun you until you land regardless of how little it hurts you.

Power Loss +300 CP
Any powers purchased from the **Generic SuperPower Supplement** are disabled for the duration of this jump, you may still use powers gained from the prefab section.

Ultimate Warrior +300 CP
At some point during your jump a single enemy will challenge you to an honorable duel, they will be the same race as you and have another **+10,000 PP** to spend in the **Generic SuperPower Supplement**.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Sidekick +300 CP
You are the sidekick, you will get no respect or authority and most people will attribute your success to whoever they have arbitrarily decided the real hero is.

Criminalisation +300 CP
An evil copy of your super powered society will show up at some point during you jump and attempt to take over your world like they did their own, you will not be able to complete this jump until they have been dealt with.

Authoritarianism +300 CP
An extremist copy of your super powered society will show up at some point during your jump and attempt to enforce their own harsher version of justice on your world as they did their own, you will not be able to complete this jump until they have been dealt with.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Secret Identity +400 CP
You need to keep your secret identity, if it becomes public knowledge then you will automatically fail this jump.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world.
Failure to find them within a year will count as a jump failure.

Death of Jumperman +400 CP
It seems that at some point people will think you have died and dozens of imposters will show up trying to take both your superhero identity and your secret identity.
Some of these are villains in disguise and others are b list heroes who want to use your name to boost their profile, then again there are some weirdos who genuinely think that they are you.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Arch Enemy +400 CP
You now have a consistent enemy who will have **+10,000 PP** to spend in the **Generic SuperPower Supplement** but cannot purchase any powers you purchased within this jump.

Future Problems +500 CP
Time travelers will keep showing up and causing you problems and unfortunately even the ones who are your allies will know any secret you tell in the future.

Biggest Bad +600 CP
An enemy more dangerous than any you have ever encountered before will appear up to ten times during your jump, they will have **+20,000 PP** to spend in the **Generic SuperPower Supplement**.

Boss Rush +600CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Responsibility +600 CP / +1200 CP
Every hour ten minutes before the hour you will know the location of everyone within a mile of you who will be in danger during that hour.
You will feel immense guilt towards anyone who you do not save and will mentally experience the suffering they have gone through once the hour is up.
For a **+600 CP** total this will only be active while you are conscious but for **+1200 CP** its effects will be constant and every time that more than **99%** of those you have been made aware of do not get saved during this period the range of this drawback will increase by **10%**.

Notes:

V1.01

- Changed Text
- Changed Nephigarian and CyborZoid.

Jump End:

Regardless of what you choose all drawbacks are removed

Go Home
Return to your home dimension and Gain **+1000 PP**

Stay Here
Stay here and Gain **+1000 CP**

Move On
Go onto the next Jump