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Well, it looks like you've wound up at Public School #238, the only public school for meta-prodigies, a.k.a. kids with superpowers. You'll spend ten years learning to master your new abilities, saving or threatening the world, making friends and foes, and receiving an education appropriate practically customized to you. No point in giving super-genii the standard fifth-grade treatment, right?

This world is largely based on the silver-age of superhero comic books and, despite the fact that several individuals seemingly have the power to end the world or erase significant portions of reality, the world of PS238 is mostly (but not completely) harmless. While bad things do happen, death is seldom among them, even in the midst of full scale alien invasions. For all its apparent dangers, this setting is about elementary school kids. If you don't want to save the world, it will (probably) be saved without you doing much, if anything. If you want to save the world, then more power to you.

While in this world, you are fully protected from any attempt to change history so that you cease to exist and, as long as you remain in the main PS238 timeline, the universe will not spontaneously cease to exist. General retcon events will not change who you are or cause you direct harm.

You now have **1000 CP**

The Time: a time very much like our own.

The Place: Since this jump is about PS238 you're going to be going to PS238 and living in Wonderberg, unless you have an excellent way to commute long distances.

Changelog: Cleaned up language, clarified some things, added Abhuman Anatomy and several drawbacks. Allowed Companions to take Drawbacks.

Background, Age, and Gender

If you're going to be attending PS 238 you're going to need both a Home Life and a Homeroom. Buying "A Homeroom to Call Your Own" gives you both. Everyone else gets a body of their gender that is 1d8+4 years old, and the memories of having lived those first few years in this world. If you wish, you may pay 50 CP to choose either your gender or your age inside that range.

A Homeroom to Call Your Own (Drop-In) [Free]: Suddenly you find yourself wearing a ludicrous costume, shaking hands with a man wearing a rather technologically advanced looking headband. "Welcome aboard 'Jumper,' I think you'll find PS238 a good challenge for someone with your unique and varied abilities." This is both a Homeroom and Homelife. You enter this world as whatever you were in your previous jump, with the same memories, age, and gender you ended that jump with. You've recently arrived in Wonderberg and have been offered a teaching position at PS238. Perks and Items for this are labeled "Teacher".

Staff Position [100]: Rather than being a teacher, you're on staff at PS238. Maybe you're a councillor, or a janitor, or security. Maybe you're a child welfare advocate or a nurse. You'll have fewer responsibilities, but also fewer chances to shape young minds, and when you are called on, it will probably be for make or break emergencies. You do not become or replace any canon character. This upgrades 'A Homeroom to Call Your Own'.

Special Needs Teacher [+100]: The simple fact of the matter is that Metakids are still kids and PS238 is still a school. This means there are going to be kids with special needs, either mentally, physically, or emotionally challenged. These kids are more at risk, as their various issues make them both harder to deal with and more likely to lash out in potentially dangerous ways. That's where you come in. As a Jumper, the school has seen that you might just have what it takes to handle these kids. The only price of failure is destroyed lives. Will you take up this challenge? This upgrades 'A Homeroom to Call Your Own' and can, in theory, be combined with 'Staff Position' if you can figure out how that would work, perhaps as a security guard assigned to look after super-powered delinquents, or a physical therapist for special needs students. This modifies the Teacher background and is not a drawback.

Contractual Obligation [+200]: If you're certain you can be a good teacher, you may take this drawback. It doesn't count against the limit, but it means that if you quit or are fired from PS238 for cause, you fail the jump.

Home Life

Ward of the State (Drop-In) [Free]: You don't get a home life, you don't get a family, you don't even get a past in this world (unless you want one). If you have a past, it's one full of hardship, loss, and a series of foster homes and government institutions.

Average Folks [Free]: You come from a perfectly normal American family. You are the first super of your line and can expect a fair amount of comfort, love, and support. Just remember that the "Iron Wear" clothing that even low-end superhero outfits are made of is still very expensive and your parents might not have such an easy time replacing it.

Heroic Legacy [100]: You are the child of a hero of this world, with a family history of service and a legacy to live up to. Not only do you gain a deeper understanding of how the world of superheroes works and a support network of adult heroes who can help you learn to use your powers in new and interesting ways, but you gain a slight boost to your powers. Unfortunately, your family's principal antagonist has a kid attending school alongside you. Depending on how you handle things, you could end up as arch rivals, continuing the feud for another generation, or you might, if you're able to put the past behind you, overcome this animosity and become lifelong friends.

Villainous Legacy [100]: You are the child of a villain of this world, one with a long and (for the most part) successful career. Not only do you know just how far you can push the Juvenile Super-Villain Statutes without crossing into 'Tried as an Adult' territory, your family has amassed quite a fortune from sources legitimate or otherwise, and they'll be willing to bankroll your various endeavors if you can show a profit or advantage… over and above your weekly allowance of $2,000. However, not only is your family fairly distant, often aloof, but they have extremely high expectations of you.

We've Got Each Other... [0]: and That's Enough. This isn't a Home Life… it's a Homelife Modifier. It can be taken with any Homelife besides Ward of the State or Teacher. You come from a rather impoverished, but quite loving and involved family. You have a combination of parents who somehow manage to get a home-cooked meal for dinner every night, who genuinely care about you and your happiness, and who will do everything they can to keep you safe, loved, warm, and secure. The constant rounds of games (from thrift stores), museum trips (whenever there is a free day), public library runs, genuine phrase, and hugs more than make up for the fact that you'll never be able to afford so much as a cable bill. This locks out all out of jump sources of money.

Homeroom

Homerooms & Home Life have a way of building on each other, if there's a strong enough connection. This is called "Synergy". When a Homeroom complements your Homelife, it means that you'll learn to utilize your powers faster and more easily reach the national or even global scale if you work hard enough, though it's still going to be a long climb to the top, probably on the order of seven years or so.
Teachers already are national scale, but even they can grow to global.

Detention [+200]: Of course, some people don't care about applying themselves… and you're one of them. Looks like you'll be spending homeroom in detention! Maybe you can't keep yourself out of trouble, maybe you're an existential threat to the entire human race… maybe you just keep insisting you're a 50,000 year old immortal who doesn't have to 'stay in school' or 'do homework'. Whatever the reason, you won't be allowed to socialize or have fun at school. Instead, you're stuck working quietly behind a desk until the class bell rings. This does not count against the Drawback Limit. Synergy? Not likely. This is the lack of a Homeroom (but still counts as a Homeroom). This essentially locks you out of all the plot and fun stuff like parties… no one's parents want to invite you over, and you don't get to go on any field trips.

Wayne Miller [Free]: He is a nice enough guy, but he is not quite used to teaching yet and he can get pretty excited about geeky stuff, definitely a positive educational experience, if not an incredibly productive one. Average Folk and Legacy Heroes will find Wayne to be an outstanding teacher, ready to give them that extra push and plenty of encouragement.

Madam Vashti [Free]: A mistress of the mystic arts, Madam Vashti is a fair and balanced woman who genuinely wants to teach her students about the wonders of magic. Madame Vashti can be a little… severe at times, and her methods might seem inscrutable, but Legacy Villains & Wards of the State will do very well in her classroom.

Herschel Clay [Free]: Don't let his shade-tree mechanic act fool you, Herschel one of the greatest living minds on the planet or off it. Semi-retired exoskeleton-clad superhero and multi-billionaire founder of Clay Industries, Herschel Clay teaches the hyper-intelligent and mainly runs the shop class at PS 238. Herschel is a self-made billionaire and thus he relates very well to those people who have had to work their way up from nothing… but he's also a bit of a Mad Scientist, so Legacy Villains and 'We've Got Each Other…' types will flourish under his expert tutelage.

Ms. Oberon [Free]: Ms. Oberon's class is often the focus of derision and mockery, a classroom full of those whose powers aren't (on the face of them) particularly useful in the heroic world. Some of them are exceptionally useful for mundane tasks, and some of them are spectacularly powerful, but (by and large) the Rainmaker Kids aren't the types to save the world. Her students are relatively humble, Average Folks & Wards of the State tend to do best in her class, since her philosophy is not about how powerful your ability is, but rather how well you use it.

Cristina Kyle [100]: This is where the excitement is and you're sure to get into hijinks anywhere you wind up if Miss Kyle is your teacher. Her class is always at the center of the action and she's a great teacher with plenty of patience and experience. Cristina has an almost mystical connection with her children (perhaps because she's the only person on staff who actually trained as a teacher before becoming a Superhero?), but whatever the reason, she can bring out the best in any student, no matter what his, her, or its homelife might be.

PERKS

Mystery of the Mask [Free]: There's something about a costume that changes the viewer's perception of a person, even a person they know quite well, that keeps them from recognizing the person underneath. Why, you could fool your own parents with nothing more than a helmet and some shoulder pads. Just remember that this doesn't work on folks you actually reveal your identity to or who do the detective work.

The Mouth [50]: ...on this kid, oy. Super snark may not be the greatest power, but when you're dealing with megalomaniacs who think they're super important, it can be a great tool to bring them down a peg or two. It also makes them much more likely to engage in verbal sparring with you, maybe revealing their plans or just letting you stall for time.

Happy and Content [100] (Free We've Got Each Other…): Even after all the hardships you've endured, all the suffering you've been through, all the horrors and losses you've faced, you are able to find happiness and contentment with yourself and your life if you try. You can adapt to major life changes and withstand immense amount of stressors before you start to feel down. Even if you move on to a new life into a new body, you still will remain happy and content… or at least be able to keep things in perspective. Only the most outlandish and horrible circumstances will be able to overcome your ability to find the best in even bad situations. You will become instantly

aware if anything attempts to manipulate your emotions, though this doesn't confer any special resistant to such effects.

Age Appropriate [100]: Being an adult sucks. Literally. It sucks the fun out of things. Or is that Figuratively? See, it's things like this that make being an adult suck. You know too much, have seen too much, have forgotten how to just be a kid. Sure, the lack of power over your own destiny can be frustrating, and some things are legitimately worrying no matter what your age, but in general, kids have more fun. With this perk, you can compartmentalize your consciousness into age appropriate brackets, then switch between them as you get older. If you're in a 6 year old's body, your personality would be the 6 year old's version of your personality, interested in 6 year old things and worried about 6 year old problems. You will see things as a 6 year old would, fresh and new and wonderful (or terrible. There are some downsides to this.) Conversely, you could also use this to set aside childish wants and needs when you need to. This can be toggled on and off once you leave this jump, but if you buy it here, it shifts you into an Age Appropriate persona for the duration of the jump. This also protects your cognitive functions if you are deaged against your will.

Meta Lore [200] (Discount Villain & Free Hero): You have a near encyclopedic knowledge of superheroes & supervillains, their weaknesses, powers, politics, and copious amounts of useless metahuman related trivia. This updates to any setting where superhuman abilities are possessed by a sizable section of the populace and the existence of such people is common knowledge.

Born to Privilege [200] (Discount Hero & Free Villain, Not Available for Wards, Teachers, or We've Got Each Other): You're a natural debutante or gentleman, accustomed to fitting in with the upper crust and knowing how to comport yourself so as not to embarrass yourself or your patrons/parents/friends. Moreover, you have established a good rapport with (or perhaps blackmailed) a few notable members of high society, and may call on them for favors from time to time. If you find yourself in another world, you'll have similar connections and relationships among the power elite.

Strong Because I Need To Be [200] (Free Ward of the State): You've gone through a lot and you have a more resilient mind becomes of it; your willpower is easily at the limits of what humanity can produce. Hardship brings out the best in you.

Blending In [200] (Free Average Folks): You're really good at going unnoticed and fading into the background. As long as you don't do anything exceptional or have an appearance that defies the norm you'll almost always be overlooked in just about any circumstances. Even works if you're the only person around, but to a limited degree.

Save the Day Syndrome [200] (Discount Average Folk): No matter how trivial your powers might seem to be in the vast cosmic theme of wherever you find yourself, there will always be some way that you can help. It might not be a lot, maybe just being there for a friend in a time of need, but you will always know you at least contributed in your own way. With this you'll never be completely useless.

Collector [300]: Somehow, wherever you go, you always seem to find the coolest souvenirs. Maybe it's a trench-coat that grows spiders in its pockets. Maybe it's a helmet that whispers lost secrets. Maybe it's a snowglobe of Atlantis. This perk makes you lucky at finding interesting and bizarre and possibly useful items. Doesn't help you find macguffins, but does mean that when they're in play, they're more likely to end up in your hands, either by design or by accident.

Hidden Weaknesses [400] (Discount Average Folks): People with the ability to detect weaknesses are all too common… and detectable weaknesses are also pretty common. With this perk, people attempting to discern your weaknesses will always receive false information, unless they see those weaknesses in action first hand. Even then, there's a good chance that they might misattribute what the cause was. Say you get hit by lightning in the rain and lose your ability to fly temporarily. They may assume that you're weak against lightning, but the reality is that you can't fly when wet.

Good Morning Class! [100] (Free for Teacher): You're good at teaching. In addition to a baseline of knowledge in every academic field from pre-k to high school, thanks to Mr. Clay's tutorial machine, you've being given a complete Education Package, enough to handle any teaching position in an American public school… and you've discovered you're a natural at it. Whenever you try to teach something normally teachable you'll find you do it a little bit quicker and a lot more enjoyably. You don't have to take this, but if you don't and you suck as a teacher, you've no one but yourself to blame.

Good Morning Professor Jumper! [100] (Free for Teacher): Your students like you. If you are in a position where you regularly and formally teach someone something (such as master to apprentices or sensei to disciplines or professor to scholars, etc.) and as long as you don't abuse the position, you can instill in your students a great fondness for you and a commensurate love for the subject you're teaching. If course, if you do abuse your position, you can easily instill a hatred of you and of the subject in your pupils, but why would you want to do that?

A Job Well Done [400] (Discounted for Staff): In addition to being plugged into Herchel Clay's tutorial machine to get a firm grounding as a teacher, you've been granted a complete course in school maintenance, administration, student counselling, and even the workings of the government and its agencies and laws as they relate to both education and metahumans. If you're not Staff, feel free to pick one from the list. This can be purchased more than once.

- If you're a janitor, you're a super janitor, able to maintain and repair any piece of technology you come across, no matter how alien… as well as the knowledge of how to get alien goop stains out of anything.
- If you're a councillor, you're a super councillor, able to understand the motivations of the most transhuman, subhuman, abhuman, and inhuman of beings and to help them realize why they might be acting out. Works best on kids, but even adults (or cosmic entities) can use a little help from time to time.
- If you're an administrator, you're a super administrator, perfectly organized and on the ball with forms, permission slips, and legislation. Byzantine governmental regulations become transparent to you and you always seem to have filled out the paperwork before hand… even when causality might have been a little… bruised in the process. Also applies to Child Welfare Advocates.
- If you're a medical professional, you're a super nurse/doctor, an expert in the care and treatment of unusual injuries and illnesses, and able to diagnose alien mind control as easily as you could a hangnail.
- If you're security, you're super security, with a mind full of tactics for dealing with any common metahuman emergency, from demon invasion, to out-of-control robots, to alien invasion, to out-of-control alien demon robots… it happens more often than you might think. Of course, having a tactic and making it work are two different things...

Jumper Sensei [200 or 600] (Discounted for Teacher): Physical education should never be neglected, especially as many of your pupils will go on to become superheroes and lead lives of copious combat. With that in mind, choose a normal martial art or physical discipline such as CrossFit or Parkour or Dodgeball. You now have enough skill and experience with it to be a qualified instructor of it (roughly equivalent to a fifth dan black belt). For an additional 400 points, you may choose a supernatural martial art / physical discipline of your own devising, such as what one might find in a Wuxia film or Kung Fu Hustle.

Learning From Your Students [300] (Discounted for Teacher): The thing about the student-teacher relationship is that, despite the teacher usually knowing more than the student, it doesn't mean the teacher can't also learn from the student. Either by examining what you knew in new ways when a student fails to understand your original explanation, or being inspired by a student's actions or questions, your capacity to learn from others is drastically increased. With this, you'll be sure to pick up a few things via osmosis from any group of people you spend a significant amount of time around, be they your peers, pupils, or friends. Additionally, if you are training someone in any physical discipline, be it a martial art, yoga, or dodgeball, you'll find that your gains are increased by a faction of theirs. Please note, you cannot use this to copy your students' powers, but if your powers are similar you might learn new power tricks. Unless it's something you could have learned from them normally you won't be able to gain it.

A Little Privacy, Please [300] (Discounted for Teacher): A superhero needs to put their super suit on somewhere and, with this, whenever you are not directly being observed, you'll be able to find a rectangular space just big enough to change your clothes in that will remain unmonitored and overlooked by everyone for up to ten minutes. This can't be used to hide from enemies (or school kids) actively seeking you, but if you have some other reason to desire a little nook where you won't be disturbed, this will do the trick.

A+ Work [400] (Discounted for Teacher): You possess the ability to engage with your students, to inspire in them an eagerness to learn and learn well. It seems like no matter what you're teaching them or what kind of limitations or setbacks they may have, you can help your students transcend their limitations and grow to your level of knowledge and strength.

POWERS

If you're in Miss Kyle's Homeroom you gain 1 Discount on any Power or multiples of it.
If you're a Teacher you may Discount any 1 Power or multiples of it for yourself.
If you took the Contractual Obligation Drawback, that power is also discounted for your student companions.

Cosmic Powers Rule

If you buy more than four items from this section, you must take the Balance of Power Drawback. Each purchase of Misc Meta counts as one item, and FISS, no matter what the rank, always counts as one item. Two "Really Minor Meta" Powers count as one item. Every other power counts as one item each time it's bought.

Really Minor Meta [50]: You possess a tiny (not particularly useful for anything) power. Like the ability to control small amounts of table salt, the ability to make your eyelashes grow, the ability to make hair fall out or stand on end, or to scintillate like you're the electrode in one of those novelty plasma ball toys.

Rainmaker Kid [200] (First Free to Ms. Oberon's Homeroom): You have your choice of any superpower nominally useless in offense or defense (so strength, toughness, speed are right out, but so are enhanced processing, reflexes, luck, super intelligence, etc, as well as more esoteric things like regeneration, healing, and super senses.) There is a reason the Rainmaker Program children are nicknamed 'the stupid powered kids'. The new Rainmaker Program includes such people as a boy who can dig faster than most kids can run, another who can turn any non-living organic matter into edible substances with whatever flavor or nutrition profile he wants, a goddess of the hearth, who in her present state can do little more than find someone their soulmate and cure infertility, and a boy who can reproduce any music he has ever heard. These powers or more are at your fingertips! The more specific the superpower, the more powerful it is, and you are free to use these powers in combat, if you can figure out how. You can purchase this more than once, but each purchase must be for a different power, though the powers can be linked to each other and probably should be. These powers grow with time and practice. Please note that powers that change the meta of jumpchain are outright forbidden. You cannot have a power that changes your origins or history in other jumps, allows you to copy or grant powers, or changes the way CP or companions work or the amount of either you get / can import. Time Travel in the world of PS238 is a closed causal loop and Time Travel powers are strictly limited to no more than a few days tops. These powers can be psychic, magical, or biological at your discretion.

The Price of Power [+300]: Some of the Rainmakers powers are a little… too powerful. Maybe they drive the user insane, maybe they have a crippling side effect such as constant migraines or hallucinations, maybe they just itch like crazy, maybe you're bound to certain ancient laws which make your powers much harder to use outside of very specific circumstances or with very complex rituals. If you take this Drawback (which does not count against your Drawback limit), the power of your Rainmaker ability increases drastically. This must be an issue you cannot easily circumvent to be worth the points. This cannot be purchased more than once and only applies to a single Rainmaker ability. Depending on what you take, this may not completely disappear at the end of jump as sometimes a positive has negatives you just have to live with, but the worst parts will fade as you learn to cope with the issues.

Always a Plan Ahead [400] (Discount Ms. Oberon's Homeroom): Some say that a perfect body is the best super power. Some say that money is. In reality, as the Revenant and a certain Rainmaker Kid knows, the ultimate power is planning. Having a contingency for every eventuality, a fall back position, a go to if-then, can make saving the day orders of magnitude simpler. With this power, your mind is always in motion, stacking probabilities, sorting for ideas, prepping for things that might or might never happen. This is a second thread of consciousness that does nothing but plan for things and, when they happen, as they inevitably will if you live long enough, this second thread hands your conscious mind the contingency plan. It will also make suggestions to your conscious mind, such as "We really should buy a second jet… just in case." or "extra flashlight batteries are always a good idea and should be stored in a floodproof box next to our survival gear." or "It looks like it might rain today, put your umbrella in your bookbag." This power does not register on meta-detectors.

Alpha-Technological Skill [400] (Discount Herschel Clay's Homeroom): You are a very clever child; in fact you have such a brilliant and inventive mind that you are able to design and develop proofs, devices, and theorems at least seventy-five years ahead of the (already highly advanced) local technological curve for one field of science. Alternatively, you could have the equivalent of a PhD/MD for almost every major area of study, not counting specialty degrees and subfields. If this were any other school, you'd be the under ten-year-old prodigy in the postdoc program, but thankfully you're receiving a decent education under the tutelage of someone you can actually learn something from. Each additional purchase functionally doubles your technical intelligence. You can choose to make any other powers you gain from this jump be cybernetic or biogenic modifications if you like.

Boy/Girl Wizard [400] (Discount Madam Vashti's Homeroom): Whether it stems from possession of some arcane talisman, being clever enough to figure out those dusty old books your weird grandpa left you, or being the latest member of a great mystic bloodline, you know a more-than-reasonable-for-your-age amount of magic. People in this world tend to be best at one kind of magical effect, so choose something like illusions, enchanting, necromancy, evocation, or warding that you are really good at. You can still learn other things; you just won't be quite as amazing at them. Not only does each additional purchase effectively double the amount of magical power you can call upon, it improves your willpower dramatically. If you have this and Misc Meta, you can make your Meta Powers be magical in origin.

Miscellaneous Meta [400] (Discount Wayne Miller's Homeroom): Maybe you are really stretchy, maybe you have a mysterious force keeping you safe and out of trouble,maybe you can jump extremely high and talk to insects. If there's a superpower that doesn't quite fit in with the other categories, you can get a reasonable amount of it here, definitely not national level power, but certainly enough to rule the streets. You may choose up to three thematically related abilities, though choosing fewer than three will make the remaining power(s) more powerful but only a little bit (the power curve will look something like this {1+1+1, 1.25+1.25, 2}). You may purchase this multiple times, but you may not combine multiple purchases to make a single power more powerful. The strength of these powers grows with practice and time, but begins roughly on par with Peter Parker Spiderman in his original silver age comic book appearance (lift car, cling to walls, highly acrobatic). Temporal manipulation is acceptable, but Time Travel powers are hard limited to a few days back, maximum. Under no circumstances can you take a power that interfaces with Jump mechanics directly (nothing that modifies origins, CP, or allows you more companions, freebies, or the like), nor can you take an ability duplication or granting power. Unless you possess something that modifies them, these are all considered biological abilities.

Canonical Examples include

- A boy with Anger Based Strength, Toughness, and Regeneration.
- A boy who can teleport himself or others to anywhere he's been.
- A girl whose whole body is rubbery and stretchy.
- A boy who has bug control, can cling to things like a bug, and has the agility & toughness of a bug.
- A speedster.
- A girl with angel wings who can fly and generate energy blasts.
- A teacher who can control her own density, thus making her smaller as it increases her strength and toughness.
- A teacher who is made of living metal.

Abhuman Anatomy [200/500]: Some of the students at PS238 aren't exactly human… or even close to it. Some might be aliens, others cybernetic lifeforms, still others sentient energy fields. While this doesn't have any direct effect and doesn't count as a power per-se, you can choose to be one of them, totally redesigning your physiology into another kind of life entirely. All your powers from this jump become part of this new kind of life. If it's mostly humanoid, it's 200 CP and comes with 3 Really Minor Meta or a single discount on one purchase of another power. If it's something totally non-biological (a ghost, an eldritch energy squid, an infomorph) it costs 500 CP and comes with 400 CP to spend on any other power or powers. Both types will probably freak norms out and have a hard time adjusting to human society.

FISS [300/rank] (Discounted for Detention): You are a minor FISS, an annoyingly common sort of super. You have the powers of Flight, Invulnerability, Super Speed, and Super Strength... Unfortunately, the boosts granted by FISS are entirely based on meta-ability and cannot be improved in any conventional way, nor are you necessarily a very powerful FISS. You can only fly at around 80 mph with a proportionate amount of speed and reaction time, your skin is able to shrug off small arms, and you can only lift about one ton. Fortunately, every time you take this ability all of these superpowers increase in potency, but with diminishing returns. If your FISS rating is above 2, you do have to select the 'Nothing Special' Drawback (though it doesn't count against your Drawback Limit).

Rank	Flight	Invulnerability	Super Speed	Super Strength
1	~ 80 MPH	Small Firearms	~ 2x	~ 1 Ton
2	~ 280 MPH	Anti-Material	~ 7x	~ 3.5 Tons
3	~ 840 MPH	High Explosives	~ 21x	~ 10.5 Tons
4	~ 2100 MPH	Battleship Main Guns	~ 52.5x	~ 26.25 Tons
5	~ 4200 MPH	Tactical Nuke (10kt)	~ 105x	~ 52.5 Tons
6	~ 6300 MPH	Strategic Nuke (1Mt)	~ 157.5x	~ 78.75 Tons

Normally FISS are fairly balanced, but you can, instead of paying 300 CP to increase all 4 super-traits, pay an undiscounted 100 CP to increase only one of them. Only a single trait can be raised to Rank 6 (regardless of the ranks of the other three traits). Also, if it's not clear from the above, the "Super Speed" of a FISS does not increase your Flight or your Strength. Rather it effectively gives you more subjective time in which to react at that speed and apply that force. You are still super fast, it's just the "how" is a little more complicated.

Power Growth: As you mature into adults, your powers will effectively double in raw power, though it's up to you to turn that potential into actual results. As an adult, you can continue to push your power growth still further, though the base power will grow far more slowly than what you experienced during your initial growth spurt, with the growth finally slowing to a trickle over decades or centuries. This does not apply to FISS, of course, but even there you'll be able to refine how you use these powers. And don't forget your Homelife and Homeroom Synergies.

GEAR

Official Forms [Free/50]: Every metahuman, hero, villain, or otherwise, has to fill out official forms, registering their Name and Costume design. The original forms are provided by the school, allowing you to skip the expensive processing fees (though you'll still have to get both past community standards. No one wants to be rescued by the Incredible Fartknocker. For 50 CP you can get a stack of these forms which allow you (or others) to apply for a change of identity without paying any fees or dealing with red tape. After this jump, you can use these forms to bypass any form of governmental form-related bureaucracy.

Allowance [50] (Not available with We've Got Each Other…): Your parents (or the state) provide you with $20 a week for spending money. If you purchase this and you're a Legacy Villain, your allowance goes up to $10,000 a week.

Communicator Watches [50]: This set of nine watches is linked via quantum entanglement to allow real-time audiovisual communication anywhere in the universe. Simply aim the face at whatever it is you want video of and turn the knob to the target watch. This also records up to three hours of high-definition video with sound. For an additional 50 CP, you gain a central hub control chip that links any computer it's installed in into the network as well as an unlimited supply of watches.

Holographic Disguise [Free]: Changing in and out of costumes takes a while and there just aren't enough locker rooms to let a whole school of metahumans do so in a reasonable amount of time… not to mention that some students couldn't look human if they tried. To deal with this issue, the students at PS238 have each been supplied with a free holographic disguise that will make each of them look like a regular kid, no matter if they're a giant blue muscle head, stuck in a hover chair, or little more than a pair of glowing eyes and a seething mass of darkness under a cape. You have one too. No matter how outlandish, inhuman, or horrifying you may normally look, this will make you appear as little more than an average human of your general size and shape, both visually and auditorily. This won't change anything about you to other senses, and vision/hearing far outside the human norm is going to see/hear right through the hologram.

Basic Supersuit [100] (First Level Free to anyone not in Detention): You've been granted a standard "Iron Wear" superhero outfit. As long as it remains intact it is rugged enough to take most of the punishment the life of an active superhero/villain would require but, once the surface tension is broken, it's only as strong as good denim. This includes free design consultations for a unique superhero symbol and costume design which you will think is cool and enjoy wearing, although it might eventually look dated.

Nanofiber Super Suit [100]: This upgrade to the Basic Supersuit is made of custom nano-weave, tailored to your specific power set and able to grow as you do (in size). It is just as strong as the Iron Wear outfit, but has extensive self-repair capabilities and will automatically resize itself to fit any humanoid shape. Additionally, if you have a Signature Item and use it to make Power Armor, these capabilities are integrated into the Armor.

Nth Dimensional Lunchbox [100] (Free Average Folks): This is your lunchbox. It contains lunch. That's a given. It contains your homework too (assuming you did it). It also contains your deck of PokeGo the Gathering cards, your Gearboy, your gym clothes and whatever else you shoved into it and forgot about. It's like some freaky Lunchbox of holding. Sure, it doesn't come with any of those things… besides the lunch. It always has the lunch… even if you've already eaten the lunch, it still has lunch. Granted, it's a school lunch, but better than eating whatever they're serving in the cafeteria, right? The cafeteria (do remember) is the one for the school above PS 238, the normal kids school, the one where ketchup is a vegetable. Regardless, the NDL can contain pretty much anything that will fit through its standard lunchbox size hole… and if you leave your thermos of milk in there for a long weekend, it will still be nice and fresh and cold, and not evolve into a hideous monster that makes your mom freak out.

Fill-In-The-Blank-Arangs [100] (Free Ward of the State): You have a selection of throwing weapons themed after your superhero identity, each with a special payload. Some might explode, give off EMPs, serve as smoke bombs, release puddles of acid, contain sleeping gas, leave behind adhesive traps, or just be extremely sharp and durable. You can only fit so many of them on your person, but the box that they come in will never empty, although it is too bulky to carry around in a combat situation.

Power Glove [200]: Angie randomly decided to make you a copy of her glove and it's so rad! This glove has an entire engineering section's worth of tools (minus metal lathe and 3-D printer) built into a gauntlet that weighs no more than 3 pounds. It is perhaps the most versatile piece of equipment in the world but it has a black box that cannot be replicated.

Clay Industries Tutorial Machine [400]: This device, courtesy of Herschel Clay, teaches people to do things. Like speak a foreign language, play piano, or be a teacher. It doesn't instill a genius for anything, nor a passion for it, but if it's a skill that can be sampled from normal people, it can be passed on to others. Once the skill is installed, it's up to the instalee to internalize the information and personalize the result.

Portable S.I.I.T.S 9000 [800] (Discounted for Teacher): This backpack-sized device will wrap anything smaller than an adult Indian elephant in a force field and send it into the nearest star at 1,200 kps! Especially clever hackers might be able to get past the field once, but it does have a learning algorithm and won't fall for the same trick twice.

Utility Belt [600] (Discounted for Ward of the State): In addition to a PDA, additional pockets, standard and electronic lock picks, smoke bombs, fifty personalized business cards with your superhero symbol embossed on the face and contact info in microprint, this comes with a power assist grappling line and a bunch of other convenient gadgets stored in their own little pouches. Twice per day, you may find just the thing you need for any ridiculous situation and simply chalk it up to a combination of luck and prep time, at least so long as the needed gadget could conceivably fit in a belt and you could conceivably obtain it. If you need a can of shark repellent, you will have shark repellent. If you need a set of jumping jacks and a set of miniature high test jumper cables, you'll have them too. If you need a boombox stereo… you'll have to look elsewhere. The pouches restock themselves every day.

Signature Item [200-800] (Discount Heroic or Villainous Legacy, Discount with Alpha Tech or Boy/Girl Wizard. Double or Triple Discounts are 1/4th cost): Zodon has his Hoverchair, Prospero has his Poink Gun, Captain Clarinet has his Indestructo-Clarinet, Emerald Gauntlet has his… well… Emerald Gauntlet, USA Patriot Act has his Pocket Bike, Angie and Victoria have their Power Gloves, Cecil has… a lot of things… but mostly his Winged Coat. You get your own signature item. For 200 this is a powerful, hard to destroy item with a single defining ability, such as the Clarinet, the Gun, the Pocket Bike, or the Coat (or the Shrink Ray). For 400, it's as all around useful as the Power Gloves or Victor's "Hat". For 600, it's something as customizable and game changing as Mantium's Armor or Zodon's Hoverchair (without the time travel pack). For 800, it's something as impressive as the Emerald Gauntlet, an alien Clarketech item that generates shaped energy fields. If your discount comes from Alpha Tech, the item is technological. If it comes from Boy/Girl Wizard it is magical. This can be purchased no more than twice. Signature items can (for the most part) only be used by the person they are signature to. If they can be used by others at all, they are noticeably less effective.

COMPANIONS

Preteen Superteam [300] (First Free for We've Got Each Other…): You have allies here to help you along! You may choose to import up to eight of your companions or gain up to eight new ones; either way, they gain 600 CP, which may only be spent on perks, powers, & signature items (that only they can use) and have a background and homeroom of equivalent cost to your own or less for free. They can take up to 400 CP of personal drawbacks as well as the complications 'Detention', 'Price of Power', 'Balance of Power', and 'We've Got Each Other'. This can be purchased multiple times. This cannot be used to create a Teacher. If you are a Teacher importing your companions through this, your companions get a free choice of any homeroom and homelife besides Teacher. You can discount any one power for your companions, with double discounts not possible. This power is the one you discounted for yourself.

Teacher Teacher [100]: For an additional cost, you can import your companions as Adults. This allows them to be Staff or Teachers in their own right, but it means you cannot discount a power for them. They still discount a power of their choice for themselves. They get 800 CP for perks, powers, & Signature items, but cannot buy drawbacks aside from 'Price of Power', 'Balance of Power', or 'Special Needs Teacher'. They cannot take Contractual Obligation.

Professional Educator [400] (Discount for Teacher): The faculty of PS238 were some of the best superheroes of their day, back before they moved into the teaching profession, and they're excellent, conscientious teachers. Still, no one stays a teacher for ever, and they're not getting any younger. With this, perhaps one of them will join you on your voyages… maybe you have some kids they could teach?

Schoolmate [400] (Discount We've Got Each Other… if you didn't import companions): Assuming you're not a total goober, you're liable to make some friends at that school of yours, and if they're good enough friends, you can invite them to come along with you on your journey. Choose one of the kids attending PS 238 or Praetorian and you can invite them to become a companion. If you buy this and your first choice turns you down, you can always ask someone else.

Cecil Holmes [400] (Discount Ward of the State): Cecil Holmes is a great kid (if a little paranoid and highly kleptomaniacal), and the only known Metahuman detector. With this purchase, Cecil won't assume you're an alien, demon, or other hostile / weird entity and will be open to the idea of becoming your Companion once you move on. Due to his history of dimensional travel and unique luck at picking up trinkets and absorbing strange energies, he has a tendency to pick up strange powerful objects or weird abilities and has incredible luck in doing so. He is quite impulsive and very much a "type-A personality", but he's a good kid and is loyal to his friends. Cecil has the ability to detect abnormal abilities, a coat that allows him to fly, a personal cloaking field, a dependable Shrink-Ray, and an impressive talent for lateral problem-solving. He doesn't like to share, although he will happily help whenever he can. Note: any usage of methods other than peaceful negotiation to get these toys will result in him being returned to his home dimension immediately taking everything with him.

The Revenant [400] (Discount Average Folks): Tutor extraordinaire and memetic badass, the Revenant is a cowled everyman, an unpowered vigilante who operates above the law in the best tradition of Batman, Moonknight, Owlman, and many, many more. A master combatant, Xanatos level planner, and billionaire (several of them in fact, since he goes through identities like kleenex), the Revenant manages to remain not only relevant, but on top of his game as a normal in a world bursting at the seams with superhumans. And somehow you've convinced him to come with you. If you're extremely lucky, he'll tell you his real identity. In addition to being extremely skilled, he has "Always a Plan Ahead" and his signature items are a phantom stealth jet, an even more aggressively asspull utility belt than the one above (his has 6 uses per day), and a multi-million dollar credit card.

Drawbacks

You may take up to three drawbacks for a maximum of +800 CP.

Special Needs Student [+Variable]: You are, as the modern vernacular would put it, differently abled. Perhaps you have rage issues, perhaps a congenital defect that makes it hard for you to walk, perhaps a neurological issue that scrambles letters when you look at them. There are as many special needs as there are geniuses, possibly more. The value of this drawback is set by how much of a challenge it provides. +100 would be a minor difficulty such as severe ADHD, a missing limb, or dyslexia. +200 would be a major difficulty, something like being confined to a wheel (or hover) chair, a violent and uncontrolled temper, or limited mental retardation. +300 would be crippling difficulty, such as life threatening allergies to common items, a lack of impulse control, or severe epilepsy. If you're Staff or a Teacher, you'll find these problems exacerbated to their adult level, and find that coping with them is a lot harder without the exuberance of youth.

Detectable Weakness [Variable]: Many supers have an inherent weakness. Maybe it's some kind of exploitable trauma, maybe it's a substance that robs them of their power. Regardless of what it is, you've got it. For +100 CP, this shuts down the majority of your powers and superhuman abilities, but leaves your perks alone. For +200 CP, this shuts down your perks as well. For +300 CP, exposure to this substance sickens you and will eventually kill you over a matter of hours. Whatever the source of this weakness, it will be hard but not impossible to discover and obtain. Taking this disables any ability you might have to conceal your weaknesses.

Barry Ween Chip [+100]: You've been implanted with a Barry Ween chip. This makes it literally impossible for you to use profanity of any sort, obscene hand gestures become spasms, obscene words are replaced after the first syllable, and tirades of profanity become show tunes. Don't want to corrupt the kiddies!

Too Cool For S-zzzzzzz [+100]: You get very, very fatigued in classrooms and anytime you try to do schoolwork or study. You have a tendency of just falling asleep or not paying attention; only through strength of will and effort will you actually learn anything.

Mixed Legacy [+100]: One of your parents is Hero, one of them a Villain. Neither side trusts them any more and that means their kids don't trust you. If you are a Legacy Hero, you were raised by your Heroic Parent. If you are a Legacy Villain, you were raised by your Villainous Parent (and your Heroic Parent may have been ignorant of

your existence). If you're a Ward of the State, perhaps your parents aren't around, or are off waging cosmic wars against each other, or are both dead. If you're Average Folk you may not take this. If you're an Adult, you may not take this.

Power Fritz [+200]: Apparently, this universe thinks you have too many special abilities and so, on any given day, only half of your perks and powers function. Which half is largely random, but you can permanently switch off any two for the duration of the jump to guarantee one will always stay active. You may do so only three times and may not change your mind once the jump has started.

The Good Guys Always Win! [+200]: No matter what you do, it feels the good guys always win in the end (Whether they're actually victorious or not). If you're evil, this can lead to a massive inferiority complex. If you're good, this leads to massive overconfidence in your abilities, either way the effects on your confidence are staggering. You won't remember taking this drawback.

Praetorian Prospect [+200]: The Headmaster of Praetorian Academy has decided he wants you as a student, and so he will have you as a student, even if it means repeatedly sending squads of power-armored goons to capture you. Expect to regularly face-off against these enforcers. Their armaments are designed to be nonfatal but they are very skilled and the more powerful you are the more he will want you in his program. In addition to more violent tactics, he is not above using more underhanded or bureaucratic measures to get you into his clutches either. If you're a Teacher or Staff, he'll want you to work for him instead.

Nothing Special [+200] (Mandatory with FISS): You've got power alright, else you wouldn't be here. But for some reason, people look at you and go "meh, you're just like a weaker X." You won't enjoy the fulfilling novelty others might get as a result of their powers; other supers might even look down on you because of how common your powers are. If you're an Adult, you have a strong sense that all your out of jump abilities are useless, pointless, or shameful.

Terrible Tragedy [+200]: Your past contains some really horrible and tragic event that fills you with limitless angst… and which you can't stop telling people about… in exhausting, graphic detail.

Jump Tech Proliferation [+200]: Somehow, people keep copying your inventions, techniques, powers, or magic, as well as the items in your warehouse, and selling them to governments, criminals, or random lunatics.

Parody is Fair Use [+300]: You become a mockery of whatever you intend to be, no matter what it is. Grim anti-heroes who want to end the evil forever always fail to kill their enemies, bright and noble heroes of justice kill people left and right on accident, and that neutral guy who doesn't care keeps ending up being the figurehead for various causes. If you're an Adult, you're something of a joke to the students and staff.

Playground Bully [+300]: Some smarmy brat of a classmate has it out against you. They're not necessarily more powerful or even smarter, but their powers are a hard counter to yours. No matter what you do or say, they have an irresistible urge to be an asshole to you. If you're an Adult, so is this individual and you can't get rid of them.

Jinx [+300]: Bad Luck seems to follow you around. It never really affects you too badly, but it's always getting other people into trouble… and they'll notice. You aren't immune to this effect, but it is definitely worse for others. If you're an Adult, this doesn't affect the kids around you.

New Kid [+400]: You find yourself with no memories other than those of your Background here (or none at all if you're a Drop-In) and no access to your Warehouse or any abilities not from this world. Any Companions you may bring along are similarly affected.

I've Made A Huge Mistake [+400]: On a particularly distracted day you signed minion pledges to both Zodon and his arch-rival Victor Von Fogg. Naturally, they see this as you trying to trick them into a direct and open confrontation, and they determine that you must secretly be plotting against them both. They are a pair of evil hyper-intelligent gadgeteers, and now they are coming after you. While they won't actively ally with each other, they'll spend all their time trying to one up each other in the constant battle to destroy you. Alternatively, you have signed a binding contract to serve Victoria Von Fogg, one you cannot break.

The Balance of Power [+400] (Mandatory with Cosmic Powers): For every good action you take with your powers, the universe will balance it with something negative. The reverse is true if you try and do anything evil (though in that case you'll also have to deal with Superheroes, Teachers, and Law Enforcement). If you throw the Balance of Order & Chaos too far out of whack, you may end up being banished from Earth by the Meh. Have fun in space.

Powerless [+600]: You have no metapowers, nor may you buy any from this jump. This means no Alpha-Tech or outside hypertech, no FISS, no Magical powers, nor anything overtly like a super power. High Level Skills you've trained in personally (nothing you've gained from perks) and, Memory abilities (though not the actual memories of how magic or hypertech works) are fine. This affects your unimported companions as well. Imported companions get only their powers from this jump. You can buy items or perks as normal. This raises the Drawback limit to 1000.

Ending

Congratulations, you've survived ten years here and (presumably) graduated PS238! Now you've got to figure out what you're doing next. In any case, all Drawbacks are revoked, and any Background memories fade into simply memories you can draw upon as needed.

Homecoming: You're done. You've just lived through ten years of PRIMARY EDUCATION, who knows where you might end up next? Best not to risk it. You wake up at home, finished with your journey.

Up A Grade: You've built a good life (and a good Permanent Record) in this world. Why waste it? You can stay here, spending the rest of your life in this world.

Endless Adventure: There are always new places to go and new people to meet. With all you've learned here, surviving wherever you end up should be a snap.

Notes

- You may not replicate the kinds of things you see available from other specific things found in this jump with miscellaneous meta, boy/girl wizard, or rainmaker kid.
- No, you can't take the same power multiple times to stack it with Miscellaneous Meta or Rainmaker Kid.
- Homerooms and backgrounds will provide appropriate bonuses, stacking them together can get you up to national level.
- Rainmaker kid doesn't have nearly the same limits as miscellaneous meta, you are classmates with a goddess so if you want to be Danny the street go nuts.
- No, you can't use anything generic to enhance anything specific.

- Victor Von Fogg has designed and built what is essentially a low end the cosmic cube by himself and an operates numerous multimillion dollar businesses. Zodon created a time machine out of salvage, and doesn't have his rivals money so he tries harder. Both are likely to be global level threats once they get out of school... for now they just mess with each other. Victoria on the other hand...
- It doesn't matter how many tricks you have, how strong, fast, smart, or good at magic you are... you will be able to learn, train, and improve from the teacher's lessons here… as long as you're a student and you apply yourself. The teachers and coaches only teach and coach students.
- Yes, you can set up ambushes with a little privacy, please. Yes, you can bring other people into the space "A Little Privacy, Please" creates for the duration without it disappearing.
- Yes Super Speed, Super Reflexes, and Super Strength can be taught with 'A+ Work'. It can be used to impart anything and everything you may know, but it's going to take a long time. Plateaus and diminishing returns are in full effect. The only real limitation is if the student lacks the required power pool. If they don't have a Chakra system, they can't learn Naruto Techniques whatsoever.
- Powers that deal with the fictional nature of settings, i.e. meta-knowledge that links to the canon of a setting instead of the reality of the setting are pure cheese and you know it. If you want to game the system that bad, have the decency to be ashamed of yourself.