

A Jump By LordCirce

Welcome to the LEGO Universe! Plenty to do and see here, in strange new worlds, and lands that are LEGO versions of ones you are already familiar with.

Before we get started, you have a choice to make.

LEGO Dimensions: You are going to enter the world of LEGO Dimensions proper, where Lord Vortech plots to assemble 12 items of power, to access the Foundation of the Multiverse and gain control over all (LEGO) reality.

LEGO Supplement: You can use this document as a Supplement, transforming a different Jump into a LEGO version of itself and then proceeding through that Jump normally, with the addition of purchases you've made from this document.

Made your choice? Good, now get ready to make more. You'll have **1000 CP** to spend in the sections below. Sections that mention "Dimensions Only" or "Supplement Only" will only be relevant to those who have made the appropriate choice.

For the LEGO Dimensions choice, you'll be in a mini-multiverse that consists of the worlds which showed up under the LEGO Dimensions label. You will **NOT** be able to use any Jumpdocs associated with said worlds, and if you visited a given world, such as Middle-Earth previously, your influence will not be reflected in the LEGO version. See the Drawbacks section if you wish to shake up said mini-multiverse.

For the LEGO Supplement choice, this choice cannot be applied to a Jump that is already LEGO based (such as Bionicle or Legends of Chima). If a Jump gets made of a LEGO Traveler's Tale game, such as LEGO Star Wars, you can't use this supplement on said LEGO Jump. You **COULD**, however, still use it on the actual Star Wars Jump.

ORIGINS

You can choose from one of three origins. Your starting location will either be the planet Vorton, if you chose the LEGO Dimensions option, or it will be pulled from the selected location for the supplemented Jump if you chose LEGO Supplement.

Custom Figure (Drop-In): You are just another face in the crowd. You will show up in whatever world you are in without any special memories. If you chose the LEGO Supplement option, then this Origin doesn't affect you at all, besides making you a LEGO Minifig and providing access to the Custom Figure discounts for this document..

Hero: You have a strong sense of right and wrong, and you'll oppose evil wherever you may find it. Those around you will recognize you as a hero. If you chose the LEGO Supplement option, then this Origin merely makes you a slightly more heroic version of whatever Origin you chose in the supplemented Jump.

Villain: What's so wrong about being a bit naughty? Sure, you might be selfish, but someone's gotta win, and it might as well be you. By any means necessary…If you chose the LEGO Supplement option, you will be a slightly more villainous version of whatever origin you selected in the supplemented Jump.

PERKS

Perks are discounted 50% for their respective Origins, and the 100 CP perk for a given origin is free for that origin.

Free For All

It's a LEGO World (FREE): How can people write with these big claw-shaped hands, or change clothes when the clothes are painted onto their body? Dunno, but now you can manage it too. You, and all your powers and such that you are bringing to this world integrate seamlessly after being converted into LEGO form, and you won't have to worry about inability to perform some tasks, just because your body is odd now.

Custom Figure Perks

Everything Is Awesome (100 CP): You didn't think we were making it through this without referencing that song, did you? Well, now you embody that song. You are able to find joy in life and be happy, even in the middle of incredible hardship. Life just seems to be brighter for you, and you can always spot the silver lining. This effect radiates to those around you, making them happier and more joyful as well.

Fun And Games (200 CP): Have you ever tried to hack into a computer, or cook a complex dish? It can be a lot of boring and finicky work. Now, however, it is as simple as matching images on the computer screen or tossing items in a mixing bowl in the right order. Complex tasks now get shifted to act like fun little mini-games. You'll still need to have at least a basic understanding about what would need to be done to perform the task, but the actual actions are, well, just fun and games. Comes with the Hacking Power for free.

Face In The Crowd (300 CP): What is one more face in the crowd? The more people are around you, the easier you'll find it to blend in. This effect greatly increases in power when you hide or remove distinguishing characteristics about yourself (such as removing an iconic costume or altering your signature hairstyle. If you do end up getting spotted, you'll also find it easier to run away, especially in urban environments. You'll know just how to move through the crowd to slip away.

Dress For Success (400 CP): They say to dress for the job you want, and now you can. When you are wearing a costume, uniform, or other outfit that iconically fits a specific persona, you'll find yourself gaining a weak power based on the outfit. Dress up like a fire-fighter, and you might gain a measure of water control. Dress like a policeman, and you might find the ability to temporarily make someone freeze in place. These powers start off fairly weak, but as you wear

a costume more and exercise the powers that come with it, you'll find that the powers grow stronger and stronger.

Hero Perks

Crouching Figure, Hidden Brick (100 CP): Sometimes, it all comes down to fighting with your own two hands. You will find yourself well-equipped for such a situation. You know the basics of a simple, but functional martial art, and you know how to punch and kick almost anything without damaging yourself while doing so. In addition, you'll find that you're able to quickly adapt to using weapons with your martial art as well. Comes with the Acrobatics Power for free.

Game Trail (200 CP): You can be assured that you are on the right path, because you can see it clearly laid out in front of you. You can see a trail of ghostly studs leading towards your next objective, and when you focus on a skill you possess, you can identify items in your surroundings that you can use said skill on. These abilities will only work on a single objective or skill at a time, and the studs follow the quickest route to reach your destination, but it may not necessarily be the safest.

Heroic Party (300 CP): Everything is better when you work together! Ok, ok, I'll stop. You gain a great deal of coordination when working with your allies, and when you are fighting alongside someone, you can swap bodies with them, allowing them to use your body and you to use theirs, as long as you both agree of your own free will. You won't need their permission to jump back to your own body, however, forcing a swap even if they decide they want to keep it. Such swaps will allow you to use the powers of their form, though you can bring along any purely mental powers that you possess.

Pull Yourself Together (400 CP): Minifigs fall apart, it is simply a fact of life. Now, however, you won't need to see that as more than an inconvenience. If you have limbs removed, or even lose your head, you won't die, and can pull yourself back together. Other forms of damage can still harm you, however, so be wary. Even in that case, once per jump, you can recover from lethal damages, popping back into existence as your corpse fades away, ready to face the world.

Villain Perks

Blast Them! (100 CP): Fighting someone hand-to-hand can be so messy (and dangerous). Far better to just blast them from afar. You can now fire basic energy blasts of some sort, and can overcharge them for a large blast that will leave you drained for a few moments. These blasts can take whatever cosmetic form you would like, but they'll all have about the same effect. Comes with the Sharpshoot Power for free.

Come, My Minions (200 CP): You can't really call yourself a villain without a nice horde of minions running around to do your bidding. This power doesn't start out with a horde, but it can

summon a pair of disposable minions, which can be given equipment that they will be resummoned with once killed. Their remains disappear when they die, taking whatever they were carrying with them, but they will have all the items they had on them when they are respawned. The number of minions that you can summon can expand over time, until up to a dozen minions can be summoned at once.

Final Boss Level (300 CP): You are the final challenge for the heroes to face, and now, you can guarantee it. Designate an area, no more than an eighth of a mile in diameter, and a task that can be reasonably completed in the area. While you remain in this area, and until someone completes the designated task, they cannot attack you directly, or take direct actions that would harm you, such as “accidentally” dropping a grenade on you from above. Indirect harm, such as from an honestly accidentally dropped grenade, can still harm you, but it can’t be deliberate. Anyone who wishes to harm you will instinctively know what needs to be done to do so, though it won’t actually guide them in completing the task, and you are free to attack and disrupt them to prevent them from completing it. Be warned, however, if you make the task too ridiculously complex (construct a nano-scale model of New York City, as of 8:37AM June 12th, 1987, for example), then the effect may end up randomly breaking.

Piece By Piece (400 CP): Now, you can build the perfect you, even if it ends up being made up of pieces of other figures. You now have the ability to identify the powers that someone who you have captured has, and you can isolate those powers into pieces of people’s bodies. Once removed, you have the surgical know-how to seamlessly integrate those pieces into your own body to gain those powers.

POWERS

LEGO Minifigures can come with a variety of powers, and now you get to choose some of them to customize yourself with. You have a 300 CP stipend to spend solely in this section.

Free Powers

Builder: You can build a mountain, if you do it brick by brick. Given all of the relevant pieces, and some sort of instructions on what to make, you can build almost any object quickly and efficiently by slotting the various pieces together. IKEA instructions are no match for your building might.

100 CP Powers

Acrobatics: You know how to move. You can jump higher, balance on thin beams, swing from ropes and bars, and just generally move like an Olympic level gymnast.

Dig: The secrets of the earth are exposed to you. You can locate underground objects and excavate them with your bare hands. Can also allow you to tunnel down and through soft soil to access hidden areas.

Explosives: Sometimes, you just want to blow stuff up. You can always pull out some sort of hand-held explosive device from somewhere on your person. The explosion won't be much more powerful than a hand grenade or small stick of dynamite, but sometimes, that's all you need.

Fix-It: If it's broken, you can fix it. You can diagnosis broken machines, seeing the broken pieces as glowing a light blue, and you'll be able to pull tools out of somewhere to fix them up, so long as the majority of the machine is still present.

Grapple: Grappling hook! Not much more needs to be said. You can always pull out some sort of line / whip / web to latch onto hooks or swing across pits. It is always strong enough to hold your weight, and could be used to drag or pull some pretty heavy loads if needed.

Growth: Go go flower power! Whether by summoning up some magic fertilizer or simply focusing your energy on them, you can encourage plant growth, up to ludicrous sizes. Grow a full tree from a freshly planted acorn, or cause a short fern to swell to the point where you can use its fronds as stable platforms.

Hacking: It's a digital age, and you have the tools you need to crack the system. You can hack into control panels or computers, activating simple functions and surface level features. Deeper penetration will require a more powerful Power. This ability can also be extended to mystic equivalents, such as warded chests, or even mundane things such as padlocks. If you need 'access' to something, this Power can probably help you get it.

Sharpshoot: Ready, aim, fire! You can shoot distant targets with pinpoint accuracy. Choose a ranged weapon, such as a pistol, boomerang, dartgun, or thrown tennis ball. Even if you already possess some sort of ranged ability, you can always pull out your chosen ranged weapon from somewhere to hit a target.

Sonics: Let me hear you scream! Whether via a sonic shout, ultra-loud hand clap, or some other method, you can generate loud noises, enough to shatter glass and make those hearing them dizzy. These noises can either be a quick sharp burst, or a steady continuous racket, as you desire.

Tracking: Pull out your magnifying glass, Jumper is on the case. You gain an eye for picking out detail, and, when trying to follow someone, you will see their footprints (or equivalent marking) glowing golden, allowing you to follow them easily..

Water Spray: Time to get wet and wild. You can manipulate and spray out water, knocking foes back and putting out fires. Works best if you have a source of water to pull on. If you don't, then the water will run out after a bit and will take some time to "recharge".

X-Ray Vision: Jeepers creepers, where'd you get those peepers? You can see through thin layers, and visually detect hidden objects. If paired with a power that requires line-of-sight, can allow you to use said power, even through obstructions.

200 CP Powers

Disguise: You can pull out items to create crude disguises for yourself. These disguises often, but not always, involve fake gag glasses, fedoras, or trenchcoats. Strangely, these disguises are generally effective, unless someone is already on guard or suspicious.

Drone: Sometimes, you can just use a little help. You can summon some small drone or pet, which can be mentally controlled to move through small spaces and retrieve light objects. You can see through your drone/pet's eyes, but you can't use them as a channel for any powers you might possess. If they get too far from you (say about a hundred yards or so), the connection will break, and they will vanish until you summon them again.

Electricity: Bring the thunder! You can now generate lightning and shoot it out, empowering object that run on electricity. You can also charge it up for larger area bursts, and are immune to electrical shocks yourself.

Fire: Burn, baby, burn! You can now generate flame in the form of fireballs or thin streams of fire and can manipulate existing flames as well. You can stoke them to make them grow higher and hotter, and may eventually learn to extinguish them as well.

Flight: The sky's the limit, as you can fly through the air at around a dozen times human/minifigure running speed. If you charge up before take off, you'll get a tremendous burst of speed for the first few seconds of flight, allowing you to shoot up to the clouds before you resume your usual flight speed.

Ice: Sometimes, you just need to chill. You can project bursts of cold which can freeze liquids and encase enemies in ice. It can make slick ice on the ground as well, but it will take a lot of practice before you can shape ice into more complicated structures.

Shield: Defend yourself! You can generate a barrier of energy around yourself which deflects attacks. Enough force can knock the shield down, which can daze you, but as long as the hits are spaced out, it will regenerate against damage over time. You may eventually figure out how to re-aim deflected attacks back at the attacker.

Stealth: Whether through the use of some sort of technical device, magical object, or natural camouflage, you can somehow turn invisible. Also muffles sounds you make, though not completely.

Telekinetics: Whether by actual telekinetics, magic, the Force, or some other source, you can reach out and manipulate objects at a distance. When it is paired with the Builder or Master Builder Powers, this allows for faster object construction, allowing you to quickly construct the product in the air above you, before dropping it into position.

300 CP Powers

Brick Break: Sometimes, there are specific substances that require some special circumstances or abilities to break. Now, you can be those circumstances. At the start of each Jump, including this one, you can choose a specific type of material. You now can break objects made out of that material, just by striking them, or interacting with them via Telekinesis. You may also be able to figure out how to re-shape the material, though that may take some practice. Note, the material you choose must be specific. Wood, plastic, metal, stone, ice, or cloth would all be specific enough. "Matter" would not be. If you make the material even more specific (oak, Vibranium, obsidian), then this power becomes more efficient.

Deep Dive: The Hacking Power's big brother. You now can dive into computer systems to engage with representations of the different programs for a more in-depth hacking experience. Dying while using this power will simply force you out of the system, though it can also result in at least some transferred damage. As with Hacking, this can also works on stuff like Magical Barriers or even diving into someone's mind to help break the effects of mind control.

Lasers: Firin Mah Lazer! You now have the ability to fire rather destructive lasers, which can melt through most objects, and cause large amounts of damage to pretty much any enemy. These lasers can be fired from any body part you wish.

Mind Control: You now have the power of the subtle art of mind control. You can reach in and control the weak-willed, forcing them to do your bidding. Those who fall under your thrall can either be programmed to follow simple commands, or they can be directly controlled. Not all of their powers may be accessible, however, and it may take some practice for you to sort out how they work. To start with, only a single mind can be held under your will. However, with time, you could expand this to half a dozen or so.

Super Speed: You have a need for speed, and this Power delivers. You can now move extremely quickly, moving several times faster than your average person. If you take a moment to charge up, you can reach even faster speeds, racing across water, running up the sides of buildings, and dodging through clouds of bullets for a brief time. Of course, that brief time will seem much longer as your senses and reflexes speed up as well.

Super Strength: SMASH! You now possess greatly enhanced strength, and you can smash most objects very easily, and can tear apart fortified ones with your bare hands. Given a few points to grip onto, there is very little that you can't find a way to break apart, at least in the a LEGO world. If you so desire, this power can come with a largely expanded set of muscles.

400 CP Powers

Master Builder: You have been awakened to the true power of the Brick. By envisioning an object that you want to create, you can look at your environment and see how to deconstruct it to craft the item you want to build, and then you can tear apart the environment to create it. In addition, you can also look at objects and visualize how they could be altered and integrated into new creations.

ITEMS

Items are discounted 50% to their respective Origins. Additional Discounts can be applied as listed in the individual item's description. The 100 CP Items for a given Origin are free for that Origin. You have a 300 CP stipend to spend in this section only.

General Items

Power Item (50-200 CP): See a power you wanted above, but it was just a bit too expensive. For a 100 CP discount, you can infuse one of those Powers into an item, which will grant the Power to whoever is using it or wearing it. Powers that were already 100 CP cost 50 CP to push into an item. You can make each Power Item into a separate item, or combine them all together. The only two Powers that can't be placed into an item this way are the Builder and Master Builder powers. The Master Builder Power because it requires a deep connection with the concept of Building that can't just be handed out to anybody, and the Builder power because…

Box Of Hammers (100 CP): You can buy this box of hammers instead. This box comes with a dozen or so hammers, each of which grants the one holding it a copy of the Builder Power.

Purple Stud (100 CP): A single purple stud, worth 10,000 studs. Reappears once a month, granting you another 10,000 studs, and in future jumps, it is worth 10,000 of a basic currency unit of your choice: Dollars, Yen, Galleons, etc. Must be an actual currency unit, something ridiculous like "Barrel full of gold" doesn't qualify.

Medical Kit (100 CP): A simple first-aid kit. Doesn't actually open up, but when shook at people, it causes their healing to speed up rapidly. Can bring someone back from almost dead to full health in about an hour.

Vehicle Minikit (200 CP): A large white capsule, which, when opened, will expand to reveal a random vehicle. You can choose the class of vehicle (Land, Sea, Sky, or Space), but its actual shape will be random each time the capsule is opened. If the vehicle is destroyed, the capsule will regenerate in a week's time.

Never-Empty Fridge (200 CP): Everytime this fridge is opened, there will be at least one chicken leg, one slice of cheese, one fish, one apple, one banana, one steak, one croissant, one pair of cherries, one ice cream cone, one carrot, one milk carton, and one soda can inside, each held at the perfect temperature. Other food items can be stored within as well, but are not guaranteed to regenerate whenever the door is opened.

Gateway Portal (400 CP): A Vorton-style portal device that can allow travel between any dimensions in the local universe that already share a connection. Comes with a set of

inter-dimensional communicators to allow you to request pick-up from the other side of the Portal. If all other connections between the dimension you are in and your target dimension get cut off, then this device will not be able to function in crossing the barrier.

Red Brick (1000 CP): Magical red brick that can be Inserted into any Jump moving forwards. When this happens, a copy of the brick will appear in the Jump, and whoever finds it and recognizes it for what it is can make a wish on it, altering the world in some way. This wish must be “LEGO-friendly”, so you can’t wish your enemies to all be dead, but you could make it so that they now all wear pudding on their heads. You can discount this item, but doing so guarantees that an increasing number of people in each Jump will be aware of the Brick and its power. The Brick is guaranteed to be hidden somewhere near wherever the plot is happening in the Jump, and can move around if its hiding place is accidentally destroyed or something. For 800 CP, one other person (who is not a Companion or associated with you) will be aware of the Brick in each Jump. For 600 CP, a group of up to a dozen people, including one who is of a diametrically opposed morality to you, will be aware of the Brick. For 400 CP, a group of several hundred people will be aware of the Brick, including whoever you feel are the biggest villains in this universe. For 200 CP, the existence of the Brick is a common urban legend in any Jump you insert it into, and so a large subset of the population will be aware of it and be actively looking for it.

Custom Figure Items

Box Of Hats (100 CP): A box full of random hats. The hats won’t grant powers (unless you have an ability that does so), but you can probably find any particular style or shape of hat you want just by digging around in the box for long enough.

News Radio (200 CP): This radio plays a constant array of upbeat songs, including Everything is Awesome every hour or so. If you do listen to it, however, the list of songs will be occasionally interrupted with breaking news bulletins about dangers in your local area. These news bulletins always show up with just enough time for you to head out to get to safety. Or saddle up to confront the danger, if that is what you want to do.

Custom Mirror (300 CP): A large, free-standing ornate mirror. While you are looking in the mirror, you can shapeshift your appearance, using features of other Alt-Forms or from your Companions and their Alt-Forms. You can use this feature to create up to eight new Alt-Forms, which combine different features of your choosing, and which can all be continually edited just by standing in front of the mirror again.

Hero Items

Heroic Cape (100 CP): A very stylish cape that is guaranteed to never get caught on anything or trip you up in any way. It also gives you a small boost of courage while wearing it. Don't you feel so heroic?

Trusty Steed (200 CP): This loyal animal will let you ride them, aiding you to the best of their natural abilities. They come with one 100 CP power from the above list. They aren't up to human level sapience, and so don't count as a companion, but importing them might change that. Alternatively, you could choose to have a smaller, unrideable pet, which accompanies you and has one additional 100 CP Power from the above list.

Sword Of Champions (300 CP): A nice broadsword that you can somehow wield with one hand. It will actively move to help you fight, though it won't fight on its own, only when being wielded. It is always sharp, and has a disruptive effect on evil. Not quite to the level of a proper Sword That Seals The Darkness level, but anything with a negative alignment is certainly going to feel the pain.

Villain Items

Scary Outfit (100 CP): A very intimidating outfit, comes with your choice of robes, armor, masks, helmets, and other minor accessories. Beyond the ability to strike fear in all those who see it, it doesn't have any particular special abilities.

Build-A-Minion Kit (200 CP): A nice set of parts for building your very own robotic henchman. They are guaranteed to be absolutely loyal to you, with the ability to appear automatically at your side when you call for them. Though they are sapient, they won't count as a Companion unless you Import them into another setting. They also come with one 100 CP Power from the above list.

Wicked Staff (300 CP): A nicely wicked-looking staff, this weapon actively boost the powers of any magical abilities you have, as well as allowing you to channel any Powers you've purchased from this Jump through it, allowing you to employ those powers at a distance, and with a minor boost in potency.

COMPANION CREATOR

For 50 CP, you can Import a single existing companion, take one along from this world, or create your own. They gain a Background and 600 CP to spend. They don’t get any Power or Item stipends. This can be taken multiple times.

For 300 CP, you can Import, take along, or create a full mix of 8 Companions, in any combination of the three options, and they gain the benefits listed above.

DRAWBACKS

You may take up to 600 CP worth of Drawbacks, including both General and Selection-Specific Drawbacks.

General Drawbacks

Un-Multiplier (+50 CP): You've been cursed by the Red Brick Multipliers. Now, rather than multiplying the amount of Studs you gain, they've cut it in half. Additional Purchases increase the decrease by x4, x6, x8, x10, and x12, respectively. So, for 100 CP, you only receive an eighth of the Studs you normally would, for 150 CP you receive one forty-eighth, all the way up to 300 CP, which cuts your earnings to over one forty-six thousandth of what they would have been. This applies to all forms of money or compensation that you would normally receive in this Jump.

Wacky Hi-jinks (+100 CP): In the LEGO games, it always seems like there is some hapless background character, tripping over mop buckets, getting freaked out by spiders, or accidentally getting their hair blown off. Now, you are that character. You are the butt of all the jokes and people are constantly laughing at you. Still, at least they're happy?

Everything Is Hopeless (+100 CP): In this bright, garish world, you are a stain of sorrow. The gloom of your personality drapes around you like a velvet cloak of mourning, and dark thoughts shower down on you like rain. In truth, for you have a perpetual rain-cloud hovering over you, leaving you soaked in misery, even when you happen to travel indoors.

Limb Mix-Up (+200 CP): Normally, the leg piece connects to the hip piece, but your case is a bit special. Your limbs are constantly getting scrambled, and sometimes even replaced with other things entirely. Never fatal, but always extremely disorienting and annoying. Luckily, most doctors can fix you up in a jiffy, but you'll end up scrambled again in a few days.

Just A Fig (+200 CP): Most minifigs can move their limbs just like they were flesh and blood, bending at the knee and elbow and rotating all around at the shoulder. You, however, lack this magical flexibility of movement. Instead, you have the movement range of your bog-standard minifigure, capable of frog-marching your legs and shifting your arms straight up and down. On the bright (and somewhat creepy) side, you can swivel your head around 360 degrees. So that's something. Good luck getting up on your own if you fall over, though.

Careful, That's Fragile (+300 CP): You feel like you live in a world made of LEGOs. Barely connected LEGOs. Everything you touch seems to break, shattering apart into pieces whenever you try and interact with it. Except, annoyingly enough, the stuff that you want to break. Any object that you actually want to break deliberately seems to be held together with superglue.

And no, deliberately trying to break everything so that you don't end up breaking anything is not going to work.

Empty Green (+300 CP): You start off in an empty flat green plain. No access to your Warehouse, companions, or any form of interdimensional travel. Somewhere in the infinite plain, there is a portal out. It will take you at least one year of active searching to find it. If you don't manage to find it before your decade is up, you'll be kicked to your next Jump and you and your companions will lose whatever gains you might have gotten from this Jump (and any Jump it was supplementing). Note that sitting in one place doesn't count as actively searching, and if you find the portal, but don't move through it, it will vanish in a few minutes and reappear somewhere else in the empty plain.

Dimensions Drawbacks

Swap The MacGuffins! (+0 CP): In the base game, Lord Vortech is trying to combine twelve items of power (such as kryptonite, the One Ring, a treasure chest, etc.) in order to gain ultimate power. If you so desire, you can choose to have different worlds, and different treasures be involved. You won't get to pick all the new worlds (have to have some randomness), and you won't know what the new treasures will be, but it will be something new and different than you experienced before.

Bring Me His Head! (+100 CP): You are now the thirteenth item of power that Lord Vortech is searching for. Or rather, your head is. On the bright side, as long as you keep away from him, his plans can't succeed. On the negative side, you'll be constantly hounded by Lord Vortech and his villainous minions, and if they manage to capture your head, it is considered death and a chain-failure (even if you could normally survive that sort of thing).

Darn Rifts! (+200 CP): Everywhere you go, random rifts seem to keep popping open and dumping you into new worlds. They won't drop you anywhere immediately lethal, like a volcano, but that doesn't mean you'll enjoy trying to make your way back to wherever you came from.

I Don't Trust That Face! (+300 CP): So, none of the heroes will believe that you are on their side, and all of the villains are convinced that you'll betray them and are looking for an opportunity to betray you first. What's worse, your actions will accidentally keep confirming their assumptions, despite any efforts you make to the contrary.

Jumpchain Shall Be Mine! (+600 CP): Lord Vortech knows all about you and your nature, and is convinced that if he manages to gather the items of power within your Warehouse, that he will gain not only control of the multiverse, but will also usurp your position as Jumper… And he's right. His rifts can now penetrate into your Warehouse just like any other world, and if he succeeds in combining all of the items within the walls of your Warehouse, he will steal your Jumpchain from you. This is, naturally, a complete Chain-Fail for you.

Supplement Drawbacks

Tales Told By A Traveler (+0 CP): You can choose whether the supplemented world is fairly normal, just made of LEGOs, or if it now follows the style of the typical Traveler's Tales LEGO Games.

Reality, Just In LEGO (+100 CP): Most LEGO games make things a bit more light-hearted, with background characters tending to not die and humorous hi-jinks around every corner. Now, you don't get that. Reality will be just as 'gritty' and 'realistic' as it was before, just made of plastic.

Revolving Door Of Defeat (+200 CP): In the LEGO games, you could come back from death as many times as you wanted. Now, this power goes to those that you defeat. No matter how many times they are beaten, they will keep coming back for more. And no, having someone else deal the final blow won't change this. If there is someone you oppose, they won't stay defeated forever, no matter who does the deed. They aren't guaranteed to learn from their mistakes, but they also aren't guaranteed to repeat them either.

Not Quite To Scale (+300 CP): So, you can choose how this Drawback applies. Either the entire world is made of LEGO, and you and your companions just happen to be an extremely mini minifigures compared to the "human-sized" normal minifigures, or you and your companions are the only living LEGO minifigures in an otherwise normal version of the Jump world you are supplementing.

It's All Your Fault (+600 CP): So, prior to you coming here, this world was actually entirely normal. It only shifted to LEGO at the point of your arrival, which naturally caused a great deal of panic in the populace. What's more, every person in the world knows exactly who is to blame for their current change in situation: you. Congratulations, you are now enemy number 1 for the entire universe. And yes, if for some reason you chose to take Not Quite To Scale as well (you won't get extra points for it, you know), this locks you into the "world is made of LEGO" interpretation.

NOTES AND ENDING

Congratulations, you've made it to the end! You now have three choices:

Pack Up And Head Home
-OR-
Stick Around These Parts
-OR-
Move On To New Adventure

Notes

Q: For the Supplement Option, if I go to a Jump that can include the history of a prior Jump (such as going to Star Wars: Original Trilogy after going to KOTOR), can I still include the prior history?
A: Yes, yes you can. And unless you take the "It's All Your Fault" drawback, no-one is going to notice anything odd about them being LEGOs now. As far as everyone is concerned, they were always LEGOs. This won't apply to Companions, however, they'll notice the oddity.

Q: What about doing it in reverse? Will they still be LEGOs when I come back?
A: I'll leave that up to you. If they are still LEGOs, you won't get to make any additional purchases on this sheet, or take any benefits from the Drawbacks and such. If not, then what was stated above applies, they won't see anything odd about not being made of LEGOs now.

Q: For the Supplement Option, if I chose to be a Hero here, and a Villainous Origin in the supplemented Jump, will I be a Hero or a Villain?
A: The nature of the Origins taken in the supplemented Jump will trump over the Origins chosen here. For example, if you took a non-Drop-In origin in the supplemented Jump, then taking Custom Figure wouldn't make you a Drop-In, it would just give you access to the Custom Figure discounts in this document. As a different example, if you took a heroic Origin in the supplemented Jump, and the Villain Origin here, then you would still be a hero, just with a few villainish tendencies.

Q: Can I make the task for Final Boss Level be "harm me"?
A: No, that would fall under the banner of things that are "impossible to complete", and so not a valid task. You can make the task difficult, boring, time-consuming, and tedious, but you can't make it out and out impossible. And yes, making it "effectively impossible" still qualifies as making it impossible. This is intended to replicate the effect seen in several LEGO game boss fights where you have to construct a specific device or activate some lever to dump cheese on the boss before you can beat them.

Q: Can I make “X” wish with the Red Lego Brick?
A: Basically, if the effect wouldn’t feel out of place in a typical LEGO setting, wouldn’t result in mass death or people being wished into non-existence, doesn’t allow you to meta-game up more CP abilities or something, and doesn’t qualify as an “instant win” button, then yes, you can make “X” wish. Keep in mind that this is supposed to mimic the Red Bricks from the various games, which can have effects ranging from money multipliers, to giving you invulnerability, to making everyone have an oversized head, to causing all ranged attacks to explode. Be creative, and be interesting. Also note, the effect of a Red Brick wish will only last for the duration of the Jump, so if it granted you some special power, that power will vanish when the Jump ends.