Cenanon !MO4SfQ4DJo
Accept no substitutes.

At first glance, this world seems quite similar to yours. Tech's at a pretty normal level (for humanity, anyway) and you're beginning to question whether or not you ended up back home. Next thing you know, you're getting a tap on your shoulder. Holy shit, that's Vince McMahon, with a contract for you to sign! Which means that this must be…



THE UNIVERSE OF THE WWE!

That's right- You're going into a realm where every bit of fluff, every backstory, every cheesy legend has been brought to an equally cheesy life. No scripts here- everything is real. The grudges, the personalities- all of it is 100% authentic. Even the world outside of wrestling is very similar to what you'd find in the ring, similar to what you'd expect to find in an '80s action movie. You can bet that every street gang you find would be willing to settle things with a bout of wrestling, and if you look hard enough, you'll find stranger things yet amongst the underground gangs of luchadors and the ancient Asian wrestling seers. But no matter what else, you're going to get in the ring with some of wrestling's greatest legends- But will you be getting in the ring with Hulk Hogan or the rock? Or maybe you'll be standing toe to toe with Roman Reigns? Or maybe you mean to go back to the early 60s, back when it was still the National Wrestling Alliance, and help Vince McMahon sr. create the WWE?

Let's find out.

To help you get to the top, you have, as always: +1000 CP

Roll 1d4 to find out what year you start in, or pay 100 CP to choose freely.

1: 1960: The beginning of the WWE. In 3 years, Buddy Rogers will lose the title of the National Wrestling Alliance in a bad match, and in protest, Vince McMahon Sr. and a good deal of talent will leave the Alliance, creating the World Wide Wrestling Federation. And as a bonus, you get to traumatize a young Vince McMahon Jr.

2: 1980: The Golden years. You're going to be getting in the ring with some of the greats: Hulk Hogan, Andre the Giant, the Macho man, you name it. This is the time of true freedom, where just about anything goes so long as it's in the ring.

3: 1992: The new generation and the attitude era: Fresh off of the Doping scandal and failed litigation, Hulk Hogan leaves the arena and a new era starts in the WWE, with new faces such as The Undertaker, Triple H, Stone Cold Steve Austin, and of course: The Rock.

4: 2003: The ruthless aggression and PG eras: As close as you'll get to today, jumper. This is the era of Batista, Guerrero, and Cena. It's the time of CM Punk's 434 day reign, and it's also, unfortunately, the era when more emphasis was placed on trying to catch up to popular culture. You can expect guest stars from every single stupid, irrelevant TV show to show up and be pushed. You should just be glad you'll be outta here before it hits its peak- unless you mean to change things?

No matter when you end up, some things never change. You're meant to spend 10 years here, and you get 1000 CP for purchases in this catalog. There's two little catches, though, no matter what your origin or path is: **You must become the undisputed champion of the WWE, and hold that title for one year at minimum. Second, you cannot allow the WWE, its predecessor or successor organizations to go bankrupt. Failing these is a loss condition.** If you just got the title and it's less than one year left, you can get an extension, **unless you took the time halved drawback.**

Now, what were you signing for again? Let's see here… Origins:

Drop in- 0 CP: No memories, no nothin, just a beat up jacket and suitcase with all your shit in it. But what's that in your pocket there? Tickets to a WWE match? Man, I hear that all sorts of crazy shit goes down there. You do something crazy enough, you might just get a new job.

Face- 100 CP: You're the shining boy scout, the one that everyone loves to crowd around and take photos with. All the crowds love you, you're signing autographs all day, and it seems all you have to do to get the title is smile!... Oh, and win matches.

Heel- 100 CP: Fuck the boy scout, you're the badass! The crowds may boo, but let's face it, this industry and this company wouldn't exist without you. And at the end of the day, they may grit their teeth, but when they're behind closed doors, they'll admit that you're the single baddest motherfucker in the WWE.

Diva-150 CP: You're better than the rest of these fools- you're focused enough, strong enough, and cold enough to get the title while all the men get side-tracked with their dick-waving contests. You can stay on target, and while the rest of them are tripping over each other, thrown off by the fact that you're not a burly man like the rest of them, you'll be taking the belt for good.

Corporate man- 200 CP: Blood relationship to Vince McMahon optional. You're exactly the right kind of CEO/manager- The kind that really knows how to manage his talent in the ring. The kind that has a particularly literal definition of "Hostile takeover". The kind that'll stroll into the arena himself when the talent is too busy being pussies to make him his money. **This does not excuse you from the victory condition.**

And just as a formality- roll 25+1d8 for age, or pay 50 CP to choose freely. Retain your sex or pay 50 CP to change it.

All discounts on perks and items are 50%. All 100 CP items and skills are free for the origin of their discount.

Perks:

Undiscounted:

Lightweight-Free: This gives you the body of your bog-standard 200 lb wrestler. You'll be lighter than most of your important opponents, and you won't be able to take nearly as many hits, but you'll also be faster, and you'll be able to deal out more than a good deal of punishment in your own right. Think CM Punk for this one.

Wrestler-Free: This one was kind of implied, wasn't it? Whatever the case, you'll now be able to box, grapple, and pin like a basic wrestler.

Heavyweight-100 CP: Now we're talking. This gets you into the big leagues, able to take powerful punches and slog through a one-hour match with a human tank, and that's even before any of your other bonuses. You'll weight anywhere from 250 to 300 pounds, and though you might be a bit slower than those lightweights, but once you've got them in a corner, they're gonna feel a world of hurt.

Attitude-100 CP: Nearly every wrestler has some larger-than-life personality that they've devoted a lot of acting practice to, and if you want to hit the big leagues, you won't be an exception. This gives you the ability to incorporate any gimmick into your personality, and have the ability to turn it on and off at will. What's more, this dramatically buffs areas other than your personality- If you're a crazy heel, you'll be much more unpredictable in a fight and finance. If you're a monster heel with your personality, you'll be far more likely to defeat inconsequential opponents on your way to a climactic showdown with your nemeses. Consider this, all in all, an amount of plot armor.

Tag-teamer-100 CP: Decided to leave some glory for the other guys, huh? You can work a tag-team setup into nearly any engagement, and you can make teamwork work. Any issues you have with your partner are temporarily set aside for the duration of the match, and you can coordinate your attacks incredibly well. However, there is a catch- If you work a tag-team setup into a one-on-one match, your opponent will also be able to get a partner into the game.

Specialist-100 CP: Now this is more like it. You've trained long and hard in a particular area of wrestling- Choose from Boxing, Grappling, and Pinning. You're now able to perform at the highest levels in that field, only matched by the very best at it. If you keep training, the sky's the limit as far as your specialty goes.

Jumper the Giant-150 CP: Well, aren't you a big guy? At 7 foot 4 inches, weighing in at anywhere from 450 to 500 pounds, you'll tower over most of your competitors, and will be able to take and dish far more punishment than any of them could dream of doing. Be warned- while you may be as strong as a tank, this'll also make you as slow as one, and your opponents may run rings around you.

Posing-100 CP: In all your fights, you just can't help but pop poses constantly. Enter the arena, pop a pose. Enter the ring, pop a pose. Win the championship? Well, anyone would pop a pose, or several, for that, but you'd do it far more than most. To the point where it's a bit ridiculous, really. Not that it's a bad

thing- as for every pose you pop, your strength increases somewhat in proportion to the amount of people cheering for you.

Fight salesman-150 CP: It's often been said that the WWE is about acting. While that may not be true in this universe, both you and the fans will want to know exactly what's going through your mind at any given moment. This perk will allow you to perfectly convey your emotions and feelings through facial expressions and body language to anyone within 100 feet of you- and if you want to fake emotions and feelings like pain in the way that your home universe's WWE has its wrestlers do, you'll be able to sell it nearly completely, with only a very small amount of people questioning if it's real.

Adaptable-150 CP: You can quickly adapt to any circumstances similar to that which you've faced before. Chutes and ladders? Even if you've never seen it, you'll be able to figure out exactly what's going on and what you need to do to win within 30 seconds, tops. Not all scenarios will be as easy to adapt your talents to, but your ability to go with the flow will be dramatically augmented.

Signature move-150 CP: Seems everyone's got one nowadays. Whether you want to Jumper up and ignore damage for a brief period of time, or maybe you want to pull off the Jump-Chan's elbow. Whatever the case, you may use this to either do a single dramatic move (that will do much more damage) or go into a berserk state for up to 30 seconds (which will allow you to ignore nearly all pain, though if your limbs fall off you won't be using them). The more flamboyant this move is, the more powerful it will be- every second you spend in the wind up will be well worth it.

Discounted Drop-in:

Mind if I bury you?-100 CP: Honestly, it wouldn't matter if they did. You can work your way into anyone's match, steal anyone's glory, and you can make it work. The next day, the audience won't even remember the guy whose fight you took over. Be warned- do this excessively and people can decide that you're their enemy now, but the fame-stealing can be turned off.

Rutherford B. Hayes, Bitch!- 200 CP: In games of wit, trivia, and riddles, you're freakishly up to par. Like, really, not even legitimate scholars could make you look dumb. You also get the ability to turn this around on anyone you like, and, in the middle of a game of wits, if you have the upper hand- end it by asking them the definition of the lowest form of a geological aggregate of minerals- and whoop their ass with a rock bottom.

He's got the whole wide jumpchain, in his hands…-400 CP: You've got a motif you can bring out, whenever you like, that is nearly guaranteed to freak out any opponent you have. Whether it's a children's choir in sheep masks or something else, they won't interrupt you while you're doing, and unless they have a will that's stronger than steel, they'll be distracted, scared, and freaked out during the fight that follows. Warning: Will get you a reputation as "That guy".

Gimme a chair- 600 CP: At any point in a jump, in a fight with an audience, so long as you're winning, you can involve them in some way- by requesting a mundane weapon, a chant, or anything that does not result in them getting directly involved. This will weaken your opponent and strengthen you. However, once per jump, you'll be able to do this in an unpredictable manner- whenever you're on the ropes in a fight with an audience, you can shout out for aid and it'll come in an unpredictable manner- Shout "gimme a chair!" and you'll both be buried under hundreds of chairs. However this comes, it'll come in a manner that guarantees both of you will need recovery time of a few minutes, at least. If you attempt to have your allies intervene to end them in this time, the unpredictable circumstances of the manner that the aid came in will prevent this- If you were both buried under hundreds of chairs, the mountain of chairs could give them cover sufficient to recover, for instance.

You, Me, in the ring. Now. -800 CP: Once per opponent, you can challenge them to a wrestling match, which they will have no choice but to accept. If you win, you can demand anything you like except their life- the halting of a keikaku or something of that nature. Oh, but you think it'd be easy to wrestle Light Yagami into stopping his plans, or to wrestle Mr. House into giving you control of New Vegas? Think again, jumper- their physical prowess and wrestling skills are augmented to be on par with their greatest skills; In the aforementioned examples this would refer to their planning and management skills, respectively. So when you go to take on Mr. House, you better not be surprised when the desiccated corpse that comes out to face you is FUCKING BUILT. Be warned- their extreme submissiveness will also wear off after 2 hours, so you cannot say "follow my every order ever".

Discounted Face:

Jumper to the rescue-100 CP: Vince McMahon once said "It's just like wrestling, the good guys always win in the end." Making sure that's how it happens is your job, jumper. To that end, you've been given a compulsion and a slight premonition to go wherever the innocent or the forces of good are being threatened, and a power boost whenever you intervene.

The battle of the greatest, Wrestlemania 18-200 CP: Maybe it's because they sympathize with you, maybe they actually like you, or maybe they just pity you, but you've got a knack for getting others to team up with you against mutual foes when the opportunity presents itself. This applies even if they strongly dislike you, so long as they respect you as a worthy foe and they hate the other guy more.

Do it for the fans-400 CP: You do it for the fans. You get in the ring knowing that if you lose, little Timmy out there is gonna cry, and that'll give you the strength you need to take on anybody. Mundane or supernatural, you'll take on anyone from Heels to the Elder gods to protect the smile on your fans' faces. Your physical strength is multiplied dramatically by the amount of fans you know have and how much you can see them rooting for you. That's what'll give you the strength to take on those bully heels, powers or none- and to look cool while doing it.

Jumpertropolis- 600 CP: You are such a well known figure that your fanbase becomes an identity of their own. Like the Cenation, they'll gradually start becoming an in-group of their own, exchanging goods and services with each other for such discounts that they might as well be a gated community and a society unto themselves. Their devotion to you is fanatical, true, but equally fanatical is their devotion to each other. Useful for your attempts to create a political party to rule the world.

DoDoDo-Doooo-800 CP: Once per jump, you can summon John Cena to your position by whistling/humming/vocalizing the first bit of that Iconic theme of his- The rest will come on automatically, sounding through the air as he comes in to wrestle into submission any one enemy you have, no matter their power level. During this fight, all other combatants against his enemy, including you, will be pushed to the sidelines- you won't be able to just GBE your enemy while Cena is ragging on them. After this, said enemy will be out of commission for a week, no matter their magical properties. During that week, they will also be out of your power, recuperating in a place that is beyond your reach, and will have full opportunity to take the initiative in hunting you down when they are done recuperating. You better believe that that means he'll bodyslam Khorne into submission, just like he'll take Nyartholep down from the ropes. How? IT'S JOHN FUCKING CENA.

(Note that the Face and Drop-in capstones cannot be used together. If you try, John Cena will take you down instead for dishonoring your opponent.)

Discounted Heel:

Stick this perk up their candy ass!- 100 CP: You're at the top levels of the diss game. Every single promo you put out, every single video you do- it always sticks. What's more, all your opponent's insults fall flat and short. But why stop there? We'll also throw in the fact that all your one-liners and insults will stick as well- no one's gonna think of them as weak and stupid. Gimmicks? Pile them on- this'll give you the power to make it work in ways that those boy scout faces couldn't dream of.

Now THAT's an entrance-200 CP: Trumpets? Hah! You know where it's at. If you ever strut out into an area where you desire that your presence shall be known, the highest level of available technology will be used to give you the best entrance possible. Pyrotechnic sufficient to make the Chicago fire look like a blizzard. Enough lasers to make the architect of the Death Star weep. All nearby display machines will be hijacked to show montages of you, and if there are none, they will manifest. It'll always be done in a way that matches your style, too. What's more, we'll throw in a theme that beats the shit out of Trumpets. Maybe you want a killer rap, or your very own Motorhead song. Whatever it is, it'll be dark, grungy, and edgy- and it'll work. And let's give you just one more freebie, kid- nearly everyone who views this entrance will be shocked. While this won't affect Azathoth the same way it would a street gang, even the Outer gods would at least give you time to finish.

Love to hate- 400 CP: Oh those fools in the audience will grit their teeth. They'll yell, and curse, and make signs like those BOOTISTA ones. But night after night, they tune in to watch YOU. Why? Because they love to hate you. It's a love-hate relationship between you and the audience, and eventually, you'll get a fanbase of your own- of people that understand that there is no badder motherfucker than you, and all those namby-pamby faces are going to get their SHIT PUSHED IN. Play this one right, and you may become the icon of the WWE. Post-jump, you'll retain your status as the guy that everyone hates, but the one that they all fear. Nearly no one would be stupid enough to get cocky when it comes to taking you on, and you can always build up a legend and cult of personality around your edginess and power. If fully nurtured, billion dollar companies could be sustained solely off of the income from your edge.

Better than the other guy- 600 CP: There's always a bigger fish, and always a worse dude. Many of the most-beloved faces in the WWE start out as heels- and now, so can you. If you should desire it, at any point in a jump in which you have acted as the bad guy, there will emerge a bigger asshole, who will be even worse than you to the organization that you've been the antagonist of. They'll let you join up at that point, and consider your record with them clean, so long as you help them fight their new enemies. They'll seem ready to accept your aid, and be cheerfully thankful to an almost absurd point. With this, you can easily become a Face instead of a Heel. But why would you want to?

The Jumpertaker- 800 CP: Now this is edge. You will be able to, no matter where you are, in any universe, find an extradimensional demon that will grant you extra strength and power, boosting your physical strength by a massive amount, and making everyone accept your powers as normal- far as they know, you got them from the demon. In exchange, all the demon asks is that you never hold back, that you be as dark and edgy as possible, that you accept all challenges, and that you let him give you

glowing red eyes during combat. And of course, you must send the soul of one hero to the demon each month, which can only be done immediately after beating them in a fight. Has the side effect of making you a fucking asshole to everyone you meet while the contract is enforced.

Discounted Diva:

Suggestive bearings-100 CP: They can't keep their eyes off you! For anything and everything you do, you have the ability to do it with your particular risqué charm. Smoke a cigar, lean against the ropes, or even just pour yourself a damn drink, somehow everything you do has the ability to get people obsessed with the way you move. Obviously, this has its positive applications, but if you'd like to be a bit colder, you can turn it off, as well.

Dashing while flashing-200 CP: In many times during a fight, you'll need to distract an opponent, to get them off their guard. This will give you the means to do so- at the cost of some of your dignity. No matter your form, whatever you do will make the vast majority of enemies extremely unlikely to be able to fully concentrate. If you'd rather not sacrifice too much of your dignity, you become much better at distracting and bewildering displays in general.

Tough enough-400 CP: That's what Women are- tough enough to compete in the WWE, even if Vince and the rest often don't want to admit it. The WWE will, before your time here is done, start up a show by this name and search for feminine talent across all walks of life. You've got a particular talent for this, though- there are all sorts of groups that people underestimate, after all. And if Women can wrestle, who knows what other groups may be able to do? You do, and you're not going to rest until you find the unsung talent that lies in the underestimated.

Celebrity marriage-600 CP: Seems that every former Diva manages another Wrestler. Or they manage their manager. Or they manage another wrestler and BECOME their manager. Whatever the case, they stay involved. You now have the ability to do this as well- and once per jump, you can gain a marriage with another person in the field you become most well-known for. The marriage is guaranteed to work- at first, at least- and the two of you will complement each other well and have influence over your field. This comes with a buff to both of your strength while you're working together, which gets stronger as your love is more and more genuine. Note that this does not allow you to take them with you between jumps.

Divas revolution-800 CP: Maybe it's because they won't employ enough women for you to be satisfied. Maybe it's because your species is underrepresented, or maybe they just use a term that you really don't like to refer to you. Whatever the case, you've had enough- and you've decided to start a revolution. At any point in a jump, you can begin a social revolution in any one organization you are a part of, as the champion of your own kind, following which they will immediately and thoroughly follow the winds of political change you've brought about, hiring more of your kind or discontinuing the use of a certain term as is appropriate. Any who attempt to truly stop what you've started will be shoved aside, and if necessary, disavowed. Note that if you should do this multiple times, eventually its effect will lessen, and people will stop following you just because it's trendy.

Discounted Corporate man:

Beatings will continue until morale improves-100 CP: That's not usually a viable management strategy. But it is now! For anyone that is in your employment that does not perform to your standards, you may beat them until they do. Continued beatings will continuously improve their productivity, though diminishing returns will eventually kick in. However, this only applies to corporate, servile drones without any amount of dignity or self-respect- a good rule of thumb is that this will have no effect on employees who weren't already going to let you slap them a couple times.

Hey, Vince! That's your money!-200 CP: You can steal the loyalty of members of an organization by distributing the money of their leader amongst them. This will be a highly effective method of promoting unrest- even receiving so much as $20 from you can cause a Hydra goon to totally forsake his loyalties to his master, for a brief period of time. Spending an extra 100 CP here (undiscounted) will allow you to rain their leader's money from the ceiling, so long as you have access to their accounts.

IT'S ME AUSTIN! IT WAS ME ALL ALONG!-400 CP: This will give you the opportunity to make nearly foolproof ruses and aliases, which others will go along with, never suspecting that it's you. You could fool others into thinking you were a mystical being with just a bathrobe- and you become proficient in using this ability to make the lives of your nemeses on earth complete and total, LIVING, HELLS.

Billionaire Bitchslap-600 CP: As your wealth increases, so too does your power. If you should gain the wealth of the top .01% in whatever setting you're in, your physical strength would be increased by a massive amount, and even if you were flabby and weak you would have the strength to swat away a 300 pound wrestler with a casual backhand slap to the forehead. Note that this only applies to wealth you have made through business and enterprise (legal or illegal), and does not include the net worth of your equipment, speculation on the stock market, or money you bring into the jump.

Hostile Takeover-800 CP: You take that literally. Once per jump, you can gain total control of any organization by beating the shit out of its leadership. This has 2 caveats: First, you must have an organization of your own, in the same field, large enough that they consider you a rival. Second, while you can beat up their leader, the rest of their senior leadership must be beaten up by the people corresponding to their position within your organization. Comes free with the near-total loyalty of all your new subordinates.

Items:

Discounted Drop-in:

Commentary-100 CP: You can have your free choice of any announcers from any period of the WWE, and can turn them on and off as you desire. You can communicate to them as you desire. Whether or not they are audible to others is optional. At the end of every month, you will receive a VHS tape of your fights that month, with their commentary, and a professional camera crew recording it.

The mic-200 CP: A mic with the WWE Logo on it. It can be used to amplify your voice as loudly as you want it to be, and gives you supernatural charisma and crowd-hyping abilities. With it, you can choose to be heard in any location you can see. Any promos you make with it have their hype-causing abilities enhanced dramatically.

Jumper mask- 400 CP: That couldn't be jumper, that's just a man wearing a jumper mask! Oh wait, that's definitely Jumper. As long as you wear this mask of yourself, no one will believe that you're the one under it. Very useful for surprise attacks, but no one that has ever seen you under there will be fooled more than once.

Steel Chair- 600 CP: This steel chair seems completely ordinary. It's made out of normal steel, it doesn't have any markings, and your sensors can't pick up anything supernatural about it. Like any other steel chair, if you hit someone on the head with it, they will be disoriented for 2-3 seconds. Unlike any other steel chair, however, this applies to any foe, mundane or eldritch. If lost, not at hand, or broken (a very real possibility when dealing with the eldritch) a new one will appear from wherever it is most convenient- a chair could fall out of a window, fall down a chimney, or even explode out of a wall.

Arena-800 CP: Comes attached to your warehouse in all jumps afterwards. Includes camera crews, audience stands, and everything you need to host your very own wrestlemania. What's more, you can summon any foe you've ever faced inside for a match, or any individual from outside the jump. These matches will be 100% non-lethal to you, your opponents, or the audience, and wrestling is the only sort of fighting that will be allowed within the arena. You can have an audience of NPCs- or, alternatively, you can create ways for regular civilians to attend your matches, either through scattering mystical doors throughout the world that pull people to your matches supernaturally, or by summoning them directly, the choice is yours. Any and all fights inside are recorded on VHS, and has commentary from your choice of WWE commentators put on it. The rest of your warehouse cannot be accessed by those you do not wish it to be accessed by.

Discounted Face:

80s getups- 100 CP: A collection of several outfits that can be designed to your specifications, and will be tailored in such a manner that you can actually wrestle in them. As a bonus, you can always pull them off, no matter how cheesy, impractical, or downright stupid they may be.

The Jumpster-200 CP: A good, old-fashioned Harley Davidson motorcycle. Will never run out of gas or break down. Comes in a color and with motifs of your choice.

Motifs-400 CP: You have an iconic symbol that just screams you. Whether it's a hand in front of your face, an iron cross with skulls, or just a raging beast, you nail it better than anyone else. Others may try to make knockoffs of it, but they'll fail, as it's practically trademarked by you. Upon seeing this symbol in a place where you put it, others will instinctively know that you put it there, and that messing with anything it's on is messing with you. They'll also be made supernaturally aware of just what a bad idea it is to mess with you.

Brand-600 CP: And with this one, it's literally trademarked by you! As in, you can sell your style as a brand. Jumper brand Jorts, shirts, just your symbol will be enough to double the price of everything, to the frustration of moms and dads everywhere. You'll be able to find business partners wherever you go, willing to fund your merchandise ideas. This only works so long as you're famous, and has no guarantees to succeed- it can fail like any other business.

The colors-800 CP: A flagpole, with a symbol of your choice atop it. When it has a 3' by 5' flag attached to it, and you carry it, several things occur- First, anyone in eyeshot that sees the flag and moderately identifies with that which the banner stands for will become a fanatic, frothing at the teeth, believing the wielder to be the exemplar of whatever the flag stands for. Second, the wielder of the flag will feel an urge to become a fanatic themselves (though perks can suppress this, obviously), and will be compelled to rally those that support the symbol, and vanquish its foes. If he is leading the masses of patriots into battle, they will fight with increased teamwork and cooperation. If the flag represents a nation, the government of this nation will not issue any consequences for your doing so, and will present you a medal if your efforts end well. And it plays a tune that fits whatever the flag stands for. Useful for Real Americans.

Discounted Heel:

Shades -100 CP: Aviators, wraparounds, doesn't matter, they're made to your specifications and you wear them well. They'll always manage to intimidate your opponents, look cool, and increase the depth of your voice.

The Rock's size 15 Shoe-200 CP: Comes free with an adjustment to the size of your foot. For any enemy that you've beaten thoroughly in combat, wrestling or otherwise, that you decide to let live, you have the option to kick their ass, once, with this shoe. It leaves them with a brand of your shoe that they cannot conceal with any clothing or other items- it will simply glow through it, as a reminder to everyone of just how badly you kicked their candy ass. Note that you have to have beaten them extremely badly- If they had you on the ropes even once, it's a no can do.

The Iron Chafiye-400 CP: This Arabic headgear was once worn by the Iron Sheik himself. While wearing it, you will be able to exploit political tensions between the US (home of the WWE) and the Arabic regions to make even the most reasoned individuals into frothing berserkers against you, with nothing approaching strategy. Post-jump, it will automatically shapeshift into a form of headgear that denotes you as the worst enemy of whatever region you're in, that this effect may be maintained. It will also give buffs to your own stealth and reason as it saps them from your opponent.

The buzzer-600 CP: Others might talk about "respect between warriors", or some such nonsense. But fuck those boy scouts, the only thing that matters is winning. This is an easily concealable small plastic sphere with a button on it- Press the button during any competitive event, and you can summon up to 3 individuals that must be both competent in the event, morally "flexible", and they must have fought alongside you in the past or be somewhat aligned with you. The 4 of you will have the opportunity to either physically wreck your opponent, or to rig the proceedings of your competitive match. The first time you use this in any given competitive sport, you'll be guaranteed to get away with it and be recognized by any official authorities as the winner, though much greater risk comes with repeated usage. Any usage of this item, however, instantly gives you the reputation of a cheater and a "that guy".

The coffin-800 CP: Once per jump (fiat-backed), if you die, your broken, bloody remains will be returned here, to this coffin. They will remain there, however, and all of your powers will be sealed off for the duration of your stay in it. The only way out is with your newfound ability to project your spirit, and possess any one individual. If they are not able to resist (those with strong will, or nearly any psychic strength may be able to do so), and you can use their body to defeat the one who put you in the coffin in a fair wrestling match, you will be returned to life. Be warned- all of your powers will be locked off while you are possessing your target, and you will only be able to use weakened versions of their powers. Your true enemy may be able to convince the target of your possession to force you out, depending on their charisma. If you cannot regain your body within one week, or if the coffin is broken with you inside, you truly die.

Discounted Diva:

Form-fitting-100 CP: Can't be a Diva without showin' off. This will help you with that- a replenishing supply of fabric that will not interfere with your performance while wrestling, and is guaranteed to be, in all the outfits it is incorporated into, perfectly form-fitting while also not serving you constrict you or hampering your abilities.

Choker-200 CP: With most divas, people question their ability to perform in the ring. They question their strength, their resilience, their dedication… in simpler words, they question their masculinity. Not for you, though. This studded choker, when worn, augments your masculinity, and gives you the image of someone on edge, and willing to fight at all times.

Bunny diva-400 CP: Well, this is one way to get your name out, Jumper. At the start of this jump, you have a risqué set of photos in your hands. The photos are professionally done, and they show as much or as little as you like. They will be distributed by any Magazine or other such outlet you send them to, and if this happens, it'll come with a number of perks. The first and most obvious will, of course, be name recognition- you'll be far more well known than the average diva thanks to your appearance in whatever rag you put yourself in. The second will be thanks to the first- you will be far more popular, and rise to the top of whatever organization you find yourself in far more easily.

Dressing room-600 CP: Comes attached to your warehouse. This is a relatively small room that, by default, comes with walls of pink (though you can choose the decor) and everything you need to make yourself the single most drop-dead, stunning diva that there is- and stay that way. Any and all makeup applied in this room is guaranteed to stay on until washed off in this room, and protect your appearance from stupid, ugly things like broken noses and black eyes- though you'll still feel the pain. Further, there is an effect that makes bystanders view you as prettier and prettier for the more time you spend earnestly applying makeup in this room.

Total Divas-800 CP: You can't understand why others just keep focusing on their stupid interests more than you. I mean, hello? You're the Jumper! You're probably the most interesting thing to hit this stupid universe… Ever! And now, they're ready to admit it, by giving you your own reality TV show. It starts off with a moderately sized fanbase, which grows as you grow in fame throughout any given jump. Conversely, you gain more fame as the show's fanbase becomes bigger. If you feel like not being a reality TV star, you can have the show cancelled at any given time with no penalties, and your fans will stick with you so long as you try and stay in the spotlight in some manner- the tabloids would love to cover you. Further, the fans will defend you rabidly for everything you do, and will be extremely glad to get involved in social campaigns- though this might only extend to donations and hashtag activism unless properly nurtured.

Discounted Corporate man:

Suit- 100 CP: With this suit, you own any room you walk into. It fits your muscle-bound form with an artist's perfection, and can stretch enough for you to wrestle in it to a limited extent. Increases charisma and authority.

Eye candy-200 CP: 2 buxom stereotypical (bolt-ons and cake-like makeup) models to follow you around, one for each arm. This will increase your credibility and popularity dramatically, especially among the lower classes. They will spontaneously appear when needed, and will always help with an entrance. When it comes to applications that you'd need a person for, though? Forget it. These girls are for looking pretty, nothing more.

Chairman's office- 400 CP: This is your office. This is your sanctum. It's attached to your warehouse, and will always keep itself in a prime condition, befitting a businessman of your stature. Nearly any deals you make in it will work out in your favor, and almost all meetings in it will go your way. This is not an absolute, however- wily negotiators and tricksters can find a way around even your moneymaking prowess. It can be customized to your total desire- Do you want Stone? Mahogany? Maybe those weird "colors" that the teenagers like. Comes free with windows that show any background you want, and a 3 foot by 5 foot framed portrait of you- unless you'd prefer a photo? Cannot be used to store anything but accolades.

The Bathrobe of DOOM-600 CP: This may seem to be a simple red bathrobe, but in actuality it is a very complex red bathrobe. While wearing it, your identity is perfectly concealed and you're granted supernatural suggestive powers, and limited magic. You are also given the ability to grant power to those who follow you and make blood sacrifices in your name. However, it will also make you withered and weak, reliant on the actions of others to do your bidding. Even a child could beat you in wrestling, but this is the price you pay for becoming… The Higher Power.

Multiversal Wrestling Federation-800 CP: Halfway through the jump, you take Vince McMahon's place as Chairman of the WWE. In future jumps, you will gain, for your usage, a company devoted to fighting- you can decide if it's natural or scripted- worth at least 2 billion US Dollars. All laws will be changed to allow for its existence.

Companions: No successful wrestler has managed to make it all the way without teaming up with someone else at least once. Most of them don't get to choose their partners, and get shoved into different teams as circumstance sees fit. Fortunately, you do.

Tag team-Free: Sure, you could do it alone, but where would the fun in that be? With this, you can import one companion with a free origin and 400 CP. They can choose any perks except Dododo-doooo.

Stable-400 CP (Discount Drop-ins): Now this is more like it. You can import up to 8 other companions with free origins and 400 CP, and they can choose whatever perks or equipment they like except Dododo-doooo.

Hulk Hogan-400 CP (Discount Faces): Oh, you better believe it brother. You just got Hulk Hogan, the single greatest patriot of all time, to come with you and spread the good word of freedom. He comes with "The Jumpster", "The Colors", "'80s getups", "Do it for the fans", "Wrestlemania 18-the battle of the greatest"," Heavyweight", and "signature move".

The undertaker-400 CP (Discount Heels): Now we're getting edgy. Everyone's favorite Satanist has decided to join up with you to fight for the cause of Satan, darkness, and grunge across the multiverse. He comes with "The Jumpertaker", "Heavyweight", and "He's got the whole wide jumpchain, in his hands".

The Rock-400 CP (Discount Heels and faces): Finally, The Rock, HAS COME BACK TO JUMPCHAIN! He's joined up with you to kick the candy asses of Jabronis all over the multiverse. He comes with "Heavyweight", "Rutherford B Hayes, Bitch!", "Wrestlemania 18-the battle of the greatest", "adaptable", All of the Heel perk tree except the 800 CP capstone, "shades", and of course, "The Rock's size 15 shoe."

Vince McMahon-400 CP (Discount Corporate man): Well, well. So this is what it's come to. Putting the fact that this would kinda break this universe aside, Vince McMahon has decided to go on a Multiversal talent recruiting tour with you. To that end, he's coming with "Lightweight", "Wrestler", "Do it for the fans", "Jumpertropolis", "IT WAS ME AUSTIN!", "Billionaire Bitchslap", "Hey Vince! That's your money!", "Eye Candy" and "Suit".

Drawbacks (You think you're a tough guy, then? Here's your chance to prove it, champ: 600 CP limit!):

+0 CP- I'm lame. Get rid of all the cool shit!: With this perk, everything wacky and physically impossible about the WWE is removed. If a wrestler claims to be a servant of Satan, they're just putting on an act. If God gets in the ring, it's just a dude in a toga. While there is still real wrestling, and skill determines the winner, you're never gonna see any superpowered or mystical stuff. If you bought a companion with powers from the jump, their powers will be unlocked post-jump.

+100 CP- Bald: You're Bald! You'll be made fun of for that, and it'll never stop.

+100 CP- Rival: You have a rival, with a near-equivalent skill set (insofar as the mundane is concerned). For some damn reason, he can always beat you in the banter department, and the crowds always love him more.

+100 CP- Time halved: You'll be given half your usual time, with only 5 years to secure the WWE Heavyweight title. You will also be required to hold the title for 2 full years, instead of just one. May only be taken once.

+100 CP- Little Hulkster: For all of your time here, you will be left with a much smaller and shriveled-up set of sexual characteristics, as well as being left impotent in actual sex, to the point where you will never be able to satisfy anyone sexually. Think you can hide it? Think again- No matter what you do, somehow the truth will get out there, and you'll be well-known as that guy with penis envy.

+200 CP- X-Pac Heat: No matter where you go, everyone fucking hates you. Every single crowd, every single fan, every single other wrestler, hell, even your companions, will hate your fucking guts. This'll make things a lot harder, as you'll not have anyone to back you up for a tag team, your pay will be a lot less, and you won't be able to call anyone for a good time.

+200 CP- Play his theme at my funeral, when they bury me one last time: Every single time you seem in trouble during a match- Every single time that you're getting railed on- Every single time the guy's got you on the ropes, those motherfucking trumpets sound, and herald the arrival of **John Fucking Cena.** He comes out, "saves" your ass, and does that big, goofy, *fucking STUPID* smile of his, and you just know that you'll get absolutely no credit for anything you did in the fight- even if you had the other guy on the ropes, the crowds will chant his name, the women and the press will all go to him, and even your opponent won't give you the goddamn common courtesy to have a grudge against the right guy. Politely explaining it to him won't help, either. No, the only way you're going to get out of this is by publicly dissing the boy scout, in the ring, right after he comes to "save" you, and beating him in a grudge match. This will instantly earn you the ire of the media and his fans, and will ruin his innocence and kill his smile for good, but you better believe you're going nowhere near the heavyweight title while you're still seen as being in his shadow. Comes bundled with an extreme dislike of John Cena's theme song, and an extreme aversion to the idea of ruining Cena's innocence.

+ 150 CP: If you beat him in this grudge match, he will no longer be as adored by his fans or pushed by upper management, and will fall victim to drug abuse and injuries, eventually committing suicide- nothing you do will prevent this. But the fans won't care, and neither will you, right? His time was up, after all.

+200 CP- The Iron Jumper: You're not from around here, in fact, you're pretty damn foreign. You speak with an accent and bad grammar. You can't hide it, and you don't want to. Naturally, this has earned you the ire of every real American. It'll be easy for anyone to get a crowd to hate you, in and out of the ring. This nullifies the ability of the Iron Chafiye to throw your opponents into a bloodthirsty rage, and in fact, you find that your dirty American opponents are always catching you off guard with their tactics that you can never see coming, as you can't think like the damn infidels/capitalists/uncultured American swine.

+200 CP- Stardust?: You have a gimmick. It's stupid, and no one takes it seriously. Because of this, nearly no one takes you seriously. You will never listen to anyone that tells you it's a stupid idea to dress up in black latex and gold facepaint, and will always think it's very cool no matter what anyone else tells you. But no matter how much you or your managers try, you'll never get audiences to like the gimmick, and your only hope at becoming a real star is to get them to like you despite it.

+200 CP- A force for change: No matter how hard you try to be the cool guy that stays above it all, you just can't stop crying over every social cause you see. You'll always try to get on television talking about how some new cause has touched your heart, trying to make your fans and people in general organize against it. The sad part is, no one cares- and your efforts will only fall flat, make you a laughing-stock, and will hurt your cause sooner than they'll help. By the end, you'll be seen as a stupid bleeding-heart that no one cares about.

+200 CP- Injury prone: Fuck, you tore your Achilles heel again. You will seem to have a jaw of glass and tendons of string for your entire time here, and you are guaranteed to have a major injury requiring surgery every 2 years, without fail - you may need more if you're reckless.

+200 CP- Ain't the sharpest tool in the shed: Most of the people in wrestling and other athletic sports are actually pretty sharp- the word meathead doesn't often apply. But it does in your case. There ain't no shortchanging it- you're pretty damn dumb, and you'll get more dumb the stronger you get. This will inevitably lead you into more than a few situations you'd rather not be in, both outside and inside of the ring- even in the WWE, tard strength only gets you so far.

+200 CP- Who needs superpowers?: Not you, that's who! You'll be stripped of all perks that have nothing to do with your physical talents, fighting skills, or moneymaking and business ownership (last 2 only kept by corporate man), and of course, your warehouse.

+100 CP: Tough guy, eh? Alright then, no perks at all for you!

+300 CP- Druggie: No matter how hard you try, you just can't shake the stuff. Steroids, booze, weed- you're addicted, and you'd do right next to anything for a fix. And unless you prevent Eddie Guerrero's

death, as well as averting the deaths of all other steroid users (making it look like something else did them in is also an option), the WWE will become much stricter about drug tests, and eventually, you will be kicked out and sent home (this is a loss condition).

+300 CP- The wrath of El Santo: I did say that you could find strange things if you looked hard enough in this world, and did you think these the brayings of an idle donkey, jumper? You carry much power with you, power that all would consider unnatural, and some would consider unholy. You have attracted the attention of the greatest luchador to have ever lived, the one they call- El Santo (Translator's note: El Santo translates to "The Saint"). Every month you remain here, at the end of one of your most climactic battles, the lights will go out, and all will become totally black, beyond even your no doubt unholy ability to see. The holy warriors of El Santo- the crusadores- will then enter the arena, and you will have to face off against 5 of Mexico's best Luchas in a pitch black darkness that no doubt matches your soul- only when you defeat them will the lights return. After 3 years, you will finally learn of El Santo and his location- Mexico city. You'll have to battle your way through a city that is totally devoted to their saint of death, as no one will give up the slightest clue to his position without much force being applied. Once you've turned the entire city upside down, you'll need to earn the championship of the underground lucha rings, becoming champion of two nations, before finally El Santo will reveal himself to you. El Santo the holy. El Santo, he who has wrestled with Vampires. El Santo, he who has been blessed by god. The efforts of his crusadores will only end when you have defeated him respectfully, and let him live. For the purposes of this match, you will be restricted to the first level of "Who needs superpowers?".

+400 CP- The realm of the Dragon: In this world there are many things beyond the sight of man. Many things that have lived for centuries, and live still. In the high reaches of China there is a foe for you, one that has wrestled with gods long before man crawled out of the primordial muck. When man arose, it was among those that taught it to wrestle, that they might defy the gods. But Mankind betrayed it, and now it only roams the earth as a monk, deprived of all its power. But as you approach the WWE heavyweight championship, it has seen visions of you, Jumper. It knows that if it should eat your soul, it would once again be able to return to its true strength. For this reason, the ancient White Dragon, vanquisher of ten thousand opponents, veteran of 100,000 years of wrestling warfare will seek you out and attempt to end you in your penultimate match, just before you attain the WWE heavyweight championship. For the purposes of this match, you will be restricted to the first level of "Who needs superpowers?". Soon, you will see wrestling as you never have before.

+400 CP- A new age: This ain't the '90s anymore, champ, and not everything flies anymore. In your 5th year of being here, a significant group of politically active mothers provoke a bipartisan effort to impose heavy restrictions on the WWE. That means no swearing, no sex, no visible blood, and you better believe that there'll be absolutely no edge. You'll have only 2 options: one is to accept this and dilute your brand to the point where you might as well not be you anymore. In this case, you will only be able to make one more shot at the title in this new world, as the WWE will go bankrupt immediately afterwards because people will just stop watching. Your second option is to testify before congress, make them take you seriously, and make the case for why a bunch of violent, hedonistic degenerates should be given more heed than housewives- people that actually contribute to society. For the duration of this testimony, your charisma perks are disabled.

+500 CP- The gauntlet: If you want to be remembered as the WWE's greatest wrestler, this is one way to make sure of it. Your final match to take the title will involve you taking on all of the WWE's greatest talent. As soon as you've beaten any one of them, another will jump into the ring immediately. The only way to truly take the title is by fighting non-stop for 12 hours- and as you get closer and closer to the time limit, more and more will jump in. You think you can handle that, champ? You'll be taking on younger versions of Hulk Hogan, The Undertaker, Andre the Giant, and Macho Man Randy Savage. You'll be taking on The Rock, CM Punk, John Cena, Triple H, and Stone cold Steve Austin. By the end, you'll be taking them all on at once. The only way you're getting the title is if you stand over their broken bodies after 12 hours of non-stop, grueling combat against all of them, only THIS SUNDAY NIGHT AT WRESTLEMANIA**!**

+600 CP- Trump this: Following his failed bid for the presidency, in which he lost in a landslide, Donald Trump had no other ideas on how to remake his failed image except to initiate a hostile takeover of the WWE. At the point in time in which you're closest to the heavyweight title, He will buy the WWE, just like he did last time- and this time he'll hold on to it. And you can bet that your new boss will just stroll on up and fire you, because he can't stand the idea of you overshadowing him. This will leave you destitute and homeless until the beginning of the last year, with one final opportunity to win the heavyweight title in your last year's wrestlemania. Make no mistake, this won't be easy- your time in poverty will leave you weaker, You'll be harassed financially and physically by Trump's goons, and of course, Trump's new management will be doing their best to bury you. Your final opponent? Donald J Trump himself, with the best longevity machines, steroids and cybernetic augmentations that money can buy. Using the vast wealth that the WWE brought him, he has attained sufficient powers to make himself your equal. If you take this option, you'll be cruising for a bruising, taking on an opponent that'd be more at home in the space marines (at the very least- if you're a god, so is he.) than the WWE, and he'll be aiming to kill. Negates the requirement to hold the title for one year.

Post jump options

FINALLY, THE JUMPER HAS COME BACK… Home.: That's how it's gonna have to be, now. This universe is nice, but its over the top, balls to the wall action has become just a little much for you. That, or you've been jumping for a couple millennia and you just want to see the people you care about again. This gives you one last bonus- the WWE in your universe becomes a diet version of this one's. The wrestling is real, and the best wrestlers win, but there'll be nothing too over the top. You want that? Stay here.

The eternal champion: And with this, you can! You're not giving up your belt anytime soon, and you just know that Vince would try and use some technicality to get it from behind your back if you should try to leave. No, no, no- You'll never stop being the one and only champion of the WWE.

Multiverse, here I come: There are battles and belts yet to be had by you, and you'll get them if it'll be the death of you. You're gonna teach the multiverse a lesson- there's nothing getting between you and the millions (AND MILLIONS) of your powers, and the planewalker's spark.