

He-Man and the Masters of the Universe Jump by Quietlovingman

The Planet Eternia lies in the center of the Universe, at a juncture between realities, A tidally locked planet, on one side it is always day, on the other it is always night. Ancient beyond knowing, many civilizations have risen and fallen throughout the untold ages. Until the founding of the Castle Greyskull. This repository of knowledge and power has maintained the wisdom of the ages since it's creation ensuring that even in the darkest times hope lives. The Great war ravaged the land and destroyed much of the magic and technology of the peoples of Eternia not long ago by some reckonings. In the peace after the war prosperity has once more arisen, but Evil waits in the dark, and war is once more on the horizon. Here take these 1000cp you're going to need them.

Age – 15+1d8 Or pay 50cp to Choose. Some races modify age.
Gender – Remains the same as your last jump or pay 50cp to change.
Location and Time Roll 1d8 or pay 50cp to choose.
1. Eternia – Eternos (Capital City) You appear in the capital city of Eternia, Prince Adam has recently started disappearing with his pet tiger Cringer at odd times.
2. Eternia – Castle Greyskull. You appear in castle Greyskull. You are under the effect of the situational Drawback **This is my Domain**. King Miro has recently disappeared, and the younger of his two sons, Randor has taken the throne. The Sorceress Teela-Na is supreme inside her castle and Her telepathy inside the castle cannot be blocked by anything short of an artifact. You might want to get on her good side in a hurry... or apologize and ask to leave.
3. Eternia – Serpent Mountain You have found yourself on the Dark side of Eternia... in the bowels of Serpent mountain. Skeletor and his Evil Warriors have been distracted by the recent arrival of a damaged Spacecraft landing on the Light side. The Pilot, Lt. Marlena is making waves in Eternos. hide and flee or whip out the BFG if you can.
4. Etheria (pick any named region in Etheria) You appear in one of the many villages, cities, or fortresses of Etheria, a world in a parallel dimension that is in the center of it's own universe. Sadly almost the entire planet is under the thrall of the Horde and most are merely slaves. Adora, is currently the chief enforcer of Hordak and is only now having doubts about following him. The rebellion has one small base at this time, they could probably use your help.
5. Earth You appear in New Jersey outside a small music store, in 1987. In a day or two a group of Eternians will pop out of a portal in the local park. Maybe you could give them a hand?
6. Primus This world is far from Eternia both in space and time. A war rages here between the Galactic

Guardians and a hostile alien force. Shortly after you arrive He-Man, who has confessed his identity to his parents and left Adam behind him, arrives... Along with Skeletor. You may join either faction as you are an unknown, but might I suggest not siding with the Evil Space Pirates?
7. Trolla – The home of Orko's people the Trollans, blue humanoids with pointed ears who by custom rarely reveal their faces. Trollans are all accomplished magic users with the ability to fly and float without effort. Due to varying 'laws of nature' their magic does not always work as intended outside of Trolla without a magical focus such as a wand or pendant. Non-Trollans must speak their incantations in reverse on Trolla. You appear the day of the Cosmic storm and may soon find yourself on Eternia, six years before Prince Adam is given the Sword of Greyskull.
8. Free Choice

Race

Human (Free) You are a human... Either from Earth or one of the other planet's mentioned. Your race gets around.
Eternian/Etherian (-100cp) Bird Men, Bee People, Snake Men, Sapient Robots, Plant Men, Rock People, Gwitthrol Trolls, Giants, Pterodactyl Men, The list is massive, which is appropriate as each race had it's own action figure. Pick any Humanoid Race (other than Trollan) that had a member with an action figure or was prominently featured in more than one episode.
Trollan (-200cp) Trollans are all gifted with powerful magic, self levitation and flight as well as a mentality that can allow them to understand drastically differing sets of universal laws without going mad.
Dragon (-300cp) Dragons are quite powerful and grow more powerful and larger as they age. Your size and power begin at the 'adult' dragon stage but scale similarly to D&D and are equivalent to a red dragon of your accumulated age including all previous jumps. You start in the Darksmoke Mountains. The Time can be either the start of 'The Dragons Gift' episode of He-Man or During the Dragon Wars the day She-Ra is sent back in time.

Talking Tree (Denizen only)(+100cp) (Add 1,000 years to your age) You're a tree... that talks. You can easily live for over 10,000 years as long as you don't get chopped down or burned up. Being rooted to the spot may make it quite difficult for you to have any impact here. Your starting location is now the Forgotten Forest in Eternia and you will spend the next ten years rooted to the spot.[1] Your size is determined by your actual age including all previous jumps, (Jump duration, not including memories added by backgrounds) Skytree, the oldest living being on Eternia is taller than the Burj Khalifa. Your height will increase at a rate of one foot every three years. Your diameter will remain proportionate to that of a Redwood by height. One foot of width for every ten of height. After the Jump you may take the form of your tree self as an alt form. You may also choose your height and width from seedling up to your maximum. Shifting back to your base form will leave a bit of a hole... you will be standing safely on the edge of it.

Backgrounds

Astronaut Free – The dropin option. For those who neither need or want new memories. If your starting location isn't earth, you arrive attired in a NASA flight suit similar to Captain Marlena's. Should you be on earth, you will have average '80's street clothes appropriate for the climate.

Denizen Free – You were born and raised in Eternia/Etheria, and have memories of friends and family here, but you have yet to make your mark on the world.

Heroic Warrior (-100cp) (Human, Eternian, Dragon or Trollan) You are a trained warrior, mage, or

technologist who has been fighting the good fight against the forces of evil for some time. You have a basic understanding of the culture and history of the world you arrive in as well as basic combat training appropriate for the weapons of the day. You have the reputation of a fierce fighter capable of ingenious solutions to difficult problems.

Villain (-100cp) (Human, Dragon, or Eternian)You have been trying to conquer this damn planet for years it seems. Whether you are a Mutant, Space Pirate, Bestial Humanoid, Evil Warlock, or just a ruthless bandit, you have made waves. You are not welcome in the more civilized areas of whatever world you are on. At least the wanted posters got your nose right, right? Other villains may ally with you but watch out for betrayal.

Perks

Perks are discounted 50% for their Background or Race

First Woman In Space (-100cp Free Astronaut, Discount Human) When achieving anything noteworthy, whether it being the first to discover a new tomb, or first to set foot on another planet, people will acknowledge the magnitude of your groundbreaking achievement and give it the level of respect it deserves. After performing a great achievement in a jump, you will find your diplomatic efforts will be greatly aided by those who respect the difficulty of what you accomplished.

Do not anger the Queen! (-200 cp Discount Astronaut) You may not be the Queen of Eternia like that other famous astronaut, but you have her steel, her determination, and her Iron will. When faced with enemies threatening those you hold dear your resourcefulness and skill become even greater. Even without supernatural powers or gifts, you will find ways to be able to fight and even defeat foes that occasionally give He-Man a hard time. Of course when your loved ones are safe, you can easily return to your more restrained demeanor and no one will broach the subject for fear of raising your ire.

No really, An Astronaut (-400 Discount Astronaut) You now have the skills to go with the uniform. You have the equivalent of five years of specialized training in using the most advanced spacecraft available to your race (Or NASA, whichever is better) You are also fully capable of operating in low and no gravity environments and are never inconvenienced by wearing protective gear such as a spacesuit. Though you have no specific memories of training, this knowledge stays current so that you could take any physical or written evaluation and easily qualify as a real Astronaut in any subsequent jumps as well.

Explore Strange New Worlds (-600 Discount Astronaut) You may have literally dropped from the sky into this setting, but you will adapt fast. In fact you can and will quickly adapt to any setting you find yourself in. Your mental flexibility allows you to make nice with the locals no matter how alien they are. No eldritch beings or unknowable terrors can damage that mentality either. You are completely immune to the type of shell shock that being suddenly confronted or immersed in an alien culture can cause, no matter how alien. You will never suffer mental damage or madness from memetic hazards, infohazards, or cognitohazards either.

By the Power of JumpChan! (-100cp Free Hero) He-Man is able to turn into Prince Adam whenever he chooses and by uttering this simple phrase you will be able to toggle on or off any perk, power, or ability you have. It will never reduce you to below your basic body mod, but any passive or active abilities you choose can be toggled.

Not so Fast! Don't think you'll get past me! (-200cp Discount Hero, Dragon) When fighting to

defend or to delay you are able to with a simple challenge halt enemy progress and force them to take you on before rushing past. This only works on enemies intelligent enough to reason with that are capable of understanding they've been challenged.

In the nick of Time (-400 Discount Hero) Heroes are made by heroic actions. This is helped by this perk. It does not increase the instance of danger or increase the likelihood of injury to anyone, but it does increase the likelihood of you being nearby, or able to arrive in the nick of time to avoid injuries or rescue people when they are in danger. This perk will not prevent injuries or danger from befalling people when you aren't around either though, so remember the power is yours.

I have the Power (-600 Discount Hero) You have been blessed with the Power of Greyskull, Your physical and mental abilities have been dramatically enhanced. Your strength has been increased by the same amount Prince Adam's was. Prince Adam was a fair athlete. He-Man could (and did) put up a fight against Superman.

That's very interesting, but silly. (-100cp Free Denizen) You have been around the block a few times, outrageous tales and absurd stories are nothing new. This has made you quite unflappable. When faced with the new and unusual you can easily accept what is before you and keep moving forward despite the distractions.

Lighthouse Keeper (-200 Discount Denizen,) Whether it is maintaining an outpost near the sea, or monitoring storms in the desert, you have the skills and training to act under pressure. Any forward outpost or surveillance style emplacement will seem familiar to you even without training, and you will be able to quickly decipher how to operate any equipment present as well as discern it's use. You are also good at working alone or with limited company and can easily hold of boredom. You are capable of seeing the importance of whatever work you choose to do to the world around you whether it be monitoring the weather or keeping the spice flowing.

Sufficiently Advanced Magic (-400 Discount Denizen) Growing up in the center of the universe surrounded by High Technology and ancient sorcery has given you a leg up when it comes to Magi Tech. Creating, improving, reverse-engineering or simply using devices that combine technology and magical principles is fairly easy to you. While you might not have a lab quite as impressive as Man At Arms, you certainly would know what to do with one.

Ghost in the Machine (-600 Discount Denizen) Whether it be simple voice interfaces or something more complex like Attack-Track you are capable of creating evolving machine intelligence's. You are only limited by the hardware you have access too. Any such creation begins somewhat childlike and learns as you work with it. They will never become homicidal and turn on you or your allies, but may, if given control of sufficient weapons, employ permanent solutions to any attackers. Their skill and accuracy is of course dependent on how you choose to arm them, but they will never cause undue collateral damage to structures or people by default.

Saturday Morning Villain (-100cp Free Villain) You are a parody of what it means to be evil and you know it. You have been through the basic minion and mook training offered by the Evil Horde. This includes such classes as non-lethal combat, high tech weapon use and maintenance, costumed villainy (with an emphasis on knowing when to laugh), and the use and maintenance of their smaller spacecraft. Knowing the Trope you have taken the reigns in both hands and have embraced the Ham! Your Over-acting is a marvel to behold. Your rants and curses always enthrall, and your followers (even if they can't hit the broad side of a barn) will always put forth their best efforts in fear and loyalty to you.

Beyond this jump, you will be able to act the part of a Saturday morning villain in other settings and be treated as such. So long as you don't break the rules of the trope, or worse begin following the Evil Overlord List you will never be killed by your enemies, they will only ever capture you and you are far more likely to escape any such confinement.

Books are the real treasures of the world! (-200 Discount Villain, Trollan) You may be a ruthless overlord, or a hapless foot-soldier, but even the blackest of villains himself Skeletor agreed that Books rule! With this in mind you have the ability to call forth mystic tomes from across the universe. And not so mystic tomes as well. This power lets you summon from the ether copies of any book in existence you know the name of, for which there is more than one copy. Unless every copy is guarded and protected against theft, in which case you'll need to get It the old fashioned way. You are also able to learn skills and abilities from books faster than usual, should you choose to study them. It will be as if a skilled teacher is guiding you through the process.

Everything comes to he who waits… (-400 Discount Villain, Talking Tree) Patience is a virtue, even to villains. Especially to the ones in this world. You have infinite patience and are able to wait until the perfect moment to make your move. You will never again feel the need to rush into battle unprepared, though you also know when action is needed. You have a sense for the perfect time to act to get the greatest benefit. Once you set your goals firmly in mind it is almost as though an unknown force is guiding you along a path to victory. There can be setbacks, there can be defeats, but you know if you are patient you will get what is coming to you and you have have waited so very long for this moment.

Everything I do is for the Sake of Evil! (-600 Discount Villain) You are implacable in your resolve to carry on. You are unable to be swayed by pleas or threats. Only your will can prevail. No outside force can ever change your course once your decision is made. You may choose to listen to the council of others, but only the voices of those you respect, if any can possibly make you reconsider your actions. This resolve comes with it great power, so long as you are steadfast you have power nearly equal to the strongest man in the Universe. While he has strength slightly greater than yours (unless it is further augmented) you also have access to Sorcerous powers that rival the Trollans when you choose to use them. You may take **You want Magic? I'll show you magic!** at a discount no matter your race.

Racial Perks

Epitome of your kind (-200cp, Discount Eternian) You come from a race with certain outstanding individuals, they may demonstrate a power or ability that makes them one of the 'Masters of the Universe'; elemental control, beast telepathy, magical ability etc. Unlike the rest of the villagers you are on par with your races' Hero (or Villain)^2 and are able to use your abilities with the same skill and control.

Roots of the Earth (-200 Talking Tree Only) Your roots run deep, and wide. They connect with the roots of nearby trees and you can detect things within the network of the forest. You are aware generally of everything that happens within the bounds of any forest you are connected to. Your centuries of being part of the tapestry of the forest have also given you the ability to spread your attention evenly to all parts of it at once. When connected to a network of linked bodies or minds you are able to perceive all of their perspectives at once with no ill effect and can easily communicate to any member of the network or all members of the network at once. While in theory you could ask your fellow trees to smite invaders or defend the forest, they are trees and so slow to respond. Without

additional magic they are also mostly incapable of conscious movement.

You want Magic? I'll show you magic! (-400cp Discount Trollan) Your magical power is well and truly above the reach of most. You could easily be on par with The Sorceress herself when she isn't being augmented by her castle. You are on par with Orko when he is in his home dimension. Wandless, wordless, spell-less magic is yours to command. With a simple gesture or look and a large application of will you shape the world around you, as well as yourself. Of course this comes with a slight drawback. Your magic being as powerful as it is, is difficult to control. Extreme emotion and inopportune distraction can cause unintended effects. This will get better with training. Using a Spell Focus will help prevent accidents.

For the Hoard! (-200 Discount Dragon) You have an eye for detail, and beauty. You can assess things value objectively and accurately and can easily perceive the exact volume and quantity of a plethora of things. Whether it be the number of gumballs in a jar, or the number of coins in Scrooge's Money bin, you can instantly know at a glance. When it is things you own it is even easier, you have a sixth sense for the location of everything that is yours. Whether purchased, made or gifted or even taken via conquest, your hoard is always in the back of your mind. From the largest dragon sized helm to the smallest coin. It is all, always accounted for. Should something be loaned out or heaven for fend stolen, you will always be able to track it down easily. There is no way to hide your hoard from you, though you may not be able to travel to where it has been taken. Should anything in your hoard be destroyed, you will instantly know.

Items.

Jumper and the Masters of the Multiverse (Free) You made an impact on the world, and learned a few lessons about life while here and so you receive a video series chronicling your years here focusing on important moments in your journey. At the end of each episode there will be a (Fred Rodgers approved [tm]) moral or life lesson that you or one of your friends learned. At the end of each jump going forward you may choose to have a 'highlights' series appear in your warehouse. The production quality and art style are largely up to your preferences, but the episodes themselves will be either G or a low PG at most and feature similar lessons.

The Toys (Free, or-100cp) You receive one of each of the toys produced for the He-Man and She-Ra toy lines as well as the Masters of the Universe toy series. Each is in it's original packaging with mini-comic included in many cases. For 100cp, you receive two sets, so you can keep one of them NRFB.

The Series (Free) The Complete He-Man and She-Ra series, animated and comics in a media format of your choice. Includes all sequels and reboots.

The Mighty Jumper (-100cp) At the end of this jump you receive a set of action figures that look just like you as you appeared in this world. As well as each of your previous alt-forms if you so choose. It comes with several plastic accessories appropriate for your race and actions while here. If you brought any companions with you they have their own figures as well. These are in the same style as the original Mattel action figures, and can include versions for each generation of toys. In subsequent jumps, you may choose to have another figure made for additional alt forms you acquire.

Trollan Amulet (-100cp) (Free Trollan) This simple seeming amulet acts as a power focus for any magical, mutant, or psionic abilities possessed by the wearer. It grants no power, but ensures that they are able to correctly harness and control their energies even when in places with differing natural laws.

Comes with a scroll containing detailed instructions to create more. Can be given away, but if lost or stolen, the original will appear in the warehouse the next day. You may import any amulet or necklace you have to gain these abilities and an alt form.

Power Sword (-200cp) (Discount Hero/Villain, One free with Castle Greyskull) A copy of He-Man, She-Ra, or Skeletor's Power Sword. The Swords of Power are linked to Castle Greyskull and the Greyskull bloodline in particular. Yours however can be used by you regardless of your race or lineage. Skeletor's sword has the same powers and abilities as He-Man's (but it's black) The swords act as amplifiers for natural and supernatural abilities. When wielding one of the swords, you can deflect both magical and technological beam style attacks as well as throw off mental domination effects. You may import any bladed weapon you have to receive these abilities and an alt form.

Battlecat (-200cp) (Discount Hero/Villain) You may create or import an animal companion to be given a battle form. By default they will be an Eternian tiger or panther. They will be able to change into a form capable of carrying you into battle. Their physical prowess when transformed will make them quite effective in melee as well. Even if they could not before, they will now be capable of human speech in both their battle and normal forms.

Havoc Staff (-200cp) (Discount Villain, One free with Serpent Mountain) Made of Photanium, this staff is topped with a stylized horned skull. The Havoc staff is nearly as indestructible as He-Man's Power Sword... Nearly. It can be used as a magical focus to greatly amplify any psychic or magical powers or abilities you have. You may import any staff or wand you have to gain these abilities and an alt form.

Singing Crystal (-100cp) – These beautiful crystals grow naturally in the caves of Eternia/Etheria and emit a 'singing' sound when touched. You now have a stone outcropping that grows these crystals quite rapidly attached to your warehouse. The crystals can be mined and will regrow in about one month. Of course if you have your warehouse closed, the crystals will only recover after close to a year. In addition to their beauty and clarity of sound, the crystals would be quite effective for use in sonic based devices.

Coridite (-200cp)– The crystalline mineral used to forge He-Man's Baldric, it greatly enhances his strength. Can also be used as a power source in crystal form. Is mined and occurs naturally on Eternia. You now have a small source of these crystals growing on an outcropping attached to your warehouse. You get enough to enhance nine one handed melee weapons, six two handed melee weapons or up to nine armor pieces (head, chest, shoulders, arms, hands, waist, legs, or feet) per year. Depending on what you alloy it with the effects may vary. The energy output from each hand sized unrefined crystal can power a small magi-tech reactor for up to a year. Nine crystals being used in sync could power a small city for the same.

Photanium (-200cp)– “Strongest metal in the universe.” (YMMV) As 'He-man and the Masters of the Universe' was published by DC, one can only assume that it is on par with Depleted Promethium or Amazonium. Mined from the moon of Phantos which is on the dark side of Eternia. You have a replenishing supply of this metal. Each year you receive enough to outfit yourself and eight human sized companions in He-Man style armor with a single broadsword apiece. When alloyed with Coridite, it may create arms and armor that can enhance base physical abilities even before being enchanted.

Etherium (-200cp) – The Etherium mines have run dry, causing problems for the Horde who use this metallic mineral to power many of their devices. The people of Drys used it extensively in their

construction and so the Horde destroyed their city and harvested what remained. You now have a supply of this energetic metal. It replenishes each month as it is used for power or building. When used in Fusion or Fission style reactors it greatly enhances power output similar to Naqueda from Stargate. It is also very durable and can build structures that will last centuries without tarnishing or rusting. At normal temperatures outside of a reactor it produces no harmful radiation.

The Ancient Mirror of Avathar (-400cp) (Discount Heroic Warrior, Free with Castle Greyskull) – This ancient mirror is quite large with a heavy metallic frame allowing it to stand freely. It houses an artificial intelligence created by the Empire of Avathar to act as a repository of all of their knowledge. It is of neutral disposition and enjoys answering questions. With time and dedication it is capable of teaching those intelligent enough to ask the right questions much of the ancient magic and technology of the lost empire. In subsequent jumps, if there is a lost civilization or empire said to have sank below the waves or fallen from the sky, the Mirror will update with new cultural and technological/Magical knowledge appropriate to the new setting. It will retain all previous knowledge and can be taught new things by those interacting with it. By default it can only be interacted with verbally, though it is capable of displaying images. A clever techno-mage may be able to create devices that can interface with the mirror's database directly.

Cosmic Key (-500cp) (Discount Astronaut/Denizen) – This portable cylinder is covered with buttons which when pressed emit certain tones. When a particular melody is played, the Key will open a portal that will allow you to teleport to the corresponding location bypassing any and all wards, shields barriers or other defenses or even into another time-space merging with your younger selves.[3] Of course you have to know what melody to play, and the device doesn't have an instruction manual. One nice feature, it has a home key that will return you to the planet/general starting location of whatever jump you happen to be in. Post spark, this can be programmed but will default to Eternia.

Snake Mountain (-800cp) (Discount Villain) Live the cliché! This moderately volcanic lair takes the form of a towering peak surrounded by a winding stone serpent that looks like it could give Jörmungandr a run for his money. The mountain itself is filled with catacombs, the exact layout changes based on the whims of the owner. It was created with the knowledge and power of the Golden Disks of Knowledge. These ancient (solid gold no less) disks are inscribed with secrets of both magic and advanced technology powerful enough to reshape the landscape and empower even the weakest of magic users. These disks are of course housed within the mountain in a chamber known only to you. In subsequent jumps these disks will acquire new Knowledge of the Ancients should there be appropriate cultures to draw from. Of course you have to read them to learn anything, but books are the real treasure of the world aren't they? Buried deep in the bowels of the mountain is a chamber with a large crystal clear quartz deposit, embedded in the large node is a powerful sword capable of destroying otherwise invulnerable magical items and artifacts. Unless prevented by a drawback, this sword can destroy any magic or techno-magic item that “Has only one weakness” or “Is invulnerable to harm.” Sadly, the sword cannot destroy any of the other Swords of Power in this setting, nor can it be used to breach the walls of Castle Greyskull. Once per Jump you may Awaken Serpos. The Giant serpent winding around the mountain will come alive and will rampage (mostly randomly unless you have a way to control or convince him) until defeated whereupon he will reappear wrapped around the mountain. The mountain can attach to the warehouse if not deployed, but if placed in a world will either appear on land you clearly own (such as a personal Island, or Monopoly property), or land owned by your chosen background. If there is no place in the current world owned by you, it will appear in a desolate area far from civilization. Should you already have an appropriate Lair, you may import it and merge it with Snake mountain to gain the benefits thereof.

Castle Greyskull (-1000cp) (Discount Hero) This isn't just a play set (though it includes that too!) This immense castle is a powerful nexus of energy. Wizards, Sorcerers, Psionicists, anyone with powers or abilities that draw on internal power or that can tap into external sources of power will find their efforts greatly magnified while in the castle. The majority of the cost of spells and rituals will be diverted to the nexus of energy contained within. This nexus is constantly refilled with the energies from the center of the universe. Without the appropriate keys or permission from it's owner (now you) Greyskull cannot be breached. The interior responds to the desires of the owner, and can be as palatial or maze like as you need or want at the time. The castle can attach to the warehouse if not deployed, but if placed in a world will either appear on land you clearly own (such as a personal Island, or Monopoly property), or land owned by your chosen background. If there is no place in the current world owned by you, it will appear in a place of great significance, astride a divide - whether it be magical or political, the position of Greyskull will always demand attention.
Castle Greyskull has many secrets, one of which is a series of doors that lead to various places throughout the world. Or even to parallel worlds. Whether it be a hidden door to Snake Mountain, or portals to Etheria, the power of Greyskull will resonate in subsequent worlds giving you the ability to sneak into the stronghold of one enemy faction per jump and will ensure that one or more parallel worlds exist that you can visit, though in some the very laws of nature there may differ. Should you already have an appropriate base, you may import it and merge it with Castle Greyskull to gain the benefits thereof.

Companions

Shield Brother (-50cp) Import a companion, They get a background, 600 points to spend on perks and Items and are able to purchase whatever race you have chosen at a discount.

Hidden Twin (-200cp)You have a Fraternal twin of the opposite gender floating around here somewhere. They have all of the Perks you purchased here as well as the body mod, and they are operating under the misapprehension that they should be fighting against you. If you can get through to them you will be able to unlock their potential and they will be happy to join you on your journey. An unlocked twin will have all of the base perks you have accumulated in your Jumpchain but none of the items or scenario rewards. They may import themselves as a companion into any jump you take with 600cp for items and perks. They do not take up a companion slot.

Masters of the Universe (-200cp) Import up to 8 companions. They each get to pick a background and race and 600 points to spend on perks and Items and are able to purchase whatever race you have chosen at a discount.

Local Companion (-200cp) Taken a shine to one of the locals? For two hundred points you are guaranteed to run into your desired companion on favorable terms during the jump and will have the opportunity to invite them along on the chain. Some locals may be too invested in their world to simply leave it however so choose wisely.

Prince Adam/Princess Adora (-400cp Hero Only) Normally getting either of these two to leave their battles behind would be nearly impossible. But somehow you've done it, (time not passing while they're gone probably helps.) Not only have you managed to convince either/both of them to accompany you, but their companion animals as well. Be warned, should you stray from the path of heroism into villainy they are likely to leave the chain and return to their home. Whether you have one or both they count as a single companion import as the same background, and share all perks at half power between them. They do not duplicate items, other than any starting equipment due to their

background.

The Sorceress – Free, Requires Castle Greyskull. Normally getting her to leave would be a herculean task, but with a home away from home she can be easily persuaded to travel the multiverse with you. Once outside the jump, she will be able to take Human form outside the Castle without being dramatically weakened. Though your version of Greyskull does not empower her as much as hers.

Skeletor – Free, Requires Snake Mountain – Should you purchase Snake Mountain you may find convincing Skeletor, or any other member of his evil army fairly easy to recruit. If you can promise a way to permanently defeat his foes upon his return he will be even more likely to join you.

Drawbacks

Continuity Error (0cp) This toggle can be taken to change your starting location to the continuity of the 2002 animated series, the 2012 comics, or the 2018 She-Ra reboot universes.

This is my Domain (0cp, Situational) When entering The Local Castle Greyskull, the lord of the castle can (and if provoked will) cut off access to any powers and abilities not granted by this Jump. The Sorceress connection to the Nexus makes her inviolable in the castle unless you have learned the secret knowledge Skeletor uses to defeat her. Should Skeletor be the master of the castle, he will certainly lock down any power he feels threatens his own. Hopefully you can stop him before he masters the Nexus. Powers Items, and abilities purchased in this doc are unaffected.

I'll Get you for this Jumper! (+200cp) Hero only. Skeletor knows about you and blames you for his most recent failure. Each year of your stay you will be confronted by an ambush of hostiles at least once a month. He will be sending his minions to find you and should they be unsuccessful in killing or capturing you he will eventually turn up to battle you himself. This will happen at least once per year. Should you manage to kill or permanently defeat him, then King Hiss, arisen from his prison beneath snake mountain will take over initially sending Snake Men after you and eventually himself. Hordak and his followers and then Flogg and his Mutant Armada will follow. Should you have defeated all of these villains before the end of your tenth year Sh'gora will be summoned into the world you are in and will be hunting you.

It's Always Been Between Us! (+200cp) Villain only. Your plots and schemes while in this world will always be found out and thwarted by He-Man and the Masters of the Universe, She-Ra and the Great Rebellion, or the Galactic Guardians. They won't ever Kill you, and may be hard pressed to capture you, but luck will be on their side and unless the 'scheme' is completely benign in nature they will discover it and cause it to all come crashing down. Attempts to 'permanently' deal with the Heroes all seem to fall flat. They are immune to any ability that would kill them instantly, and any time you transfigure, trap, or mind control them they will break free or be rescued before you manage to accomplish what you needed to. Should you retire from your Villainous ways, they will not hunt you down so long as you are out of their territory.

Christmas Special (+100cp) Villain only. Once per year, on Christmas, the spirit of the season will cause you to act heroically. You may find yourself rescuing kidnapped children, slaying monsters and protecting puppies. All the while you will be aware of how out of character you are behaving and your enemies will find great amusement at your vocal frustration.

Special Snowflake (+100cp) At least once a year the princess of a local tribe or kingdom will be kidnapped by your enemies and somehow you will be expected to rescue her. Their tribal leaders/king will refuse to believe you are who they are looking for and instead will readily believe one of your friends or companions are in fact the Jumper of Legend. The damsel in question, is quite likely to be causing distress rather than being distressed, but still needs to be rescued. She will no doubt realize the error, but little will come of it. None of these Damsels will be able to be persuaded to offer a hero's reward.

Slimed (+200cp) At least once during this jump you will be captured, and you will be slimed. While slimed you will be a mindless thrall who must obey any order given by the 'owner' of the slime pit (Skeletor or Hordak). Orders that violate your fundamental moral code will weaken their control but not free you. The weakened control makes it easier to use magic to cure the effect. You will have all of your physical abilities, but will be more slow-zombie like in your reactions to things. You will not have any of your mental or magical abilities. 'Sliming' can be reversed by certain magical artifacts; let's hope your friends can get to you in time.

Cringer (+200cp) You are cowardly and lazy. Getting you to rouse yourself to defend the battlements of your own castle is hard enough much less going out to conquer/rescue other villages. For the duration of the jump your friends and companions will be hard pressed to get you do do anything unless you are reacting to a danger immediately in front of you. You will still , if it was your nature, risk your life and put forth great effort to protect your friends should they be in danger (in front of you.)

Prince Adam in a can. (+500cp) Cannot be taken by Talking Tree. Your Physical abilities have been reduced to your body mod, and any powers you received are locked. Perks that enhance intelligence, charisma, luck, and other non physical things are reduced to just below superhuman. Only by holding aloft your symbol of power and going through a flashy thirty second transformation sequence can you unleash your full might. The bolts of lightning and eldritch fire flaring into the sky may attract attention. Sadly, you can only maintain the form for a little more than fourteen hours before needing a good eight hours rest to recover.

Different Natural Laws (+500cp) Much like Orko the Magnificent, you are not from around here, so much so that the different natural laws in any of the dimensions making up this part of the multiverse are not exactly compatible with your powers. Any attempt to use any active power, magic, telepathy, telekinesis, mutant abilities, etc. not purchased in this Jump will almost always end in failure and embarrassment. Frequently the desired result will not only not be achieved, but in some cases almost the exact opposite will occur, (but never when you want it to) You still have any boosts to your physical and mental prowess, and internal powers that grant things like self-healing or flight seem unaffected, but the moment you attempt to use a power on another person or object, or tap into things like the speed force, things go wrong. Not even a Trollan Amulet seems to help.

Version 1.4

1 At the end of this jump this form can be merged with any plant based form you have to gain it's abilities. Should you have a Treant form for example you would then be able to walk... though you might be a bit bigger than you were.
2 Epitome of your Race Does not include He-Man, Skeletor, The Sorceress, etc. Only secondary Heroes and Villains, such as Beast-man, Man-e-Faces, Serpent Men, Princess Snowflake etc.
3 Your Personal timeline is continuous. The cosmic key does not allow you to spend longer than the normal duration in a jump. The key can only take you to worlds that are part of the local reality's multiverse (Eternia is in the same Multiverse as DC Comics Superman). For example, parallel and pocket dimensions depicted in the actual setting.