

It started when an alien device did what it did...

Welcome to the world of Ben 10. As far as the rest of the human race knows, history has progressed pretty similarly to the one you're familiar with. What they don't know yet is that aliens exist, magic exists, a bunch of weirdos in tin armor exist and a bunch of other weird stuff that's soon going to be dragged out into the light of day. As we speak, The Omnitrix – a powerful device that lets its user transform into different aliens – has attached itself to the wrist of one Ben Tennyson at the start of his summer vacation. This starts a very long chain of events leading to the rise of Ben 10 as a superhero and a whole lot of villains seeking to make trouble for him and everyone else.

Now let's throw a Jumper into the mix. You will be here for ten years, possibly more.

+1000 Choice Points

Backgrounds:

Renegade – You're not just another good two-shoes or some kid playing hero. Likely having experienced a rough life up to this point, you know that when the going is tough you need to be even tougher, and that might just mean stepping on a few necks to get by. Hey, life isn't fair...and neither are you. Whether a kid on the streets or a criminal arms dealer, you're more than familiar with the shady and rougher side of things.

Hero – Hero time! Whether you're just a vigilante do-gooder or a kid who just wants to do the right thing, you jumped headfirst into the hero business. Right now you're nothing special but you have a LOT of untapped potential...you just need a way to use it! That's all there is to it. Maybe you want fame and recognition or maybe you're driven by a promise you made to someone, but no matter the case, you've got the heart of a real hero in you underneath all of that.

Plumber – Whether approached by the organization or having found yourself dropped into it unwittingly, you are part of the Plumbers – an intergalactic agency that upholds law and order in the universe and previously kept Earth in the dark about the presence of aliens and supernatural threats while handling them. It's your job to keep yours and other worlds safe, investigating trouble up and down the cosmos and tackling it in any way you can. You might not even be part of the group proper and instead act as an independent space cop. Either way, the concept is the same – you are the law.

Genius – What a big nerd you are. No matter what walk of life you originally came from, you were born with a mind that could change the world, maybe even the universe. Likely tinkering with gadgets and advanced devices since your youth, you have a naturally gift for handling technology and making something new entirely. I wonder what you'll make with those hands of yours?

Timewalker – A certain man once said time travel was for immortals and fools. Which one do you fall into? A genius of a different caliber entirely, your life was somehow touched by the many advantages and problems of time travel, and you have made a career out of it. Whether correcting the timestream or seeking ways to exploit it, you walk in eternity.

Conqueror – The fools. They don't understand the wasted potential they hold in their hands. But you do. Once that power is finally yours, the universe will be all yours to conquer!...does this sound like you? If so, this is the background for you, the one-stop shop for power hungry villains and the occasional good-intentioned extremist. Mostly villains.

Forever Knights – Oh, these guys. Originally an order of knights led by an immortal warrior to battle against invaders and the forces of evil, their founder has since disappeared and the majority of this once-proud order has split into various factions that quite frankly have no idea what they're doing. While they sometimes try to defend their blue planet from alien threats, they almost always end up getting sidetracked by the promise of power or make the situation even worse somehow. Perhaps someone could knock some sense into them…?

Oh, I'll warn you. The Knights are very much a humans-only club. If you're an alien yourself or descend from one, try not to tell your new friends. Maybe some faction of this tin head club somewhere is reasonable enough to not shun you…?

Sorcerer – Magic is real and you are a practitioner. Whether an exile from the realm of Ledgerdomain or just a human who developed a very bizarre hobby, you understand the basics of the mystic art and how to cast simple spells. Maybe you're the standard reclusive wizard who keeps their nose in the books all day, or some kind of demented wannabe overlord trying to take over the world? There's a lot of those. Regardless, anyone who underestimates your spellwork is in for a nasty surprise…

Your age, gender, and starting location are all up to your discretion. They just have to make sense for your species and your history. It is up to you if you have a background history and memories within the world or just appear out of thin air with nobody knowing you and you not having any new memories. If you choose to have a history, you have the option to take the place of an existing character within the universe you're in if your background and purchases are close to what they possess...for instance, being Sir George warrants the Forever Knights background with Old Anon and possibly Ascalon depending on the year, while being Ben requires the Hero background and the Omnitrix as well as being about ten years old. If the option isn't present, just pick a 'close enough' option.

Races:

Human [Free] – You should know this already. Earth is currently in its 21st Century of history and is mostly insignificant in the galactic scheme of things, aside from a few exceptions. They don't have any special innate powers or genetic traits of note.

+Hybrid [Varies] – Okay, humans do have ONE thing going for them and that's how receptive they are to...let's say mixing it up with alien DNA and superpowers. Choosing one of the alien races below except for Celestialsapien or Energy Mutant, you can claim them as an ancestor or a direct parent, or maybe even a DNA donor for some mad scientist experimenting on you. Buying them at full price gives you all the power and benefits of that species right away, but taking them at a discount lets you slowly grow into your heritage as the jump goes on...you know, like puberty.

+Energy Mutant [600 – Discount for Renegade] – Sometimes referred to as Osmosians, this is a branch of humanity that evolved a little bit differently. How? Why? Don't think too much about it, you'll do yourself a few favors on that particular mess. You have the ability to absorb and use energy through your body, as well as manipulate matter in a way that lets you change the exterior of their bodies into the same material as the item they're touching, making them much tougher and stronger. This is far from your most fearsome ability, however...upon touching another living creature, you are able to absorb DNA and energy within its body into yourself, gaining one-tenth of its abilities and powers.

The downsides is that while this makes a hungry Osmosian an absolutely terrifying thing to encounter, that hunger is also a weakness. The most energy and power they take into their bodies, the more likely the hunger will overwhelm them and drive them completely insane in the name of getting more power. Their bodies can steadily become used to this process and wean off the madness, but taking in a large amount of energy, especially DNA, risks turning them into a horrifying monstrosity with very little control over their appearance or behavior. If you're willing to take things slow or have the strength of mind to deal with all of this, however...well, others have good reasons to be afraid of you. **This cannot be taken with Hybrid.**

(Astrodactyl) [200] – Bearing a close resemblance to the Earth dinosaur called the Pterodactyl, this winged species is capable of high speed flight by using a jetpack-like augmentation on their back. The power source behind this propulsion can also be used to create energy weapons like whips or fire projectiles, as well as firing beams from its mouth or body. These aliens can also safely travel in the vacuum of space, as well as possessing enough strength to carry a grown human without difficulty. They are weak to electricity and their jetpack can be damaged, hobbling their flight capabilities.

(Atomix) [500] – A large robotic species that towers over most humanoid races by a foot or more, this is a nuclear-powered alien that is capable of harnessing and wielding atomic energies from its body. Physically strong enough to knock objects into Earth's lower atmosphere and knock out an enhanced Vaxasaurian in one punch, this race can also create nuclear blasts by focusing them into their limbs or firing them directly into the face of an unfortunate enemy. These blasts and concentrated nuclear power is potent enough to disintegrate creatures sensitive to light, like Ectonurites and Vladats. However, while powerful, their energy is finite and extensive combat and use of their nuclear power will result in them becoming drained of said energy and needing rest before continuing.

(Ball Weevil) [50] – This small, insectoid alien is about the size of a softball and is agile for one of its size. In addition, it is capable of spitting out green and sticky balls of plasma that can absorb matter of explode at their will. The larger the sphere that is created, the bigger the explosion. It can also be spit into a stream that can be used as a rope or a sling, as well as having a limited amount of energy absorption in said plasma.

(Gutrot) [200] – A stout and purple humanoid species, these aliens are augmented with chemical foundries within their own bodies and are capable of making almost any sort of gas to emit or launch from the vents in their body, from anesthetic to knockout gas or just a really bad stink bomb. Some of these compounds can be flammable and dangerous to the user, however, as well as not being terribly precise without some sort of assistance or storage method.

(Kickin Hawk) [100] – Tall and strong, this avian-humanoid alien has retractable talons and arm blades on the elbows that can cut into objects and other living beings. They are strong, fast, and tough enough to be incredibly capable hand to hand fighters, generating shockwaves with the impact of their kicks and hitting with the force of a speeding cannonball. They aren't terribly good at fine manipulation of objects, lacking adjustable fingers and opposable thumbs.

(Mole-Stache) [50] – A small rodent species with a resemblance to mole rats, males of this species are able to manipulate and enlarge their mustaches (pigtails for females) as well as use them as weapons or bindings. They can also be used as propellers to fly the user about, letting them hover.

Aerophibian (Jetray) [300] – A red humanoid that looks similar to a mantra ray, the Aerophibian is a winged species capable of reaching supersonic flying speeds within seconds, as well as being able to break the light barrier and travel insterstellar distances with no other need of support, being fully capable of travel within the vacuum of space and having the dexterity to stop on a dim. They can also fire neuroshock lasers from their heads and can travel easily anywhere from a planet's atmosphere to deep underwater.

Amperi (AmpFibian) [400] – These blue jellyfish-type aliens have a surprisingly vast arsenal. They can create and manipulate electricity from their bodies, able to launch it in blasts at any enemies. Their bodies can also become intangible and phase through objects and other living beings, allowing them to shock them from the inside while remaining physically untouchable. Their tentacles can also extend greater distances to manipulate or grab things from further away. Amperi control and understanding over electricity is in depth enough to be able to read minds by scanning the electrical signals in the brains of other biological life forms. However, their intangibility is canceled out by coming into contact with another entity in a similar state, and they are frail against heavy objects or physical attacks.

Anodite* [600] – Powerful energy beings made of pure mana, life energy and the very essence of magic, Anodites are free spirits who often care little for the affairs of their fleshier cousins across the universe. They can naturally and easily create barriers and energy blasts of mana, as well as creating constructs of this energy of complexity and strength limited only by the skill and willpower of the Anodite in question as well as fly great distances through will alone. Should they wish to, they can drain mana from other living beings around them in order to recharge or enhance themselves, though most don't bother with this. Naturally any Anodite that chooses to learn magic beyond their natural abilities would be incredibly talented with it, putting even the most dedicated of sorcerers to shame. They can also create fleshy human bodies for themselves when they wish to mingle among them, even reproduce with humans if it is desired. However, as they are beings of pure energy, their mana being completely depleted would result in their death.

As they lack DNA to copy, pure Anodites or hybrids in Anodite form cannot be copied by an Omnitrix. However, Human-Anodite hybrids enjoy the natural talent for magic and can eventually learn to shift between human and full Anodite form at will once they learn how to do so...though the energy form of their ancestor is often addicting and difficult to let go, needing will and training to get used to switching between the two. At least, if they want to in the first place.

Appoplexian (Rath) [100] – LET ME TELL YA SOMETHIN, JUMPER! I have your attention now? Good! This is a very aggressive and short-tempered tiger humanoid species famous for their incredibly sharp scythe-like claws on the backs of their hands and often going into long-winded rants that don't always make sense at their opponents. They're strong enough to rip the armor off a tank and tough enough to survive falling from several thousand feet in the sky and only having a few bruises to show for it.

Arachnichimp (Spidermonkey) [200] – Spidermonkey, spidermonkey, does whatever a spidermonkey does...doesn't quite roll as well off the tongue, does it? This blue primate alien with spider-like limbs and the ability to make webs is incredibly agile, able to swing and move around with all the jumping power of, well, a spider and a monkey put together into a horrifying package. The web can be used as slings or traps, though it becomes brittle and shatters like glass under icy temperatures. They can also cling to walls and climb just about any surface relatively easily, making them very mobile.

Arburian Pelarota (Cannonbolt) [100] – Large and bulky aliens with stubby limbs, the Arburians are strong but fairly slow, having sharp claws and enough dexterity and awareness that their large bodies are not difficult to navigate with. Their real power comes from being able to roll up into a ball and launching themselves forward at a high speed, becoming a mobile wrecking ball that can smash into larger aliens with all the force of...well, a cannonball.

Atrocian (The Worst) [50] – Living proof that the short end of the evolutionary stick very much exists, this is a small, fat, blobby alien. While it has a high resistance to energy attacks and is all but indestructible to physical force, it still feels pain and has absolutely no offensive abilities and no other redeeming qualities as a species beyond its evolutionary refusal to die.

Biosovortian (Lodestar) [300] – This floating metal head with a mechanic body as an accessory had great power over magnetism. It can project magnetic fields from its body as well as pulses that can magnetize individual objects, causing everything metal nearby to collide with it at whatever intensity they desire. This also extends into telekinetic control over everything metal, allowing them to become the worst nightmare of anything mechanical. However, despite the head not being attached to the body, a Biosovortian is magnetized to its own body and wherever the head goes, the body follows. Should they be separated, they become more or less helpfully.

Celestialsapien (Alien X) [1600] – Living proof that evolutionary jokes go both ways, but do your best not to mention that to these beings or you might spontaneously come down with a case of not existing anymore. These humanoids made of what look to be stars or a universe onto themselves have control over reality itself. With but a mere thought, they can turn back time, duplicate themselves a billion times over, create black holes or even an entire universe within seconds. Even if a universe should be annihilated down to its last atom, a single Celestialsapien would barely notice the destruction around them and be completely unaffected. These beings are so far above and beyond most beings in the multiverse they prefer to reside in their dimension called The Forge of Creation, only influencing the world in small and subtle ways.

So what's the joke, you might ask? Well, Celestialsapiens have a personality problem. That is, their consciousness is divided into two personalities that oppose each other or are at opposite extremes. In order to take any kind of action they must agree on it...which almost never happens. Many Celestialsapiens simply float through the Forge without moving an inch, always deliberating with their personalities and accomplishing very little. To become one is to be the very definition of an all-powerful bystander.

Cerebrocrustacean (Brainstorm) [200] – Boasting an IQ of about 10^30, these crabs are among the premier geniuses in the galaxy, able to do complex mathematical equations by eyeballing a scene within just a few short seconds. They also have sharp enough claws to pierce steel and can easily climb along walls and other flat surfaces, having a fair amount of dexterity behind them. By opening their heads open like a dome, their brains can also use a form of electromagnetism, creating and manipulating electricity as well as manipulating metal objects. Their weaknesses is that an unfocused Cerebrocurstacean is easy to distract with long rambles and useless trivia, and having an exposed and large brain tends to make for an appetizing target.

Chimera Sui Generis [300] – Later renamed 'Vilgaxians' if history proceeds as normal, these are a large and strong species of humanoids with octopi-like heads and faces. They are incredibly strong and durable, able to survive a nuclear explosion point blank and still get up for more. They also have the ability to change into what one calls their 'true form', which amounts to a colossal octopus with tentacles strong enough to rend apart a spaceship. Changing back to their humanoid form is difficult if they're exhausted, however.

Chronosapien (Clockwork) [200] – Another robotic species, this time fashioned as mechanical clockwork, this rotund race isn't very fit physically and break easily under the fists of some of the stronger species in the universe. Where they make for this is their ability to manipulate and travel through time, able to instantly age things into dust with a concentrated beam of energy as well as viewing the past, travel to the past or future with ease, or even manipulate time directly to stop it for everyone else except themselves or shift so quickly they appear to be in multiple places at once. They have a natural technological aptitude towards all things time travel, able to recreate these natural abilities as gadgets or sense the time travel-created Sotobro Effect through instinct alone.

Citrakayah (Fasttrack) [100] – This blue human-sized alien is able to run at supersonic speeds, appearing as a blur to the naked eye of most other species. They can also give themselves an extra boost of speed while already running and are strong enough to pick up two aliens of equal or slightly greater size without a noticeable decrease of speed.

Conductoid (Feedback) [400] – An eventual favorite for one Benjamin Tennyson, these humanoid aliens have the ability to absorb and use energy, primarily electricity, as a weapon. This electricity can also be used to support flight or quick movement. Their energy absorption is potent enough that with some considerable assistance, a single Conductoid in their prime could contain and stabilize the energies of a Big Bang and send it out as a powerful attack.

Crystalsapien (Chromastone) [300] – There's more than one of you? Interesting. This is a Crystalsapien, which may come as a surprise when I say they're a humanoid made of crystals, having the ability to absorb and channel any sort of energy: Electricity, mana, you name it. This requires focus and they can be caught off guard, but after absorption it can be harmlessly phased through them or fire it back as a laser beam. They can also fly. Nifty!

Ectorunite (Ghostfreak) [200] – Having more than a passing resemblance to human stories about restless souls after death, Ectorunites are a semi-nocturnal species able to phase through matter and make themselves invisible. They wear an outer layer of skin resembling the 'bedsheet' look of ghosts, which protects them from light and sunlight that greatly weakens their abilities and causes severe physical damage to their forms. They can also possess other living beings or inhabit their bodies, some even having the ability to absorb energy from the living. Another thing to note is that a copy of an Ectonurite's mind exists within its DNA...and this can mean trouble for the unprepared.

Florauna (Wildvine) [100] – Did you know the Florauna are plant people? I bet you couldn't have guessed! Ahem. These are one-eyed plant aliens with the ability to grow and extend their vine-like limbs as well as merge with and control other plant life in the area. They can also grow fruit. For nutrition purposes? No, to use them as grenades, smoke bombs, and other delightful things.

Galilean (Gravattack) [400] – Hulking rock-armored aliens, these powerful brutes have the ability to manipulate the forces of gravity and momentum around them. They can make objects lighter than air or even send them flying off into space outside of a planet's gravitational pull, make them heavy enough to crush them against the ground like an egg against pavement. Making things too dense can create a black hole that the Galilean can't undo, however, and this tends to take a planet or two with it if they're not careful.

Galvan (Grey Matter) [100] – Sometimes called the smartest species in the galaxy (to the dissatisfaction of the crab fellows mentioned above), the Galvans are a diminutive amphibian species with the ability to jump fairly high and climb walls. However, their real advantage comes from their advanced brains and high intelligence – even the youngest and dumbest of the species are technological miracle workers, able to maintain, hack and repair the most advanced alien technology in the universe over a day's work. Those considered geniuses can construct wonders like the world-destroying power of Ascalon or the transforming database of the Omnitrix. It almost compensates for the fact they have all the durability of wet tissue paper. Almost.

Galvanic Mechamorph (Upgrade) [200] – As the name indicates, this is a techno-organic species created by the Galvans on accident after their terraforming technology took on a life of its own. Contrary to the usual accidental sentience trends with robotic life, they bore no ill will to their creators and joined them as equals in the galaxy years later. Their bodies can merge with and interface with technology, even upgrading it into something more advanced than the original while merged. They can also shapeshift and take the form of any technology they have merged with in the past, as well as firing beams from their optics.

Geochelone Aerio (Terraspin) [200] – This is a species of turtles with limbs similar to helicopter rotors, able to spin them fast enough to take flight or blow larger creatures away with gusts of wind. They are also completely immune to attacks made of mana and thus magical attacks in general, for reasons best left for the Galvans to puzzle over. Incidentally, this does not make them incapable of learning or using magic themselves. Somehow. They are also strong enough to toss around human automobiles by themselves.

Gimlinopithecus (Shocksquatch) [200] – And in this corner, standing at a height of 'bigger than a human' with arms that can put the most dedicated gymgoer to shame, we have tall primates with the ability to create and launch electricity at hapless foes! They can also create electric fields around themselves to protect their bodies against severe cold or radiation, though this will still be quite harmful to them if they're out and about in that condition for too long!

Gourmand (Upchuck) [100] – A short and stubby frog-like species that is well known for their appetite. You might even say their stomach is another dimension!...that's because it is. Their tongues are strong enough to pull down full starships and can eat inorganic matter many times their size. Their seven acid-filled stomachs and diamond-sharp teeth make it quite easy for them to munch down on just about anything, and their digestion system is linked to a Bladder Dimension. No, you aren't having a stroke, that does read Bladder Dimension. This dimension is a bottomless plane of existence all of their food goes to, letting them eat whatever matter they wish without any real lasting consequences. They can also regurgitate balls of acid or launch what they've consumed at enemies, including things like blasts of energy.

Ickthyperambuloid (Walkatrout) [50] – It's a short and stubbly fish. It can swim.

Incursean (Bullfrag) [100] – Sometimes called the mobsters of the universe, the Incurseans are an aggressive and expansionist species that have existed as nuisance and occasional nemesis to the rest of the known races in the universe. They have long tongues that can lift several times their body weight and have high jumping power and agility...in theory. In truth, most of the commoners and soldiers in their empire have atrociously terrible diets and are malnourished husks. They are also sensitive to bad smells.

Kineceleran (XLR8) [200] – What circumstances makes an alien species evolve wheels for feet? Who knows! This is a blue lizard-like alien with a wiry and thin body that can move at incredible speeds, reaching 500 miles per hour within two seconds, accelerating so quickly that everything else appears frozen to them. They have the reflexes to keep up with this incredible speed as well as being able to think just as quickly. In addition, Kinecelerans only become faster as they age, able to circumnavigate a planet the size of Earth within seconds.

Lepidopterran (Stinkfly) [100] – A foul-smelling insectoid with four buzzing wings that enable it to fly and move quickly, strong enough to lift a fully grown Chimera Sui Generis without any loss of speed or mobility, and can excrete streams of flammable toxin or extremely sticky adhesive from its mouth and eyestalks. They also have 360 degree vision and a stinger tail capable of ripping through steel.

Loboan (Blitzwolfer) [100] – A wolf-like alien that has wolf-like properties. Shocker! They have howls strong enough to act as powerful concussive blasts, enough so they could damage or even crack a Petrosapien, as well as having a superb sense of smell and hearing. They're also fairly tough and strong and fast.

Merlinisapien (Chamalien) [100] – With a passing resemblance to a purple salamander that just finished molting, are fairly strong for their size and can turn invisible to blend in with their surroundings. Their shadows are still visible, however, so it isn't a perfect camouflage if they're against some sort of open light.

Necrofriggian (Big Chill) [200] – A genderless insectoid species that reproduce asexually, these aliens possess the powers of flight by their large wings that can fold into a cloak-like covering for their bodies. This race can exhale a freezing gas or winds that quickly freeze the area they touch, or instantly freeze things they touch with their own limbs. They can also turn their bodies intangible and are able to survive in the vacuum of space, or manipulate constructs made of ice using their above abilities.

Nemuina (Pesky Dust) [100] – A species that has a surprising reputation of fear despite looking like a short, semi-insectoid alien resembling human legends of fairies or pixies. Their wings emit a green dust that can quickly put those who inhale it to sleep, and the Nemuina is able to enter and control their dreams. This can often lead to horrific nightmares or those sleeping under its dust to be much easier to interrogate.

Opticoid (Eye Guy) [100] – Whatever you do, keep an eye out for this alien! Get it? Because they have eyes all over their body? Eh? This is a bat-like alien with eyes all over its body, giving it 360 degree vision as well as the ability to see in pitch darkness. It can also shoot beams out of the eyes all over its body, too.

Orishan (Water Hazard) [200] – I'm running out of jokes for these. A red and tall mollusk-like species clad in armor. They have the ability to absorb moisture out of the air and from objects, causing most metals to rust almost instantly. This can then be launched as high-pressure blasts out water out of their bodies, normally scalding hot but temperatures can be adjusted at will. They are also extremely durable against physical attacks, but energy attacks are still capable of hurting them.

Orthopterran (Crashhopper) [100] – A giant grasshopper with tough exoskeleton. It can jump very high, though it has difficulty doing so from higher altitudes. That's it, really.

Oryctini (Eatle) [100] – A robotic beetle species that stands about teen feet tall. Similar to a Gourmand, they have a big appetite and can consume just about anything before launching energy from their food at an enemy. They lack the bottomless stomachs of the former, but are both larger and tougher in comparison, as well as much more agile. Think of a Gourmand as one who will eat the entire restaurant and ask for seconds, while an Oryctini will eat the buffet and their table before running out without paying and leaving a beetle-shaped hole in the wall.

Petrosapien (Diamondhead) [200] – Slightly taller than humans but much more durable, Petrosapiens are aliens made of a blue-green crystal with a strong resemblance to diamond. Likely just as tough if not tougher than it as well, an adolescent Petrosapien able to shrug off things like buildings or starships crashing down on top of them. They can also shoot shards out from their body and cause them to grow out of the ground, making large formations of crystal as a form of attack and defense.

Piscciss Volann (Ripjaws) [100] – Suck in your gills, Jumper! No, I don't know what that means. This is an amphibious species that are incredibly fast swimmers and have incredibly powerful jaws, able to tear the metal right off a tank with ease. They also become more amphibious with age, being able to walk on land for extended periods of time, though they still need to submerge themselves in water now and then.

Planchakule (Juryrigg) [100] – Possibly the inspiration for a certain episode of a certain television show, these are short imp-like aliens that have a talent for engineering and salvage. Not only could they almost immediately disassemble an ice cream truck within seconds, they could rebuild it into an advanced laser cannon in the same amount of time. They do need metal and materials to work their ability, however.

Polar Manzardill (Arctigauna) [100] – Don't give this fish the cold shoulder! This is one type of the Manzardill species that is acclimated to a cold climate. It is capable of launching a jet of freezing breath out of its body, cold enough to instantly freeze lava within seconds.

Polymorph (Goop) [200] – Looking a bit like living slime, these unicellular beings are from a low gravity planet they escaped to after their original home was destroyed. As they don't have a solid form they are difficult to damage, physical attacks passing through their forms and able to quickly regenerate from things that actually harm them. In addition to being able to change shape and density with each, their acidic slime can be used as a weapon, whether in gas form or simply through touch.

Prypiatosian-B (NRG) [400] – You shouldn't stay near these things for long unless you don't mind intense amounts of radiation. This is a radioactive energy species that can fire nuclear energy as a potent attack that melts through most solid objects like a hot knife through butter. They can also fly and are intangible to physical touch. They're extremely dangerous to be near, however, and often wear durable containment suits that slightly weaken their powers in order to safely interact with other species.

Pyronite (Heatblast) [200] – YOU'RE ON FIIIIIRE. A humanoid species that are made of living magma, they have the ability to generate and control flames, manipulating its shape and intensity at will. Naturally they have immunity to fire and extreme temperatures themselves, young Pyronites able to reach supernova temperatures when upset. They can also absorb heat, letting them put out fires instantly.

Revonnahgander (Rook's species) [100] – Another feline species, this time with detchable tails! No, really, their tails fall off after childhood. Blue cat-like humanoids with high agility and a very strict sense of grammar, to the point of considering contractions extremely rude.

Segmentasapien (Bloxx) [200] – Completing the long train of evolutionary jokes, a species somehow managed to evolve into shapeshifting Lego blocks. How? Why? Who cares! Fairly durable and tough, these aliens can structure their bodies into different shapes with their convenient block-like structure, creating constructs and even weapons doing so.

Sonorosian (Echo Echo) [300] – Short and somewhat stocky silicon creatures, they have the ability to launch powerful sonic blasts strong enough to knock back projectiles and seriously damage machines, having volumes from merely audible to ultrasonic. Uniquely, they can also duplicate themselves into independent clones of the original, able to work independently but still capable of working together without arguing over who the real one is. The clones tend to be weaker than the original in terms of durability, however.

Sphoeroid (Spitter) [100] – Aliens that resemble pufferfish (wow a lot of these sure look like Earth creatures!), they are able to spew adhesive slim at others. A less versatile fish version of Lepidopterran, really.

Splixon (Ditto) [100] – The Splixons are a small humanoid species roughly the size of the average Earthling child. They can duplicate themselves an infinite number of times and are linked together mentally by a telepathic link. However, this goes both ways, so if one feels pain the entirety of this self-hivemind feels the same pain. If one dies or is knocked out, so are the rest of the bunch. It's a tiny bit inconvenient!

To'kustar (Way Big) [600] – Giants that stand at the height of a skyscraper and hit with the force of an asteroid crashing down onto a planet, these gentle giants are amazingly strong and tough. If you've seen one of those 'kaiju' films on Earth you probably know what to expect. A single To'kustar can topple a city by themselves with their strength alone and they can launch cosmic rays with enough power to wipe out entire fleets and small planets at full power singlehandedly. The primary weakness is that they're far from invincible despite their immense size, also having head fins that are incredibly sensitive to damage and pain.

Talpaedan (Armodrillo) [300] – Standing at about teen feet tall and acting as the unholy lovechild between an armadillo and construction equipment, this alien can tunnel through rock and solid Earth with ease and are incredibly strong, possessing two pneumatic drills built into their arms that can pummel and tunnel through just about anything unfortunate enough to be hit by them. They can also function as jackhammers!

Tetramand (Four Arms) [100] – A bulky humanoid alien with four limbs, this muscular species are capable grapplers and warriors with enough strength to create powerful sonic waves by smashing all four of their hands together. The females of this species are normally taller and stronger than the males, and they're known for constructing very durable devices in terms of technology.

Thep Khufan (Snare-oh) [100] – Hollow bodies made mainly of organic bandages, these aliens resemble...drumroll please: Mummies! Though they are fairly frail on account of being made of wrappings and not a whole let, they are incredibly flexible and can extend their forms to grab others, being strong enough to grapple a Tetramand and a Vaxasaurian at the same time.

Vaxasaurian (Humungousaur) [200] – Another dinosaur-like alien with a humanoid apperance, this species is both amazingly strong and tough. They have enough physical strength to pick up a T'okustar singlehandedly and can increase their body size and mass several times over, becoming gigantic and packing an even meaner punch.

Vulpimancer (Wildmutt) [100] – This angry and near-feral species don't have eyes and possess especially bad breath, but are incredibly strong and agile, as well as having such a strong sense of smell and hearing they can 'see' their surroundings through these senses alone. They behave similarly to wild Earth dogs.

Custom Alien [Free-600] – The above is not a comprehensive list of all aliens in the universe. Many unique races exist within the multiverse, all with their own special abilities, appearances, and drawbacks. Using the above list as a guideline, you may either create your own species with similar properties and weaknesses, or create something as simple as a human with superpowers similar to a given alien such as Cooper's technomancy. Consider 'humanoid with no special abilities' the template for buying one for free, and something as versatile or powerful as a full Anodite or a To'kustar the peak of what you can obtain this way. You won't be one of the cosmic reality warpers in the multiverse through this option.

Perks:

Rough and Tumble [100 – Free for Renegade] – Let's face it, living and traveling by yourself means you have to get used to fighting just to survive. Whether you're somewhere in an Earth city slums or some alien metropolis, you need to adapt in a hurry. You are well-experienced with how to survive in urban environments and how to thrive in dangerous, albeit 'civilized' environments. Not coincidentally, you're also good at finding excellent hiding spots and safehouses from the law.

Whatever It Takes [100 – Free for Renegade] – I'm gonna repeat that name for you: Whatever it takes. It's you or them, so you shouldn't feel bad when you have to step on a few feet...or necks. Your moral compass can be adjusted or modified at your will, letting you feel zero remorse for crashing a train for a few quick bucks or needing to crush someone who was about to put you in jail. You could go the other way and make yourself adhere to some kind of moral code so strongly it helps you resist attempts to make you go against it...but why bother?

Nuts And Bolts [200 – Discount for Renegade] – Okay, so you're tough and you can snatch a few wallets. But you know what a good start for making some money is? Salvage. You're excellent at finding useful parts and mundane materials on the fly. Need metal? Those old railroad spikes look handy. Need some wires? There's an intact bundle in that old machine over there. As it turns out, this also makes you pretty good at shoving these parts together to make something good...or at least something you can sell. Weirdo stuff like intact alien tech, special parts, or 'exotic' materials need a bit more work to get depending on how rare they are, but the effort's worth it, right?

I'm Totally On Your Team [200 – Discount for Renegade] – Suckers. Whether by appealing to greed or the 'goodness' out of some heroic types, you know how to convince others you're excellent friend or ally material despite having enough red flags in your reputation to communicate in semaphore. They tend to get sick of your attitude after a while or turn on you once you've crossed a line with them, but by then you've probably betrayed them and gotten what you needed, right?

Prison Riot [400 – Discount for Renegade] – So this world is pretty dangerous. Big aliens, wannabe superheroes, sorcerers and really creepy smoothie mascots...sometimes running isn't an option and you gotta fight. But you're no stranger to that, are you? Even if you're just a human child or a space criminal with a chip on their shoulder, you're excellent at brawling and fighting things bigger and stronger than you. Sure you won't be knocking out a Vaxasaurain with just a mundane punch, but you're quick at finding the softer parts to hit and going for shots to the eyes or somewhere else unpleasant. The bigger and stronger your enemy, the better you are at fighting dirty and standing a good chance of coming out victorious. Of course sometimes they're so strong it doesn't matter...an eleven year old human without any kind of special power will still get crushed by a To'kustar, after all.

I'm Actually On Your Team [400 – Discount for Renegade] – No, you mean it this time. You really, really mean it. Sometimes people do change after a significant experience or upheaval in their lives and you're no exception. When you make a serious and genuine shift in your ethics and how you see in the world, whether going from a violent psychopath to a bad boy with a heart or vice-versa, those you tell it to will sense you really do mean it. Even after a long and near-lethal feud, even your oldest enemy might forgive you if this turn is as genuine as can be...but it might take a little while before they completely trust you. Give it time. Of course, if you betray your new friends or go back to your old ways on purpose, they're probably not giving you a third chance.

One Mean Punch [600 – Discount for Renegade] – The problem with superpowers is that not only can power drive you a little batty, sometimes you just have one that's really versatile and don't always have the best idea of how to use it. When you can do 'anything with the right stuff laying around' or 'anything at all', how do you keep track of it? You may or may not be book smart, but you have the mental chops to keep up with it. Not only do you never forget what your powers are or what they do, you're always able to figure out what you can do with them to help your situation in a snap. Might not always be possible, but you'll remember hitting the road is a thing you should do and not your friends telling you to go away.

You're also VERY stubborn against corrupting or stressful effects on your brain and body from using said powers, things that would turn you into a moustache-twirling serial killer just making you mildly irritable and things that would knock you into a coma just knocking the wind out of you for a few minutes. Keep in mind, you can still bite off more than you can chew...it just takes longer now.

Garage Spaceship [600 – Discount for Renegade] – When you spend a lot of time taking cars apart to sell for scrap and parts, you eventually start getting a pretty good idea of how they work and which parts are more important than others. So spaceships work the same way, right? Whether from a hobby or a lifetime of scrapping alien weaponry to sell for some big bucks, you're good at figuring out advanced tech just by taking it apart and getting a good look at its insides. You can even maintain, repair, and eventually build things years ahead of the curve using nothing but common materials you find in 21st Century Earth. When you think about it, a spaceship is just a really big car, right? You can also hack into things with wires or machinery...though it might take a little trial and error to get it right, depending on how advanced it is and how smart you are. Sometimes engineering smarts don't hold up to understanding the super science stuff behind it.

Wordplay [100 – Free for Hero] – Okay, step one of being a hero: You gotta have a snappy name for your cool powers. You also gotta get the bad guys mad so they'll start messing up and making mistakes. So that's what you can do now! You're good at things like puns, jokes, clever names for stuff AND how to tick people off just by talking at them and telling them how stupid they are. Starting small, but trust me, it comes in handy.

Hero Time! [100 – Free for Hero] – When the going gets tough and people are in trouble, you don't just sit around! It's called Hero Time, not Loser Time! You're good at reacting quick to going from a boring normal day to going right to being ready to deal with bad guys. You also tend to run into stuff like people in danger, aliens invading, or cats stuck in trees...stuff a big hero can help with! What? No it's not your fault, it just makes it more likely to show up where you're going! You can turn it off if you want. You know. If you're a looooser.

Where Do You Find This Stuff? [200 – Discount for Hero] – Wait, what? No way, you just punched that into a computer and you found it right away?! What the heck! You're really good at finding nerd stuff like information or clues almost instantly, as long as you have some kind of Internet or big library to consult. It only takes you a few minutes to find info on where bad guys came from, who gave what to who, where they're hiding out...even stuff that should really only be on cop computers. As long as it's on some kinda network or dusty book somewhere, you can find it FAST. Seriously, how do you do that?!

I'M ON FIRE?! [200 – Discount for Hero] – AAAAAAH THE BURNING AAAAAH!...snrk, okay, couldn't resist. That happens sometimes! Alright, so you've got your foot in the door and you've got some kinda superpowers. But maybe you dunno how they work or the super smart alien who gave it to you doesn't wanna explain it. Good news is you're fast at figuring out what your powers can do just by testing them out a little bit. You're quick at figuring stuff out like strengths, weaknesses, how to look cool using your powers...if you had enough time, you could get a good grip on it in time for lunch! Plus, when you're in a real fight or trouble, you're real quick at making snap decisions with these new powers and finding new tricks with them. Cool, huh?

Heroic Charms [400 – Discount for Hero] – Hey, being a Hero has its perks. Eventually you get famous, everyone knows your name and you rescue plenty of people in trouble and especially the ladies. Or guys, if you're into that. Before you know it you'll have everything from alien princesses to old school crushes fighting over you, constantly! The more good deeds you do and the more worlds you save, the stronger this gets until you're considered the hottest catch in the universe. Even some of your worst enemies might start going for you! It can be a little overwhelming, though...sometimes armies of girls fighting over you can get way, waaay too literal and way too heated. Not a problem, right?...right?!

Lazy Kid [400 – Discount for Hero] – Let's get real here: When you've got superpowers and your own Hero Time, do you really NEED things like grades or degrees? You learn plenty of stuff fighting aliens and saving the day as it is! Even if people think you're dumb as rocks, you're good at thinking fast by...not thinking at all, really! You've got fast reflexes and know how to react to situations on a dime without having to waste too much time thinking about it, acting instantly when you need to. You're so good at this that you could be switching between different alien bodies every two seconds and never lose your stride, using your powers and moves like you were hitting perfect combos in Sumo Slammers on Easy Mode! You're also really fast at learning things through experience...no book learning, no theories or even stuff like training. You shine the most when things are serious and you're ready to tackle it head on! Just try not to get hurt too bad, okay? It's still dangerous.

Some Kind of Prodigy [600 – Discount for Hero] – Unlike some blockheads in the world, you understand how important it is to use your brain and learn things without just throwing yourself at a problem and thinking things will things work out. While you're not necessarily a super genius like Azmuth or one of those mad science types, what you are is an incredibly fast learner when it comes to things using your noggin. You can pick up and breeze through college level textbooks at age ten and only go up from there, quickly memorizing and internalizing any information you wish with photographic clarity. That's not the only thing, however! If you start learning a supernatural ability that depends on things like study, knowledge, formulas...like magic, for instance, you pick it up like a pro. You could go from an ordinary bookworm to a capable sorcerer in just a few days. Who knows what you could do with a few years?

Right When I Needed It [600 – Discount for Hero] – Okay, so MAYBE things can be a little tougher than they look. Stuff happens! But a real hero is always ready to deal with trouble and so is their luck! You're never gonna be down for the count because of something like a stray laser or because you tripped and fell down a chasm and broke a few bones, accidents always missing you or just causing some harmless inconvenience. Even better, this luck extends to surviving when people are trying hurt you on purpose too. Villain has you cornered while your hero gadget is bugging out? Here comes the cavalry! Someone sends a super alien specially designed to kill you? Good thing it just stepped on something its weak to, giving you an idea of how to beat it! No matter what you do or what you're up against, you'll always have a chance to turn things around and win or at least fight another day, victory never being a zero percent shot.

Just, uh...bad odds are still bad odds, okay? Don't fight something way out of your weight class while blindfolded and expect to be anything except toast.

We Got Another Leak [100 – Free for Plumber] – Same stuff, different day. Breakfast in the morning, patrol in the afternoon, alien invasion of killer squid monsters by evening and then go back home that night for a well-earned rest. Having been part of the Plumbers for a while, you've learned to take things like evil wizards and unexpected alien visitors in stride. No amount of strangeness in your day to day life will even faze you. Sure, you can still be surprised and even enjoy it, but you won't be staring slack-jawed at a five headed dinosaur currently rampaging through town riding on a giant hamster. It's all part of the job.

See the Stars [100 – Free for Plumber] – The universe is a fascinating place, isn't it? All sorts of strange, strange creatures and plenty of danger in the world...that's why you have to be the one to keep a clear head and be a good example for the youngsters. You have an old-fashioned wisdom to you, knowing the value of keeping a cool head and the real worth of a hard day's work. This wisdom shows in your words and those under your wing or care know to pay attention to you when you speak. You're also not too shabby at raising kids, either, or at least babysitting for relatives.

Iron Stomach [200 – Discount for Plumber] – Oh come on, it's not that bad. Live a little! Whether you're in another dimension or are just out camping, it's good to expand the cuisine you eat a little bit. Not only is your stomach tough enough to barely notice things like mundane poisons or foods that would make a human vomit, you can get a good nutritional value out of things like worms, insects, even different kinds of aliens most wouldn't find very appetizing. You're an expert cook with these sorts of meals and you'll even enjoy it with the right seasoning and technique behind it. Just don't be surprised if people politely decline the offer to eat your cooking.

Under The Rug [200 – Discount for Plumber] – The original incarnation of the Plumbers preferred to keep things hush-hush for a variety of good reasons. There's just times where it's better to keep things off the record than making this week's near apocalypse public knowledge, after all. You excel at hiding things and keeping secrets, knowing how to make it sound like you were just an ordinary plumber instead of a Plumber, or a normal adult instead of a wandering interdimensional being with a host of superpowers. You have an excellent poker face when it comes to keeping these secrets, to boot, able to convince all but the most inquisitive or those with undeniable evidence. This hiding goes to things like gear too...you can store all your old stuff in a dead drop in a national monument, and have it never be found by anyone else for years. How about that?

Adaptation To Plumbing Problems [400 – Discount for Plumber] – The thing about being a Plumber is that no problem is every the same or stays that way for very long. A routine patrol can easily turn into a zero-gravity wrestling match or a sunny day turns into a zombie apocalypse. Point is, you need to stay focused and be ready for absolutely anything. Whether the ground just became lava or one of your grandkids just got dangerous superpowers, you're quick on your feet and know just what tool to reach for or how to approach the situation like you had a good ten minutes to think about it. That might not be much, but being lightning fast to tackle a chaotic environment can mean the difference between life and death. You're also good at knowing when you're outmatched or your odds are too bad for fighting to matter, letting you turn tail if you have to.

Partners In Justice [400 – Discount for Plumber] – Not everyone is blessed with magical power, advanced alien technology, or just insanely good luck. You know what helps compensate for that? Teamwork and leadership. Whether from years of field experience or just some well-earned wisdom, you are an excellent leader who knows how to get a bunch of clashing personalities to not only work together but how to encourage them to be the best they can be. A band of misfits at each others' throats would turn into a force to be reckoned with if you were at the helm, and even if the group disbands the many lessons they learned in your merry group would stick with them for the rest of their lives, often making better people out of them. Even if you're a subordinate or equal in a squad or just a dynamic duo, you act as a good foil for each other and know how to complement each others' skills on the fly. Who doesn't want you on their team?

Something Special [600 – Discount for Plumber] – Well, aren't you an old fox? Whatever it is, you've got it because you can charm just about anyone with your personality. You come off as worldly and wise to the young, the life of the party to friends, and someone those of your preferred type would like to get to know better. This charm is strong enough that even if you broke things off with a lady-friend or guy-friend, they wouldn't think ill of you and would still trust you deeply...long as you weren't too hard on them, anyways. Your presence just screams someone special and someone others can put their faith in, making you a great friend and a fantastic lover to just about anyone willing to listen to you. Just don't bother trying this on those who already hate your guts, alright? It doesn't work like that.

Premier Space Cop [600 – Discount for Plumber] – Whether you're still with the Plumbers or having settled down quietly, you are a living legend among their ranks similar to one Max Tennyson. You're in top physical condition and even if you were to grow old and gain some weight, you would still be a force to be reckoned with by your own species' standards. You're a master of martial arts and hand-to-hand combat, as well as having trained in just about every melee weapon or ranged weapon you can hold with great skill and accuracy, able to hit a bullseye on reflex after doing a backflip or two. Your capability and skill is great enough that a young human could stand against a grown and angry Chimera Sui and come out on top, even letting you keep up with superpowered squadmates with the right equipment. Whenever the Plumbers talk about the ideal space cop, you're always in the top ten...maybe even the top five.

Smartest In Five Galaxies [100 – Free for Genius] – Three galaxies! THREE! Why is that so hard to get right?! Either way, people tend not to question or doubt you in your fields of expertise, which given your experiences on this journey, might well be a lot of things! When you speak, others tend to believe you're the smartest one in the room or at least somebody worth listening to when it comes to matter you're an expert of, like advanced technology or just using common sense. Even if you've done very questionable things with that expertise, people tend to consider your input important enough to at least hear out.

Burden of the Creator [100 – Free for Genius] – Look, this sort of thing just happens. Sometimes you're doing a normal experiment and suddenly the lab has an accident and now whatever you're working on is starting to talk to you. When it does, it's your duty to take responsibility for it like a good creator should. Whenever you create life, whether by accident or design, you know how to properly treat and either tame or raise your creations. Regardless of whether they're as smart as a small puppy or able to speak fluently in your language a day in, you know how to treat them properly to the point they will obey you or at least not try to bite your head off. This only works if you don't abuse or hurt them, mind, so try not to be an idiot when your toaster starts speaking in tongues.

Professor Guinea Pig [200 – Discount for Genius] – You have successfully managed to transplant your own brain into a jar now attached to your body! How?...I...I don't actually know. Regardless, you have the ability to use your own body and mind as a guinea pig with you as a one-man science team, even if it would normally be improbable or downright impossible. Replace both your arms with robotic copies at the same time, shove organs into robotic vessels and armor, and so on. All by yourself. Don't think about it too hard.

Prototype Process [200 – Discount for Genius] – Science is a learning process and sometimes that learning process involves explosions, malfunctions, or idiots messing with things they shouldn't. Well, they used to, anyways. When technology you've built or used would normally suffer a malfunction or an experiment would become a disaster, it will instead create a harmless inconvenience instead of blowing up in your face. A device's sensitive power core being struck would see it shut down immediately, a DNA serum you inject into yourself gives you mild indigestion instead of mutating you into a horrible monster, and so on. If a result would be entirely negative for you, the impact is dulled to a comical accident instead of something that could endanger your life and those of others. How lucky for you.

That's Just Asking For Trouble [400 – Discount for Genius] – When you make advanced technology far beyond what the locals are used to, it tends to make waves. Maybe your little DNA database is actually one of the greatest weapons ever created or an attempt to prove you can harness the fundamental forces of the universe ends up destroying a planet. The good news is you're not stupid – it's the Genius tree, not the Drooling Idiot tree! You have excellent insight into the moral implications and long-term effects of your inventions if they were used by others or made commonly available, especially when it would be a purely bad idea. Also, just to make sure nobody steals or misuses it, any sort of failsafe you make to keep it from being abused is unable to be hacked or bypassed...if you made a device that works only for a certain person, no amount of hacking or DNA swapping will make someone else pass off as that person. If you need two keys to unlock a certain feature, you bet only those two keys will work. This goes both ways – all your devices will come with a backdoor for you to take back control if someone does misuse it, and it will always succeed. Enjoy the look on the face of a wannabe thief when the superweapon they stole from you just shuts down in their hand.

Evolutionary Incentive [400 – Discount for Genius] – If you have been paying even the slightest bit of attention, you will notice a lot of powers in this multiverse come from the unique biology of different alien species. So naturally, it makes perfect sense to want to harness it and perhaps play with the mechanics a little bit. You are a master of capturing and manipulating DNA using technology, able to mutate creatures into something new by playing with their genetics like play-doh, giving them new powers or even ironing out things like genetic illnesses or defects. You're better at mixing and matching than making anything from scratch, but eventually you can learn how to recreate certain superpowered genetics from one alien species in another using surgery or even small technological devices. You're not quite making the next Omnitrix with this alone, but this definitely sets the foundation for it.

Extended Warranty [600 – Discount for Genius] – Let's get real for a second: You are a scientist, not a repair monkey. You shouldn't have to teleport all the way from your home planet to fix something one of your assistants managed to break in the time you took your eyes off of them. As a result, your technology is now durable and long-lasting...you can go years without seeing a prototype of your creation before it actually needs you to fix it directly, even the most idiotic and primitive species being able to guesswork how to fix it even if they don't know how it works. Also when I say durable, I mean the universe could collapse into nothingness and that device of yours would still be floating in the empty void that used to be said universe. Point being, technology you create is both insanely durable and is easily maintained. Now maybe you don't have to handle everything yourself.

First Thinker [600 – Discount for Genius] – Now we're getting somewhere. Among your particular species, you're a revolutionary one-of-a-kind mind that calling you a genius would be severely downplaying your potential impact on the universe. You are a paragon of knowledge and technology among your kind, to the point when they say 'on the shoulders of giants' you are very much that giant. A human at this level could advance the technology level of Earth by a dozen levels in less a few years, while a Galvan with this level would be one of the few minds Azmuth would call an equal. Whatever the case, you know how to innovate and advance technology light years ahead of the norm, elevating your species potentially millennia ahead of where they are now. Things like faster than light travel, laser weapons, completed starships and techno-organic constructs? For many, those things are groundbreaking and new. For you, they're only the tip of what you can accomplish.

Four Dimensional Wit [100 – Free for Timewalker] – When you're a time traveler, something you have to get used to is how confusing things are when they don't happen in a linear fashion. Meeting your past or future self, people you haven't met yet acting familiar to you, or things you're destined to do in your own future. Thankfully you're able to comprehend this sort of thing easily and have excellent guesswork on things having to do with your own future, able to comprehend events happening out of order without getting much of a headache. That might not be true for anyone accompanying you, though. Remember: Spoilers.

Gumball? [100 – Free for Timewalker] – Alright, so maybe you've gone a tiny bit mad after peering into the horrifying truth of all creation and how mutable time and space really is, but that's no excuse to be unpleasant or devolve into maniacal laughter. Have some gum instead. Regardless of how long you live and how much trauma you endure, you're able to adopt a relaxed and jovial attitude towards life, never suffering a decline in social skills on account of your stresses and experiences. Even spending countless eons battling evil across time or even being that evil doesn't do much to your manners and common sense.

That Wasn't Me [200 – Discount for Timewalker] – Of course those insipid fools think you're dead – only an idiot takes the 'death' of a time traveler at face value! You're fantastic at faking your death, making teleporting away at the last possible second look like you had been disintegrated or convincing others a robot double was in fact the real you after smashing it to pieces. The sharp-minded might be a little more suspicious, especially if you have a reputation for this sort of thing, but most of your foes will be happy to believe you are no longer among the living and allow you to act freely until you reveal yourself again. Be warned, do this too often and eventually even your laziest and dumbest foe will check to make sure you're down for the count for good.

Restraining Order [200 – Discount for Timewalker] – Did you know the individual known as Professor Paradox isn't allowed to be within a certain distance of Celestialsapiens? As it turns out when you hop up and down the timestream, you tend to attract a lot of unwanted attention in those who aren't too happy with your actions. The good news is that the common desire not to bother with your shenanigans goes both ways, because things like cosmic reality warpers and time travelers do their best to ignore you. Even if one of them makes a sweeping change to reality, you will remain completely unaffected by it and able to keep on as if nothing has happened. In short, so long as you don't mess with them, celestial and cosmic entities won't mess with you. Of course, this truce goes out the window if you approach or meddle with their affairs directly...or show up to their front door.

Clocks With Buttons and Lasers [400 – Discount for Timewalker] – Interesting. Did you mingle with the Chronosapiens at some pont? Well, you might not necessarily be a catch-all scientist like a Genius but one thing you definitely understand is the technology behind time travel. Things like holograms that let you view the immediate past, time machines that let you move forward and back in time, or beams of light that age things into dust within seconds...you're able to construct devices that play with the flow of time like a toy.

Bored With Insanity [400 – Discount for Timewalker] – Madness can get pretty dull after a while, don't you think? When the horrifying truth behind all of reality and endless eons of isolation get to you and drive you all kinds of batty, eventually you just run out of ways to be crazy and get bored with it all. Your mind has obtained a sort of 'super sanity' that completely insulates it from manipulation or stress caused by horrific revelations or just being stuck in one place for thousands of years. No attempt to control you or drive you mad through horror or ennui sticks to you, letting you stay clear of mind and able to shrug off insanity-inducing horrors with all the interest of a cheesy monster movie. Really, after all you've seen, this sort of thing is a given isn't it?

I Walk In Eternity [600 – Discount for Timewalker] – Let me guess, you fell into a time portal stabilized by a ring of quartz crystal? Or maybe you're just especially obsessed with the time-space continuum? Regardless, you have gained an in-depth understanding of time and space, so much so that you can manipulate it at will. Your body no longer ages, frozen in your prime (or an age of your choosing). You can stop, slow down, or speed up time relative to yourself as an act of will, as well as travel back and forth in time itself by simply walking out of sight of others to take a 'shortcut' up and down the timestream. You can also transport and change the age of people and objects with you, should you wish to.

You're completely insulated from changes to history, always remembering what the original version of a timeline and still existing even if circumstances leading to your 'enlightenment' or even your birth were prevented by an act of time travel. Keep in mind, some events are key to the flow of history and risk unforeseen consequences if you meddle with them, though you can thankfully recognize these important events on instinct alone and know how to set things right if something else meddled with them, as well as how to avoid paradoxes in general.

Me, Me, Me [600 – Discount for Timewalker] – Sometimes, all the time travel in the world can't help you outrun the reaper. Sometimes your time is up and you have no way to escape. That's why it always pays to have a backup plan. Taking a page from the Ectonurites, a copy of your ego exists within your DNA, recreating your mind and personality when introduced to a new body. Whether from a transforming device or something as mundane as a blood infusion, the 'lucky' host will steadily transform into a clone of you, knowledge and abilities and all. The downside is that these clones are a LOT weaker than the original, going down with about a tenth of the effort needed to take you down...unless you bite the dust for good, that is.

If the 'real' you is dead and gone for good, your consciousness will find its way to the one of these clones and become the genuine article, back and at full power. If someone wants to put you down for good, they need to get rid of these duplicates. Be warned, until these clones actually become the 'real' you, it is possible for the transformation to be resisted or cured if the infection is somehow scrubbed from their bodies...but the weak-willed and unaware will be easy picking for you. This infection only applies to those you wish it to.

Menace [100 – Free for Conqueror] – When you're the sort of being that crushes entire worlds beneath your feet, you should rightfully be taken seriously by those foolish enough to resist you. You find it easier to intimidate and inspire fear in those around you, hushing a room by your entrance alone and causing the cowardly to quickly flee or submit to you. 'Heroes' or those with some backbone tend to talk and fight back, of course, but at least you won't have to waste time with the rabble.

Definitely Evil [100 – Free for Conqueror] – Evil? That's what you think? Allow yourself to instead wax poetic about how your plan is brilliant and will bring peace and security...or just how you'll crush the necks of anyone stupid enough to fight you. You have a talent for villainous monologues and know how to apply your powers and abilities in a way that causes the most misery and pain for those you battle against.

It Will Be Mine! [200 – Discount for Conqueror] – There are many secrets to be found within the multiverse, many items of power you may use to further your own aims. Unfortunately, many of these tend to be hidden away from prying eyes in the hopes of stopping individuals like yourself. Pathetic. When you set out to find items of power or great significance, you will find clues leading the way to them all but fall into your lap. The more well-hidden they are, the longer this search will take, but even something like the map to the Forge of Creation itself won't be locked to you for long if you're willing to brave the dangers of those who dare stand in your way.

Hero to the Homeworld [200 – Discount for Conqueror] – A common mistake of fools who call themselves conquerors is earning the ire of their subjects. Certainly ruling by fear is a popular choice, but what happens if you suffer one too many defeats? While subjugation is still part of your repetoire, you are charismatic and crafty enough to make yourself appear as a hero to those you rule over with everything from bread and ciruses to just enough reform to keep them appeased. Over time, many will actively fight to keep you in charge of their way of life instead of accepting those who try to 'liberate' them...so long as you don't actively and openly torment your subjects one too many times, at lease.

Putting Down Roots [400 – Discount for Conqueror] – Brute force is effective, but it is sometimes a waste of time and resources to rely on it and nothing else. A true master of war and conquest can win before a battle is even fought. You are a master of infiltration, able to use a combination of giving your agents false memories or having them move in secret, learning about your enemies and their intentions while taking stock of their weaknesses. Bide your time long enough and you'll have perfect insight on how to defeat them all in a single stroke, whether through words, intimidation, or the right bargaining chip...assuming such is possible in the first place, anyways. Your sleeper agents and trail are potentially so well-hidden, they may as well contradict facts your opponents were fairly sure of up until that point, even if it makes no real sense. But that's just a sign of how effective you are, isn't it?

Trial by Combat [400 – Discount for Conqueror] – Of course, another way to get what you want is to trick an otherwise powerful and resourceful enemy into giving it up in the name of 'honor'. Fools. You know how to sucker your enemies, particularly the heroic or honorable types, into wagering either their items of importance or even their home planets in the name of an 'honorable' duel. What's more, should you win this duel, local authorities will consider your spoils legitimate and the law will either take your side or step aside entirely when you enforce this claim. Of course, cheating in the terms of this duel or making it an obviously unwinnable situation will see them refuse...so you should hide your advantages from them until the deal is sealed and the battle is won.

Conqueror of Many Worlds [600 – Discount for Conqueror] – You shouldn't be surprised it comes to this. You have a keen and strategic mind when it comes to conquest, whether that means occupying a piddly little podunk town or taking over an entire planet. You know how to direct armies and resources into their most effective form, making short work of lesser foes as you crush them under your heel. Your mind is keen enough to find ways to trick and bait your enemies into making mistakes, or doing your work for you while barely lifting a finger. This lets you succeed with trickery or brute force in equal measure.

That isn't all. When you do lose or suffer setbacks, you will find fate will go out of its way to give you opportunities to rebuild. Lose half of your body? The cyborg replacement parts make you stronger and tougher. Entire army defeated? Expect a surge of fresh recruits once you make the call. Your body is also able to better survive life-threatening injuries, which gives you time to be rejuvenated and made stronger, with your resources and remnants of your forces quickly rallying to you as you recover. No matter how you're put down, you often come back stronger than ever...and more than ready for round two. Just mind the rare heroic types who make it their mission to put you down for good – you can't survive everything, after all.

Your Services Are No Longer Required [600 – Discount for Conqueror] – Of course, you're not the only one who seeks power in this vast little multiverse. There are those who believe themselves equal parts clever and ambitious, those who think you are the pawn in their petty little schemes. They won't learn their mistake until it is far too late. You will find such 'like-minded' patsies offering you alliances and chances to join their plans, or otherwise act out their schemes in a way that makes it quite easy for you to take over and eventually reap the benefits yourself. Likewise, should you need such disposable assets, you will likewise find it quite easy to convince them to carry out your plans for you despite any 'reputation' you may carry.

What's more, should such a fool try to possess your body or otherwise use you as an avatar for its will, you will be able to struggle against it in an act of will and outright claim the benefits of such power for yourself while extinguishing the will of the one who had tried to dominate you. Some forces are fairly difficult to overcome, but with enough willpower, you will find conquering such power to use for yourself will be quite rewarding.

Have At Thee! [100 – Free for Forever Knight] – Forsoothe! You speaketh like no ordinary individual. You have a poetic and quite frankly dated way of talking. Perhaps an ancient accent crawls into your modern speech or you speak like a player from a Shakespearean play. Regardless of how ridiculous it sounds, it gives the impression you are both very old and very wise, or at least old-fashioned. They even take you seriously despite your bizarre vernacular.

Good Old Ways [100 – Free for Forever Knight] – Gunpowder may have revolutionized warfare for humans and filthy aliens across the stars, but nothing is better than the good old ways and you're going to prove it! You are well-trained in using 'primitive' weapons like swords, clubs, bows and anything the knights of old would wield. Not only that, you are quite lucky at making them effective despite the obvious differences between you and an alien with advanced technology: Your blades tend to hit the softer parts of armor, your arrows will find gaps in your enemy's defenses, and so forth. This is only luck however...sometimes you're just outmatched, period.

It's A Dud [200 – Discount for Forever Knight] – The Forever Knights have...regressed somewhat in the absence of their immortal founder. Often they go on quests or make great pains to secure ancient artifacts or technology only to find they break down or turn to dust the moment somebody picks them up. Rather than waste time, resources, and manpower on useless ventures for power why not do something more reasonable? When you set a particular goal for yourself, you have a good intuition on what it will cost you in terms of your assets and whether or not the end result will be worth the expense. This is less seeing the future and more of a very good estimate, mind. Incidentally this also makes you very good at things like accounting and investments, in case your idiot comrades managed to bankrupt themselves chasing after another magical sword or something.

Tin Foil Smokescreen [200 – Discount for Forever Knight] – How do you keep a secret in a world full of devil magic like cell phones and Internet? The answer is burying it under a larger pile of nonsense. You are able to mask the existence of an organization you're apart of by creating a long trail of false evidence and leads tying them to pre-existing conspiracy theories or just unrelated groups entirely, throwing others off your trail while implicating the local mailman instead of your own organization. An especially talented or inquisitive investigator can eventually find the truth past this, but it will take long enough that you will usually have time to pack up and leave or finish what you needed to beforehand.

Know Thy Enemy [400 – Discount for Forever Knight] – To defeat your enemy, you must understand them. How they think, how they fight, how they plan to utterly destroy the way of life of all humans on Earth if they're allowed to run free. Even better: You can understand how to use that knowledge against them. You are extremely quick at figuring out how enemy equipment, whether magic or technology, works and how to best turn it against your foe. You are also fantastic at reading the intentions and abilities of your enemies, letting you adapt to their unnatural abilities quickly and adjust your own fighting style accordingly.

Beware the Alien [400 – Discount for Forever Knight] – Do not taint your mind with such heretical knowledge, Jumper! You don't need to understand an opponent to defeat them, simply close your mind and attack! When you battle against unnatural foes, like sorcerers or aliens from outer space, you find you are simply naturally at battling them using the purity of mundane human weaponry like guns or blades. Even better, the less you understand about your foe, the better you are at inflicting damage on them, your weapons cutting deeper and your bullets striking vitals just a bit more often. Ignore their demonic language and strike true!

Old Anon [600 – Discount for Forever Knight] – You are no mere squire, no hollow successor to the name of the Forever Knights. Born in the days of ancient Rome, you unlocked the secrets of immortality and likely founded the order alongside your comrade (or at least ally of convenience) Sir George. The Forever Knights have fallen far from their original purpose into nothing but squabbling sects vying for control of Earth, but perhaps with you at the helm they will remember their true purpose? As said before you are ageless and at your discretion, you may appear as either a fairly healthy senior or in the prime of your youth...regardless of which, you have much greater strength than an ordinary human, as well as thousands of years of experience in any commonly available weapon in Earth's history. Your age shows in how you speak and carry yourself, a magnetic charisma surrounding your personality that draws those faithful to your cause to you and ignites unwavering loyalty within them. In future worlds, this experience updates to include two thousand years of skill in combat and weaponry that existed within that timeframe, though you may not necessarily have it on hand by the time the jump begins.

Eternal Order [600 – Discount for Forever Knight] – Whether you live for a hundred years or a thousand, one can only accomplish so much by themselves against the tides of history and time. In order for your crusade to be carried out to its fullest, you must leave behind a legacy for them to follow...and unlike the bumbling idiots who call themselves Forever Knights in the modern day, you know how to make sure they don't stray. Should you found an organization or an order, not only are you blessed with talented and loyal individuals quickly rallying to your side, but should you depart from the group to carry on without you it will have a stable line of successors. For millennia, these dutiful sons and daughters will continue whatever mission you set for them without drastic deviation or self-destruction, at worst being idle and at best becoming very much what you intended for them to be. This loyalty to you and your cause burns in them so brightly that were you to make a messianic return millennia in the future, they could instantly fall in line and welcome you back without reservation.

Wizard Brain [100 – Free for Sorcerer] – Magic involves a lot of book learning and memorizing things, so this gives you photographic memory and an extremely quick recall, letting you remember things like spells and incantations on the fly and react quickly. You're also one heck of a speed reader!

Hot Witch [100 – Free for Sorcerer] – Sorcerers and witches have a sort of exotic charm behind them compared to ordinary humans and you're no exception. Not only are you quite attractive in terms of appearance, you have a special quality that adds to the sort of 'mystical' look befitting your heritage...colorful eyes, hair, perhaps some tattoos or skin without a single blemish. Careful, you might charm someone with that.

I'm So, So Sorry [200 – Discount for Sorcerer] – You're not bad, you're just misunderstood, really! Maybe you have a sympathetic motivation for your wrongdoings or maybe you haven't done anything *that* bad overall even if you clash with hero types now and then. So long as you have some way of tugging on the heartstrings, whether with your tragic past or how you just need some help, you have a talent for getting others to let their guard down and even let bygones be bygones if you help them out a bit. Of course this only tends to work once per group or person...they're not forgiving you twice, but you should have what you need by then. What? You actually meant it? Then you're probably now a friend or something, but why would you bother?

Dance My Puppets [200 – Discount for Sorcerer] – Spellcasting isn't about just conquering entire worlds and marching around with an army, alright? It involves a lot of study and a lot of work - not everyone has time to conquer dimensions all willy-nilly! The good news is that you're good at getting others to do the work for you. You have a talent for scheming and manipulation, whether just bribing someone to do the work for you with a few shinies or promises of having their dreams come true, and spells involving hypnotism or mind control are much quicker and more effective in your hands. Regardless, getting some minions or deniable assets is a sinch for you, as is tricking others into doing what you want them to.

Indestructible Hand Bag [400 – Discount for Sorcerer] – You know what else is a pain when it comes to magic? Components can get destroyed or lost, items of power can be broken from constant stress, and mispronouncing a spell might see you turn into a frog or something. The good news is that this isn't a problem for you anymore – if a spell can go wrong or backfire from something like battle damaged or a missed step, it simply...won't. At most, the spell will simply harmlessly fizzle out. Also, any items of magical power you wield or any spell components you require stay on your person until you see fit to put them down or pull them out of your pocket. No more missing that handbag full of your magical items!

Context Problem [400 – Discount for Sorcerer] – Magic comes from mana, or maybe it doesn't. It could just be life energy that makes using it easier. Maybe it's just really advanced science? Or is the science really advanced magic? For some reason, your foes and onlookers have trouble nailing down what your abilities are and how they actually work. Instead of using things like context clues and experiences, they will assume it's something that makes sense to their world instead of leaping to 'otherworldly invader', and almost always in a way that gives you an advantage over them. It might be years before someone actually realizes how your special abilities actually work, let alone any weaknesses. Suckers!

Where The Heart Is [600 – Discount for Sorcerer] – One problem with magic, particularly in this world, is that it's not quite as powerful outside of its dimension of origin: Ledgerdomain. You often have to make use of some lengthy rituals or magical implements in order to use it to its full potential, and even so it tends not to have as much oompf as in its home plane. Not anymore! Whether your body is a natural conduit for mana or you just found an intricate loophole, when you draw magical energy from Ledgerdomain or any source of magical power you can reach into, it will always be at its full power and potential. Even if you're trapped somewhere without a drop of mana, you will still be able to sling spells about like no one's business. Who's helpless now?

Manablood [600 – Discount for Sorcerer] – Well, that explains where all of your confidence is coming from. Not only are you a native to Ledgerdomain (even if you're an alien, somehow!), you're among its royalty. Perhaps you're a missing child of Spellbinder and thus a sibling to Hope, or belonging to some bloodline made extinct many years ago? Regardless, your capacity for magic is well above even some of the greatest sorcerers around...your body can channel and store twice the amount of mana it normally could, and wield it with fantastic amounts of precision and efficiency. You can likely sling spells about for hours before noticing any fatigue entering your body. Likewise, learning new magic or individual spells and enchantments comes easily to you, accomplishing in weeks what would take the average wizard centuries to pull off. It's unwise to underestimate you, isn't it?

Items:

Any properties purchased may become Warehouse attachments post-jump, or dropped into the jump where it would make the most sense. You may import items of a similar type (a sword for Ascalon, an armor for Plumber Suit, etc.) into any you buy here, with the exception of the Omnitrix which has its own import option. You may also decide if any canon items you purchase are the genuine article or just exact replicas...just mind you might complicate things depending on when you acquire them.

Lifetime Mr. Smoothy Coupon [50] – Do you like smoothies, Jumper? No? Why are you even reading this?! Anyways, for those who do, you've managed to acquire a lifetime supply of free Mr. Smoothy orders that can be delivered right to you. Just hold this coupon up and think of a flavor of smoothie you want and a delivery van will show up to drop it off for you, rain or shine or space. It's mostly fruit flavors or made of things in-universe without any exotic or special properties, though. Still tastes good.

Chili Truck [50] – Do you like chili, Jumper? No? Why are you eve-woah, deja vu. Uh. Anyways, this is a food truck that serves chili. Chili bowls, chili burgers, chili fries...just about any food you can put chili on, they serve. It will show up whenever you're feeling hungry against all odds and will serve you and your friends for free. You will make a certain kid in this world very envious.

Media Collection [50] – This is a great way to make a few head turns and probably freak most of the locals out. You now have the complete set of every existing Ben 10 media from planet Earth...all seasons of the show, all the toys, written material, and a bunch of notepad scribbles detailing all the apocrypha the creators forgot to include in the show. For bonus points, try tricking Vilgax with one of the Omnitrix toys. I dare you.

A Cool Car [100 – Free for Renegade] – Because everyone needs a sweet ride, right? It's a pretty neat car that resembles a Dodge Challenger, or some kind of sports car brand. It has an appearance to your preferences but doesn't have any special properties beyond that. It is strangely durable...even if it is atomized by alien weaponry or something equally destructive, it will show up in your garage or preferred location the next day like nothing happened. You may import an automobile you already possess into this, if you want.

A Cooler Car [200 – Discount for Renegade] – Okay, a car is cool, but you know what's even better? When it's as durable as a tank and has just as much firepower. Without any loss of speed or mobility, you can attach this upgrade to any tracked or tired vehicle you own like the sports car above. At the push of a button, it will deploy rocket launchers and laser cannons that can tear through an alien army like hot butter and even has nifty things like ocean and air travel built in. Keep in mind, while its durable and can take a lot of punishment thanks to Tetramand technology upgrading it, it can still get wrecked if you try hard enough. This is a one-time upgrade but you can buy this multiple times (only the first is discounted) to apply it once each to any land vehicle you currently own. Still need one in the first place, though.

Chop Shop [400 – Discount for Renegade] – Alright, you got the car. Now you need someplace to put it and fix it up when somebody inevitably wrecks it. You've got your own little garage full of everything you need to fix and maintain vehicles you own, as well as stuff like weapons and little gizmos. Even if you've got some advanced alien technology nobody else has, the tools you need to fix it up can be found here as long as it's nothing super rare or unique. Car? Easy. Laser rifle? Pick up that welder and get on it. No matter what it is, you can bring in just about anything to this chop shop and find the tools needed to fix it. Only downside is that it's not really great for things like big battleships or stuff the size of a building...it's just the size of a normal garage, after all.

Black Market [600 – Discount for Renegade] – What, did you think it was all about cars? It's great as a hobby but you've got to make some money. To do that, you've got some connections. Whether it's some secure communication channels or meeting places, you've got your fingers in the criminal underworld of the universe. If you need to buy or sell something off the table these are the guys you want to call. If there's some kind of commercially available weapon, gadget, or vehicle of dubious legality you need to get and have its IDs removed, they can do it for pretty reasonable prices. They're not so good at finding super rare or unique items, but just about everything else is fair game.

Just as well, if you need something to disappear or be sold, they'll take it off your hands and you will never see it again for a pretty substantial amount of cash. Pretty weirdly loyal for criminal underworld types too...as long as you don't sell them out or give them trouble, they'll be happy to do business with you wherever, whenever.

Sumo Slammer Collection [100 – Free for Hero] – Really into the hobby stuff, huh? It's another media collection, this time of all the trading cards, video games, and TV episodes of none other than Sumo Slammer. Featuring the many adventures of Ishiyama the sumo fighting against his archnemesis Kenko the Shapeshifter and other assorted spinoffs. At least it's a good way to kill time?

Tenn-Speed [200 – Discount for Hero] – Isn't it a bit early for this to be showing up? Well, this here is a motorcycle made from jury-rigged parts from advanced alien technology. Not only is it fairly fast on the ground, but it's solar powered – long as it gets a little bit of daylight, it will go for miles and miles. Nifty, right?

Null Void Projector [400 – Discount for Hero] – Because sometimes you need to put the bad guys away somewhere they won't hurt anyone else. Courtesy of the Plumbers, this is a pistol-shaped device that banishes those caught in its radius to the Null Void, a desolate and vast dimension locked away from the rest of reality. How vast? Well, vast enough to be colonized by those who were banished into it. The Null Void is extremely difficult but not impossible to escape from, often requiring outside help of some kind to do so. If for whatever reason you want to let someone out, you can just punch their name into the Projector and teleport them out of it using this same device. Post-jump, every world will have an empty new Null Void this Projector can send or recall from, each one unique to individual settings.

Slimebiote [600 – Discount for Hero] – What the heck is that, some kind of living snot?! Wait, did it just sass me for calling it that? This is what was thought to be a long-extinct species that had a hand in the creation of life and various species across the universe, a symbiotic organism often mistaken for a parasite that has the ability to absorb and distribute DNA to other living beings. This one has taken a shine to you and has either bonded with your body or just hangs around you when you need them.

What can they do? Well, given a source of DNA to latch onto, they can shapeshift on top of or around you to give you things like limbs belonging to a different species or different fragments of alien powers from the DNA rhey've collected. Need to run as fast as a Kineceleran? It can change your legs into that form and let you zoom about with the best of them. Want to fly like an eagle? Now you have eagle wings! With this, you can mix and match the properties of various species, limited only by what this little fellow has access to. They're loyal to you and will follow your commands at will, though they might sass you while they do so. If you want to give your new friend some additional weight, you may import them as a full companion in future jumps.

Badge [100 – Free for Plumber] – It's a bit hard to be part of an enforcement agency if you don't have a badge of some kind, so here's your own. This is an identifying badge of authority for the Plumbers, causing anyone who sees it to know it and consider you a member of what amounts to the space police. Post-jump, carrying this causes others to see you as local law enforcement unless you give them reason to believe otherwise.

Proto-TRUK [200 – Discount for Plumber] – These vehicles keep getting more ridiculous. This here is a small plumbing truck with an innocuous business name of your choosing written on its side. However once you're at the wheel, it can instead transform into a capable air and space travel vehicle, complete with its own FTL drive and navigation system.

Plumber Suit [400 – Discount for Plumber] – Considering how much a situation can change and how quickly when aliens are involved, it's good to be ready for anything. That includes protecting yourself when you find you've somehow ended up in deep space. This suit, based on nanotechnology, is a durable and form-fitting suit that adapts its life support to whatever species is wearing it, allowing comfort and suitability even if you're light years out of your element. Whether you're in a vacuum or deep underwater, the suit is able to keep you alive in extreme environments...though things like the surface of a star or the gravity of a black hole will probably still kill you. It also has rocket boots. Rocket boots!

Proto-Tool [600 – Discount for Plumber] – Why carry around individual weapons and gadgets all the time? Why not just put all of them into one package? Looks like someone thought about this question long enough to invent this nifty little catch-all tool. The Proto-Tool is a highly advanced device that can change into just about any sort of weapon or bit of gear. Need a scanner? It's a scanner now. Need an energy bow? It's an energy bow. Fishing rod? Flashlight? Vacuum? Energy blaster? You name it, the Proto-Tool can change into it. Just about any person-sized device you can imagine, it can change into. The downside is that it has a finite battery life and will need to recharge after extensive amounts of use, and generally won't make things like a person-sized doomsday weapon without some serious upgrades. You may also add individual weapons or tools to this if you wish, adding more arsenal to your...well, arsenal.

Observatory [100 – Free for Genius] – Well, it's more like a telescope, really. This is a Galvan-built telescope with the ability to observe the universe from light years away, letting you see planets and celestial events throughout an entire galaxy all from the comfort of your own home. Watch things like alignment of stars and planets, maybe get some inspiration from it?

Teleporter [200 – Discount for Genius] – Why waste so much time on those gaudy, primitive vehicles? Just teleport like a normal scientist! This is a simple belt or bracelet, your choice, that enables you to teleport to just about any location in the universe. Just punch in the coordinates and you will cross entire galaxies within just a few seconds. Sure, you need do it by hand, but that shouldn't be an issue for a genius should it? Just mind where you're going – no sense getting ambushed or ending up in deep space like a simpleton.

Laboratory [400 – Discount for Genius] – Of course you need somewhere to work, you buffoon! What, do you think you were going to make some of the greatest wonders in the universe in some busybody's toolshed?! Ahem. This is a fully stocked Galvan laboratory with all the tools and resources needed to do research and development. Subatomic observation platforms, computers with exabytes worth of storage, and so forth. It's a generalist sort of facility but there's room to add to it later if you wish to specialize.

Secundus [600 – Discount for Genius] – Because 'Primus' was taken. Taking cues from a certain scientific peer of yours, you have constructed an artificial planet that is cloaked and hidden away from the universe at large – the only people who are finding it are those you invite or accidentally lead to it. It's an organic machine planet that houses thousands upon thousands of mechanical insect drones called Voliticus Biopsis, who dutifully travel across the universe carefully sampling and acquiring different DNA samples and adding them to the Codon Stream – a living database of DNA from sentient beings across the universe. Yours starts out empty, but at your command these mosquitoes will quietly begin their mission and start collecting samples from across the universe, generally doing so according to parameters you set for them...they won't be trying to acquire anything from a species that would actively take issue with your unwanted preservation efforts, unless you desire it. As for what you do with this growing database...use your imagination, you're the genius!

Gumball Bag [100 – Free for Timewalker] – It's a bag of several different flavors of gumball. Quite delicious and good to chew on, careful not to swallow them. If you run out, the bag will have more within a few minutes. Want one?

Chrono Suit [200 – Discount for Timewalker] – A rather intimidating set of armor once worn by the Chronian...erm, sorry, evil duplicate of Ben Tennyson named Eon. It has a purple color to it and a helmet that makes your face resemble a skull when you wear it. In addition to being durable enough to tank laser fire without much trouble, it can fire beams similar to a Chronosapien where items and people struck instantly age by a few millennia, often turning to dust instantly.

Echoes of the Time War [400 – Discount for Timewalker] – Where did you get these? Or when did you get them? This is a trio of Time Beast eggs. They are a substantial power source for time machines, able to charge them up with enough power to go as far as the creation of the universe, someplace most time travelers couldn't hope to reach on their own. Should you instead decide to hatch them, the Time Beasts that emerge will be loyal to you and see you as their parent, being a ferocious pack that can travel up and down the timestream freely. Let's see how smug your enemies are when you send these angry dogs after them years in the past!

Chrono Navigator [600 – Discount for Timewalker] – Upwards and backwards is time is all good, but what about different dimensions? Alternate universes? Different outcomes stretching out like branches on a tree, all for you to explore? This is the answer. In the shape of either a pocket watch or a metal gauntlet (your choice), this is an extremely powerful device that acts as a GPS for the rest of the multiverse.

Not only can you travel forwards and backwards in time to the precise moments you wish to be present at, you can enter branching timelines where events in a universe unfolded very differently. This isn't quite 'any possible universe' but 'any probable universe'...perhaps the Omnitrix wasn't invented or Max Tennyson died shortly before Ben acquired it. Small variables that branch off into new possibilities, nothing too outlandish or outright impossible for a given universe. So long as that criteria is met? You can go there.

Infinite Calamari [100 – Free for Conqueror] – Whenever you happen to be hungry for it, a plate of fried calamari with your choice of side will appear nearby. There is no discernible explanation or cause for this, it just happens, and the result is always mundane food.

Vessel [200 – Discount for Conqueror] – Every conqueror requires a noble steed for his conquests, and this spaceship is a worthy fit for that role. A copy of Vilgax's very own Chimerian Hammer, it is lightly armored for a warship of its size but is quick enough to keep up with a much smaller spaceship. It has a large arsenal of lasers and a fairly powerful forward-facing main cannon as well.

Arsenal of a Conqueror [400 – Discount for Conqueror] – Are you just taking things right out of Vilgax's stash? This is a trio of terrible weapons and tools for you to use. First is the Ruby Ray of Rouleau, a wrist-mounted gem that launches a powerful laser that can instantly knock down some of the mightiest heroes in this piddly universe and utterly disintegrate the rest. The Shield of Seagle is a wrist gauntlet that can generate a durable yellow force field in front of the user, acting as...well, a shield. Finally, an unnamed sword wielded by none other than Vilgax himself, which can absorb and redirect energy as well as being sharp enough to cleave through an entire starship in a single swing. You are many things, but unprepared for battle is not one of them.

Bioid Blueprints [600 – Discount for Conqueror] – Oh dear. Vilgax won't be happy to find out someone stole his idea. These are blueprints for mass-producing an army of featureless androids with very basic AI. Their true power comes from the one commanding them, however...once synchronized to a commander (presumably you) they will transform to match you in body and DNA, becoming an army with your own abilities spread among them. Even better, if you have some way to synchronize them to a larger database, they can change into any existing DNA within said database. Considering all you have seen up to this point, you can see why such an army would be fearsome and able to conquer the universe, no? Be warned, if cut off from this network, these Bioids change back to normal and become harmless...so try to protect wherever they're getting it from.

Medieval Gear [100 – Free for Forever Knight] – Because the proper way to battle the alien menace is looking like a walking tin can! This is a set of medieval armor and a sword of your choosing, though I hear European style swords are pretty popular among the order. They're pretty tough but are nothing special. What did you expect? Smithing these went out of style centuries ago.

Tin Can Mooks [200 – Discount for Forever Knight] – A Knight should never battle perilous foes alone! This is about eight healthy human adults that are willing to follow your orders. Should they be killed or permanently incapacitated, new recruits will show up to replenish the ranks. They're not terribly bright or competent but they do have Medieval Gear and Good Old Ways. Maybe you could trust them to guard a mall or something?

Web of Conspiracies [400 – Discount for Forever Knight] – The Forever Knights are, ostensibly, a well-guarded secret that has stayed in the shadows for centuries to...what was it, again? Take over the world? Fight aliens? Slay dragons? Well, whatever! Either way, to do that you need to track down areas and peoples of interest that can lead to alien technology or just threads to mankind, you have this handy little information network. A collection of contacts and seemingly innocent organizations quietly and anonymously feed you information of supernatural or extraterrestrial going-ons in the world, giving you a trail to follow. Anywhere there is a community, these contacts have eyes and ears. Even if they're tracked down and captured, more will eventually take their place. Humanity must look out for itself.

Ascalon [600 – Discount for Forever Knight] – Azmuth's first magnum opus and a source of great personal shame of his, this sword is an ultimate weapon that knows very few peers. The user who wields this legendary weapon gains a metallic suit of armor, making them as durable as the steel of Ascalon itself, as well as giving them an immunity against mind control. Forged of and able to manipulate the fundamental forces of reality itself, Ascalon is able to launch powerful blasts and slice through most solid matter like a hot knife through butter. It can teleport the user, move according to their will, and absorb a near bottomless amount of energy into itself for the wielder to use as they see fit. Ascalon itself is tough enough to survive the destruction of an entire planet without a scratch...and powerful enough to be the one to break said planet apart like glass.

Basic Spellbook [100 – Free for Sorcerer] – Every spellcaster worth their salt has to start somewhere and this is no exception. This is a collection of several basic spells and the essentials of how to use magic, enough that someone with no talent for the mystical arts could become a decent practitioner in a few months. This gets your foot in the door but anything more than simple mana constructs and blasts will take further study. Post-jump, this book functions as a 'beginner's guide' to any sort of magic in future settings you jump to, though it may not necessarily mean you're able to use it.

Magic Bag [200 – Discount for Sorcerer] – Aw, what a cute little bag you've got there with those little shark teeth for a zipper. This is a magical bag that stores both magical energy and spell components. It has a lot more room than it seems, being able to fit a house's worth of stuff inside of it and then ejecting whatever you happen to need that second on command. Good for sorcery on the go!

Wizard's Domain [400 – Discount for Sorcerer] – Having seen the writing on the wall or having stolen from someone who did, you have managed to isolate a small pocket of Ledgerdomain and constructed a defensible lair within it. This is a comfortable mansion with plenty of amenities, books on simple and advanced spells from this world, and conveniently generates any spell components you happen to need for your many spells and rituals. In addition, being in an isolated dimension made of magic greatly empowers your own spellcasting and makes it both easier to cast and just a bit more powerful. You may enter and leave this little pocket plane simply by thinking about it, a portal entering or leaving it appearing nearby.

Alpha Rune [600 – Discount for Sorcerer] – A fragment of the legendary Map of Infinity and a powerful artifact on its own, this is the Alpha Rune. Aside from being a stone with a very pretty purple symbol on it, it has a very special property within it: The true name of magic. With this stone in hand, magic itself is at your beck and call. Acting as a keystone for Ledgerdomain itself, even a non-spellcaster is able to use magic and the massive amounts of mana within the Rune. You can also manipulate the spells of others or shut them down entirely with an act of will alone, your own magical might amplified a hundred times over. While some beyond your power may be able to resist this, you are indeed a ruler of all magic with this in hand...just don't let it go to your head. This Rune's power has had a history of driving its wielders mad.

Omnitrix [800]

This will one day be called the mightiest weapon in the universe. It is the magnum opus of the genius Galvan Azmuth and, should things proceed as normal, will spark the legend of Ben Tennyson – a superhero with the power of many aliens. With this purchase, you now have your very own. The Omnitrix is a database of alien DNA that allows the user to temporarily transform into a copy of that very same species, with all the strengths and weaknesses therein, before changing back to normal. This device is both insanely versatile and capable, so let's see what we can do to personalize your own version of it. For this section, you receive +1000 Omnitrix Points, or OP. You may gain addition OP by converting choice points on a 1:1 ratio, getting 50 OP for 50 CP and so forth. You may not convert OP back to Choice Points, in case it needs to be said.

[Base Features]

Transform [Free/50 OP/100 OP/150 OP] – This is the core feature of the Omnitrix. By turning a dial and selecting an alien within the Omnitrix's 'playlist', the user can press down on it and will instantly transform into that particular species for ten minutes. Once this time runs out, the user will change back to their original form and the device will enter Recharge mode detailed below. There are some exceptions to this rule detailed below and as you get used to the Omnitrix's power, the longer your transformation times will become.

Should you wish to change back to normal manually, you simply hit the Omnitrix symbol that materializes somewhere on your body, usually somewhere easy to reach. You can also switch between alien forms within the Omnitrix at will if they're available on the playlist, though this shortens the transformation time you have with each switch. For the cost of 50 OP, you may extend the transformation time to twenty minutes, spend an additional 50 to increase it to forty, or a third buy of 50 OP (150 total) for being able to remain transformed for a whole hour.

Playlist [Varies] – Of course, you can't transform into aliens if there's no aliens to change into. See that very long species list earlier in the jump? You may buy those for the Omnitrix by spending OP, each species being discounted for the occasion. If you do not buy any, your Omnitrix begins 'blank' and you will have to find a way to get them on your own. Note: You cannot buy an Anodite or an Osmosian form through this method. No, I don't get it either.

Capture [Free] – The Omnitrix's original purpose was to preserve and catalogue the DNA of various alien species both for preservation purposes and perhaps promote galactic understanding. While its success in this mission is...unlikely, this is another core function it comes with. By activating Capture mode, an alien that touches the user during this mode will have its DNA added to the Playlist of the Omnitrix automatically. Whether mostly robotic, techno-organic, or even multdimensional – this handy little watch can scan and copy it no problem. Be warned that beings without even the barest shred of DNA, like Anodites, cannot be added to the Omnitrix. If you're not a fan of high-fiving an angry alien with this watch, you can instead scan it using a beam from the watch, taking only a minute to scan the sample as long as they're near you.

Database [Free] – It's a little bit of a pain to run around the galaxy scanning every individual alien, though. It's a big universe and a decade probably isn't enough time to get every single sample you need. Maybe. Don't interpret that as a challenge. To make your search a little easier, the Omnitrix can now download data directly from a DNA database you have access to, whether from one of the purchases above or some sort of collection you have. As long as it can be transmitted as data, the Omnitrix can add those samples to its playlist following the same rules as Capture mode, though able to do many more at once. You can remove this feature to gain +100 OP.

Recharge [Mandatory and Free/+50 OP/+100 OP] – After using Transform, the Omnitrix will go dormant for a short amount of time before it can be used again. While a Failsafe might allow you to skip this step in a dire situation, the Omnitrix usually needs an average of ten minutes before it can be used again, slightly less if you changed back prematurely. If you're confident in your abilities without it, you can extend the base recharge time to a half-hour to gain +50 OP or as long as an hour for another +50 OP, 100 OP total.

Failsafes [Free/+200 OP] – Of course, the Omnitrix is also designed to keep its user alive by any means possible if their death becomes a very likely event. Should someone or something try to forcefully remove the device, an energy surge will immediately push the source of the danger back. If the user is about to be hit by an attack or hazard that will almost certainly kill them, the Omnitrix will immediately exit Recharge mode if it was in that state and change them into an alien that can allow them to survive if one is available. This happens automatically and requires no input from the user. If you think you can manage by yourself, you can remove this feature to gain +200 OP.

Self-Destruct [Free] – While the Omnitrix has certainly deviated from its intended purpose, Azmuth still had the foresight to add a feature to wipe it out when all other options didn't work. The device in its base form can survive the destruction of an entire universe and while it can be damaged, one of the only things that can destroy it is...well, itself. At your voice command, the self-destruct countdown will begin with a timer of your choosing, minimum 30 seconds. Once this time is up, the Omnitrix will explode and be destroyed beyond repair. If you're especially wanting to go out with a bang, you can set this time for several days, in which the charged explosion will contain enough force to destroy the entire universe. I hope you have some way to survive that! Luckily, you can cancel the countdown anytime. If you destroy your own Omnitrix this way, you will get a new one with its adjustments and features in your next jump. You know, if you didn't die.

You may remove this function if desired, but it does not give you any points if you do so.

Prime [Free/+100 OP] – It wouldn't do you much good if you took a DNA sample from a powerful alien only for your particular specimen to be a sickly moron with a low life expectancy. Whenever you transform into an alien, the Omnitrix immediately adjusts the sample to be at peak physical and mental condition based on the age of the species in approximation with the user's own. Thus, a ten year old using this to change into a Petrosapien would be at peak performance for a young Petrosapien in that age group. For +100OP, the physical and mental condition of the sample is always identical to the specimen the DNA was copied from, for better or worse.

Calibration [Free/+100 OP] – If not used for an extended period of time, that being several Earth years, the Omnitrix will shut off and go dormant. The good news is that when you use it again it will take an hour or two to boot up, but once it does, it will change appearance slightly into something you find more appealing and comfortable. All of its base features will earn small quality of life improvements based on your needs...perhaps a two-way communicator or an extra five minutes to your Transform time. These upgrades are always minor but helpful and Calibration will make the Omnitrix good as new in terms of maintenance. If you're rather do all of that yourself or not bother with a setup process, you can remove this feature for +100 OP.

Universal Translator [Free/+50 OP] – The Omnitrix was designed to bring various species together at least in theory, but it's a little difficult to do that when languages are literally light years apart. So long as an actual language is being spoken (growling and snarls don't count), the Omnitrix translates all speech within range of the user into a language they and those around them can understand. This applies to all around them and even works through communicators, solving that particular issue. You can remove this for +50 OP.

Magic Pants [Free/50 OP/200 OP] – When you change into an alien, the Omnitrix will provide the bare minimum extra equipment needed for the chosen species to survive in its current environment...or at least modesty. Ordinary clothes for most humanoid aliens, a suit of protective armor for Prypiatosian-B's radiation, and so forth. If you want to improve this a little, you may spend 50 OP to gain the ability to design whatever clothes or protective equipment your alien forms get, though they won't have any special properties behind an aesthetic you find pleasing. If you're especially fond of customization, you can instead spend 150 more OP to also add the ability to add armors and clothes you possess to the Omnitrix and it will add them to any alien form of your choosing, even adjusting the size and shape of them accordingly. Want to put a Tetramand in power armor? A To'kuustar in a spiffy tuxedo? Now you can!

Master Control [Free/800 OP/+400 OP] – For when absolutely nothing else works, you should try...everything. The true power of the Omnitrix is unleashed, with the user no longer needing to manually select an alien or worry about Recharge, able to change into any alien form within their Playlist or Database connected to the Omnitrix with an act of thought alone for as long as desired. This is a base function of the Omnitrix, though it starts locked off and the way to unlock it isn't clear. This doesn't exactly come with a manual...maybe you can find out how to trigger it? If you're not content with waiting, you can have yours pre-unlocked for 800 OP. Otherwise, you may remove it to gain +400 OP.

[Upgrades]

Aesthetic [50 OP] – Not a fan of green? By default, the Omnitrix you buy here has the same visual appearance as its original prototype model. If you'd like, you can buy this to instead change the look into something more appealing. Prefer the Ultimatrix? Maybe the second iteration of the device? Or the final product? Something else entirely Either way, it won't gain any new functions but you can customize the look as long as its form as a wrist-bound device doesn't change.

Character Selection [50 OP] – Normally aliens are selected through holographic icons or vague silhouettes on the dial of the Omnitrix, creating a bit of a trial and error process on which is which. Yours is a little more advanced now and displays the alien you're selecting on a holographic display, including a brief description of their strengths and weaknesses. Now you know what you're getting into, or remember in case you forgot!

Smartlock [50 OP] – By default, the Omnitrix is DNA-locked to its user, in this case you. The lock can be bypassed with some effort, so this makes the security measures a tiny bit smarter. It can tell the difference between you and a clone of you, or even different versions of yourself from an alternate universe, and won't activate for anyone except those you approve of even if they manage to get it off of you somehow.

Instinct [100 OP] – You just changed into a superpowered alien, now get to work!...what do you mean you don't know how? Take this upgrade, then. When you enter a new alien form, the instincts and knowledge of their powers and abilities will come with it, so you won't be stumped on how to use your new superpowers or have to learn the hard way.

Factor Adjustment [100 OP] – Normally the form you change into is brought close to your own in terms of age and gender. If you're a child, you will be a child alien when you transform. If you're a male, you will transform into a male. This lets you adjust the transformations so it can be set to parameters on preference instead, letting you change from a child base form to an adult alien or vice-versa, as well as changing to male or female.

Import [Free/100 OP] – What, you already have a transforming gadget of some kind? That's cheating!...well, whatever. If you have some sort of gizmo similar to the Omnitrix that lets you change into other things by wearing it, you can import it into the Omnitrix to combine their functions. If it was already a transformation gadget, this is free, but if you want to instead add some sort of person-sized device to it, you can import it for 100 OP. This includes things bought in this jump.

Jumpertrix [Free*/200 OP] – Why not go a step further? Why not add even more to the Omnitrix's arsenal? After all, you have no doubt been to an interesting collection of worlds before now. haven't you? This upgrade is tailored specifically for you and your unique...situation. Any altforms you possess from individual jumps are automatically added to the Omnitrix's playlist, updating each time you gain another while wearing it and when you put it back on. You don't lose the ability to transform into these, mind you. This feature costs 200 OP. If you took the Jumpertrix drawback, this feature is free, though you still need to pay the base cost to unlock the Omnitrix base features. Otherwise, it works as described in said drawback.

DNA Doctor [200OP] – DNA and genetics get toyed around with the same way as jenga blocks in this world. It can sometimes lead to things like horrible mutations, unwanted fusions, or just straight-up body horror. It's a good thing the Omnitrix's 'revert to normal' function has more than one application now. Now the Omnitrix will be able to use a beam that will revert any being suffering from disfigurement, mutation, or some other unpleasant condition of DNA manipulation back into their 'healthy' default state, whatever that is. It can also eject harmful parasites from said body in the process. Convenient, right?

Life-Form Lock [200 OP] – Let's be perfectly honest, that Recharge timer and the duration of the Transform function is a bit of a pain. What if you want to be a particular alien for a little while longer? Or you have to go undercover? When transformed into an alien, you can now engage a Life-Form Lock with a voice command, keeping you in that alien form even past the normal Transform duration. The downside being you can't transform into anything else while this is engaged and the Omnitrix will immediately go into a full Recharge once you turn off the Lock.

Evolution [300 OP/500 OP] – Azmuth frowns at the existence of this function, but he frowns at just about everything so don't take it personally. This function created an 'Evolved Form' for all of the aliens in your playlist that you can change into at will. What this Evolution does is run the DNA through a simulation of about a million years worth of nonstop apocalyptic violence, jumping them further ahead on the evolutionary ladder and enhancing their existing abilities, perhaps even gaining new ones altogether. You can switch between the Evolved and 'normal' forms at will whie transformed. This costs 300 OP.

For 200 more OP, you can now adjust the parameters of your Evolved DNA even further. Maybe you add a few more millions to those years or instead have the species evolve in specific conditions, like constant research and development or even peace? This will never completely change the base abilities of the sample, but it will create many different variants and possible forms for you to use and play with at your leisure.

Bi-Bio [500 OP] – One plus one equals something even better. This is a simple but powerful function: You can combine the DNA of two forms on your playlist into one. The mixing and matching you can do cannot be overstated, as the best abilities and traits of both species will merge together into a new upgraded form. That's all there is to say about it, really. Have fun!

Ultimate [500 OP] – For those who are especially attached to their base form, there's this modification on the Evolution function, though it isn't necessary to have the former to use this. While the conditions to Transform are the same, you now have an Ultimate form that allows you to access the powers of individual aliens within the playlist while keeping your original form active. You haven't lived until you have seen a human launch fire out of their hands like a Pyronite. This allows you to wield the powers of the Omnitrix without changing into a different form with an exploitable weakness...well, at least not ones you don't already have. To switch between forms, you must hit the button on your body and call out the powers you want, unless you have Master Control active in which case you may simply switch at will.

Companions:

Import [50] – Have a friend you brought with you to this crazy world? Or maybe you want to meet someone unique and new? You may import or create a brand new companion for 50 points each, giving them a free background and 600 points to spend as they see fit.

Canon [50] – Or maybe you have somebody here you want to bring along instead? For 50 points each, you can take an existing canon character from this world along with you as a companion, so long as you can convince them to come with you by the time the jump is over.

Drawbacks:

What Year Is This? [+0] – The story of Ben 10 technically begins when Ben finds the Omnitrix for the first time, but much of the goings-on of the universe have been transpiring for much longer. Who knows what adventure is around the corner? Maybe you want to adventure with a younger Max Tennyson during his glory days in the Plumbers, duel with Sir George during the height of the Forever Knights, or even meet Ben in the middle of his adventures instead of at the beginning? You may start your jump anywhere between 1131 A.D. when Sir George receives Ascalon and the beginning of the events of Omniverse where Ben meets his new partner Rook, and you may stay in this world up until the year 2060 A.D.

What Universe Is This? [+0] – Of course, while you're normally meant to be dropped into the Prime Universe everyone is familiar with, plenty of other branching realities exist. Perhaps you want to go to a world where Chronians exist and Eon is one of them? Or a world where Ben didn't receive the Omnitrix because one didn't exist in the first place? Or a timeline where some familiar characters died when they weren't supposed to? Maybe even a timeline where Ben became more sullen and mature instead of backsliding back into his childish behavior later in his career? Following the same rules as a Chrono Navigator, you can be dropped into any 'probable' timeline for this world. Keep in mind no matter how right or wrong things are going in this world you designate, you're bound to run into trouble eventually. Trouble doesn't really respect multiversal boundaries in this world, after all.

Arrogance [+100] – Let's be real here: YOU'RE the Jumper and everyone else is your sidekick or just some chumps for you to roll over and save the day from. Your ego has inflated considerably and you're prone to acting childishly and impulsively even when you know better. Even if you can survive your own smart mouth, it will grate on your allies and often give them reasons to want to get away from you if things go too far.

Who Writes This Crap [+100] – It sometimes feels like your life is a story being written by five different people and sometimes they can't agree on much of anything. Your magic somehow turns out to be advanced superscience and your best friends' memories of his species were actually fake memories from a ploy meant to kill you specifically, and even your significant other might start acting venomous to you as if someone was trying very hard to make them unappealing to you. These changes don't last long if you challenge them, but something as simple as consistency and internal logic is now something you can't rely on. At least it won't be anything that immediately hurts or kills you.

Weekly Superhero Cartoon [+100] – I hope one of the items on your agenda wasn't 'peace and quiet' because at least once a week you're going to have to deal with some new disaster happening to you and anyone you care about. Alien attacks, people getting superpowers, being kidnapped to participate in an intergalactic court...things like that. Even if you run away, more trouble will find you eventually. It's not necessarily always a threat to you, but ignoring said problems are bound to make things progressively worse.

LET ME TELL YOU SOMETHIN' JUMP-CHAN OR NARRATOR OR WHATEVER THE HECK YOUR FACE IS I'M GONNA PUNCH YOU SO HARD YOUR MOUTH WILL LOOK LIKE A BAGEL ON ALL YOU CAN EAT ICE CREAM DAY! [+100] – ...okay, then. You have the temper and ranting tendencies of an Appoplexian even if you're not one yourself. You tend to get into fights at the drop of a hat and go on impressive if nonsensical tangents while you do so.

Jumpertrix [+200 – Requires at least one prior jump] – Keeping in theme with the rest of the setting, are we? Well, all of your powers, perks, and items from previous jumps have been locked into individual 'forms' on a device now on your wrist, one for each jump. That leaves you with either bodymod or whatever species and form you gained in this jump. You can transform into one of these 'Jump Forms' with the push of a button, but you can only remain in that form for about ten minutes before it needs to recharge for about thirty. If you buy an Omnitrix, it follows those rules instead, though things like duration upgrades, Life Form Lock and Master Control won't work for any of your Jump Forms until this jump has concluded. Post-jump, you may decide if you want to keep your abilities working this way or go back to the way they originally worked. For whatever reason. Maybe you like the challenge?

It Happens To Everyone [+200] – Why. Does. None. Of. Your. Stuff. Work. Right?! Whether the Omnitrix keeps giving you the wrong alien or malfunctioning so that you temporarily mutate, or maybe your spells keep resulting in backlash or unintended side effects, your items and powers have a tendency to backfire at random for no discernible reason. It gets even worse if you actually try to fix or tinker with any of them, to boot. This will always be inconvenient at best and incredibly dangerous at worse, giving you yet more problems to worry about during your time here.

Enemy Lineup [+200] – Forget about one-off weekly problems, now you've got a long-term relationship with trouble. You now have an enemy who is single-mindedly focused on either destroying you utterly or taking something of great value away from you permanently. The worst part is that they're resourceful, determined, powerful and won't. Freaking. Die. Even if you blow up a universe with them in the epicenter, they'll be back a few weeks later bigger and badder than ever. This nemesis will do whatever they can to get in the way of your goals or any peace of mind you have, taking advantage of whatever weakness they can discover on you. The good news is they don't start knowing that much about you...the bad news is they'll be around long enough to learn until the jump ends.

Let's Do The Time War Again [+300] – Oh, no. I have some bad news for you, Jumper – you are a hero or villain of the Time War. That is, your future self is. Because of how time loops work that means you're now inevitably going to get roped into a series of dangerous conflicts across time and space. While Paradox or Maltruant, depending on your allegiance or alignment, will be happy to help you time travel if you don't have your own method, this isn't just the Time War you see bits and pieces of on the show. You're going to be tangling with universe and time-destroying monsters as well as future and past enemies of yours. While they won't be any that are impossible for you to defeat, expect things to get confusing and dangerous fast. Your goal is to win through this and finish whatever it is your future self is supposed to do to help win the War...so you best figure that out soon.

Multiveral Protection Act [+300] – Well this is unfortunate. It looks like your entry into this universe alone was a violation of the rules meant to protect the multiverse set by the Celestialsapiens. Which, given the circumstances tend to be very arbitrary. The good news is that they're not out to just wipe you from existence, which chances are they could do very easily if you're not one of them. The bad news is that you're considered on probation by the Galactic High Court. Anytime you make some serious waves in the universe or even when you don't, you'll be teleported to the Court to explain your actions to the rest of the multiverse. Yes, the entire multiverse. Whether you saved the universe using an 'illegal' power, tried conquering the local ice cream stand, or were rude to a waiter for no reason there's a chance you'll be brought to Court to explain each and every 'misdeed'. The worst part is that the Court is entirely character witnesses and none of your usual charisma, connections, or powers can help sway opinions or get around this. At the end of each case, you'll be put to a vote of guilty or innocent by the powers that be. If the guilty vote ever wins, you lose your chain.

Just a reminder: Each. And. Every. Thing. You. Do. Wrong.

Three Heads Are Better Than One [+300] – We all make thousands of choices every single day, sometimes in minutes, sometimes in an instant after an instant. It can be a little overwhelming! Not to worry, because now you're going to have to deliberate every little choice you need to make from now on. Your consciousness is now split into three – yourself, representing Reason or the Ego or whatever...and two other personalities that are opposite ends of each other. It might be Compassion and Aggression, Hope and Despair, or some other axis of morality that holds great significance to you. These two personalities cannot agree on anything with each other except in the most dire of circumstances, and are mostly content to argue until the heat death of the universe with no urgency towards anyone or anything.

Here's the kicker: In order to do anything except stand in place, you must get them to agree to take any actions on a 2-out-of-3 vote. For every single action. As they're a part of you, any perks or abilities that would otherwise let you instantly convince them or take full control of your body fizzle out and fail until the jump is over. As the years pass and you get used to their personalities, it will steadily become easier for you to do things like walk around and talk to others as well as accomplish simple tasks, working your way up until control becomes natural...but these talking heads never go away. They're awfully stubborn and irritable, to boot, representing extremes of your own personality and often taking things further than you would for better or ill. You must maintain a constant balancing act as you gain control of your body and power, little by little as the years go on. The only plus side is that one thing they will unanimously agree on is your survival, so if you still need to eat, sleep, and defend yourself that comes easy. Everything else? I hope you're good at debate!

Made it to the end alright? Survived all those gigantic multiverse-destroying disasters near the end? Good to hear it! You know the drill, will you…

Go Home?

Stay Here?

Or Move On?

Notes:

Fanwank it.
>What ab-
Fanwank it.
>But I haven’t-
Fanwank it.