“Sugar, Spice and Everything Nice.

These were the ingredients chosen, to create the perfect little girls.

But Professor Utonium accidentally added an extra ingredient to the concoction,

Chemical X!

Thus, The Powerpuff Girls were born!

Using their ultra-super powers Blossom, Bubbles, and

Buttercup; have dedicated their lives to fighting crime and the forces of evil!”



If the introduction done by our faithful narrator hasn’t made it clear, welcome to the world of the Powerpuff Girls...No, not the reboot, the original one. Where the city of Townsville, along with the rest of the world, is protected by three adorable little girls, who must juggle being superheroes and their daily lives. For the next 10 years this world will be your home.

Don’t think that just because this world three super heroes makes things easy for you. Monsters the size of Kaiju are frequent, Super Villains are recurring problem and there is even some brat who wants to be a Powerpuff Girl. So, to make things easier here for you, take this starting budget to spend on your other purchase:

1000 CP

You start shortly after the events of the movie, at beginning of animated series. Now that this is handled – let’s get you started!

LOCATIONS:

Roll 1D8 to see where you start in this new world or pay 50 CP to choose on your own terms.



1. Utonium Household: Ahh, the home of the Powerpuff Girls. This is where Blossom, Bubbles, and Buttercup live with Professor Utonium. It has a lab where the professor does his experiments as well connects to a training simulation room for practice...or recording music videos, don't ask about that last one, the girls and professor are still a bit embarrassed about it.

2. City Hall: This is where the mayor of Townsville is found most of the time. He is not always all there, but he does care about his city and his hat. Not much action happens here, but you may find Miss Bellum there. It's also where most of the Emergency calls come from.

3. Pokey Oaks County: This quaint little neighborhood is where you'll find Pokey Oaks Kindergarten. This is where the girls get their Schooling from Miss Keane, a kind-hearted woman, but stern when she has to be. It is like your normal Kindergarten school, just that it has a hotline phone.

4. Volcano Observatory: The Lair of Mojo Jojo. Here you'll find the most vile and dangerous of creations that Mojo uses in quest to defeat the Powerpuff Girls and to rule the world. Thus far he hasn't succeeded, but he never gives up.

5. Townsville Forest: Close to the Townsville Park is a forest, which is home to precious little woodland creatures. Most of them are friendly and harmless, unless something provokes them. But don't travel to deep in the forest for that's Fuzzy Lumpkins territory and he doesn't take kindly to the strangers touching his things.

6. Morbucks Mansion: A rather exotic and fancy structure. Filled with expensive things and staff to keep things tidy, but... you definitely don't want to go there, as it is home to Princess, the stuck and bratty girl of Townsville. If you still want to stay here, it is your choice pal.

7. Townsville Dump: PEW YEW! Who would want to live here? The Gangreen Gang of course. They don't seem to mind the smell. There are an incinerator and trash compactor here, as well as a magnet crane for anyone to use.

8. Free Choice: Your choice Jumper.

ORIGINS:

You keep your gender from your previous jump or pay 50 CP to change it. Roll for your starting age as outlined by your origin or pay 50 CP to pick it yourself.



Drop In (Free): Well, I haven't seen you before. You must be new here! Be sure to introduce yourself to the locals. You might not have any connections here, but you know that you are yourself. Pick your starting age for free.

Scientist (Free): Ahh, you're one of the professor college class mates, weren't you? You have met the Professor before and he knows you from his college days. You have a mastery in a field of science of your choice, but you are still baseline human. Roll 1d8 + 20 for your starting age or you can be choose to be a child Prodigy and only be 5 years old.

Villain (-100 CP): You're one of the crooks, criminals or evils that girls face from time to time. You have been in and out of Townsville jail a few times. Some people keep their distance from you and for a good reason. Roll 1d8 + 35 for your starting age, roll 1d8 +11, or be an evil child and make your age 5.

Monster (-200 CP): You're a big one aren't ya? You are not really a villain nor hero. You are one of the monsters that attack Townsville on a regular occurrence. But this doesn't mean that you are a mindless creature or stupid. You attack the city because it is kind of your job to do so. Taking this mean you have to take the "Monster's Duty" Drawback

Powerpuff (-300 CP, discount with Bunny=DOOM): Well where have you been hiding? You are one of the Powerpuff Girls (or a Powerpuff Boy) created by the Professor. You have spent your life with the girls since they were created, and you have endured the events of the movie. You have a responsibility to protect the city of Townsville with your superpowers and so far, you have been doing a pretty good job of that. You start out 5 years old. Unless you are in a continuity where the Powerpuff Girls aren't in kindergarten; in which your starting age should match theirs.

PERKS!

General Perks:



THE CITY OF TOWNSVILLE (Free): From now on, a narrator with Tom Kenny's voice can start your jumps with narrative intro in same style as intro to The Powerpuff Girls! This can be toggled on and off.

SO ONCE AGAIN THE DAY IS SAVED (Free): From now on, a narrator with Tom Kenny's voice can end a jump with same style as ending to The Powerpuff Girls! This can be toggled on and off.

Nice Voice (-100 CP): You have a very good voice, that has an effect of drawing people to listen to you and ensures that you can be heard clearly no matter what, especially when it comes for storytelling purposes or to announce things.

Love Makes The World Go Round (-100 CP): You know how to play an instrument and how to sing really well. Maybe you can start a band? In addition, you now have your own theme song in the style of the Girls' theme that you can cause to play whenever something important will happen.

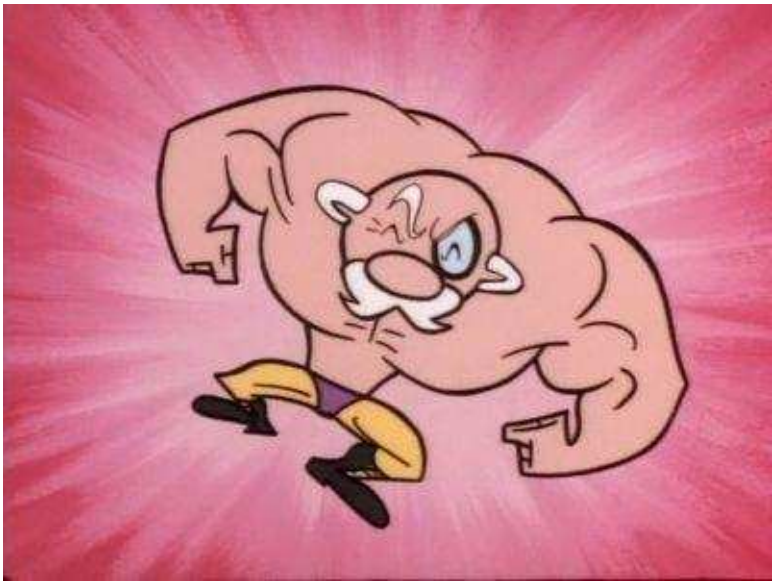
Drop In:

Born and Raised in Townsville (-100 CP, free for Drop in): Much of what happens in Townsville tends to incite excitement, panic, and anxiety. For you it is instead just another day in your life. You tend react to monster attacks, evil villain plans, and heists with an indifference. With this perk it will now take a lot to get you to panic. Is this a talking dog? Yeah, he does that. Mojo is turning people into dogs? Must be Monday.

NOBODY WEARS MY HAT!! (200 cp, discount for Drop In): Its funny everyone has that one button that you don't press. For you its some article of clothing. Choose a piece of clothing by default it's a hat that you own, you'll be given one of your choice if you don't have one; from now on if someone that is your enemy wears that piece of clothing. You can activate this ability and shows some fighting prowess that you normally don't have. And your strength has been increased to the point might be considered super strength even if you have super strength.

I Need Some Back Man! (-400 CP, discount for Drop in): You can't handle everything alone. You are just one man. Lucky for you, this perk can change that! Once day you can radio in for backup, which will arrive rather quickly...like 2 second quickly. However, this perk only works for dangerous situations – a hold up, or a shootout levels of danger at least. Also, the backup are not permanent companions. Once situation has been dealt with, the backup will leave.

The Brains Behind the Man (-600 CP, discount for Drop in): Sure, you may seem to be a ridiculous choice for a leader and you may be a man or woman child but there is one thing that keeps you in your position: you have one competent person working for you. What the towns folk don't know is that they are actually running the show and you are only the figure head. As long as you have at least one competent person working for you as your advisor, secretary or anything else of that nature, you will be taken seriously as a leader and will be seen as a prime choice for dependable leader. This can also work for PR is you are trying to be evil behind the scenes just don't get exposed for the evil that you are.



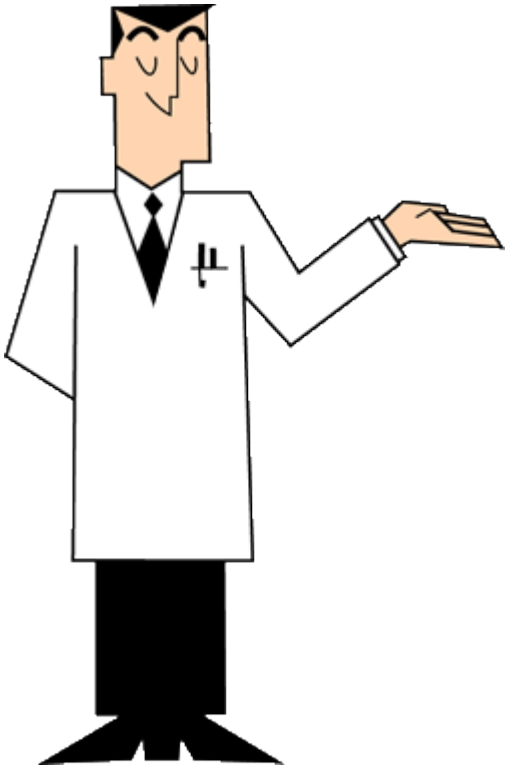
Scientist:

College Graduate (-100 CP, free for Scientist): You are smart. You have graduated college with flying colors. You can analyze chemicals and see what it makes them tick. In addition, you can identify what chemicals or toxins are going to be danger to handle for the experimentations that you are going to be conducting. If chemistry isn't your thing, choose another field to be an expert

Inventor (-200 CP, discount for Scientist): You can now invent things. Let it be a power suit, gadgets, a mech, or new type of sandwich, you can invent it all with little to no effort. However, it will take time and require material to do so, as well as some understanding of mechanics behind them.

Utonium Blessing (-400 CP, discount for Scientist): NOT AGAIN! Some would call this a curse, other an inconvenience, but just like Professor Utonium you tend to stumble and make mistake, which creates things you are not intending to create. However, you can take this issue and use it to you advantage, take your accident and improve it, make something out of it so that it can be useful after all.

Utonium Union (-600 CP, discount for Scientist): Chemical X. The substance that gave birth to the Powerpuff Girls and the Rowdyruff Boys. No one know how exactly this strange chemical does it, not the professor and not even you, but you have a rough idea how it creates life. With this knowledge, you can take several items together and mix it with Chemical X to create life. Be careful though, the results may vary and for the most part will be a young child. In addition, you know how to make your own Chemical X or reverse engineer it to create Antidote X.



Villain:

MWAHAHA (-100 CP, free for Villain): What's a villain without an evil laugh? Okay a genre savvy villain, but where is the fun in that? You want the people to know that you are evil and want to be recognized for your evilness. And what better way to do that then let out an evil laugh. You now have a boisterous and intimidating evil laugh. In addition, you can act as hammy you want. Want to chew the scenery while you laugh? Go for it! SHOW THE WORLD YOUR EVILNESS! BWAHAHAHAHAHAHAHAHAHAHAHHAHA!

I Have A Plan (-200 CP, discount for Villain): You are good at scheming and coming with a heist. You can see an opportunity and have a chance of getting away with it with no consequences? You got a plan to pull it off. In other words, it doesn't take long for you to come up with a scheme, plan, or strategy for what evil you are trying to inflict upon the populace. At maximum, it will take you about an hour and at minimum, a couple of seconds. After all what good is evil villain if it takes him a month to come up with a plan?

Street Cred (-400 CP, discount for Villain): Normal Civilians are afraid of you. Wherever you go, whenever you want, you create this air malice that causes normal people to keep their distance from you. Perfect for keeping people out of your business and making them give up their valuables easier.

Evil Mastermind (-600 CP, discount for Villain): You are Evil genius. Your Creations are without equal. Your mind is pulsing many ideas for taking over the world. You can concoct plans so complex that the police and the best detectives they've got can't figure out what you're up to. Good. The less people in your way, the higher you chance of success. Oh yeah you also seem to have create an invention in seconds or in one day.



Monster:

Huge (100 cp, free for Monster): Whether only two stories tall or two hundred feet, you are always noticeably bigger than most others. Durability and strength scale with size, though speed and agility don't. Once this jump is over this can be toggled on and off.
Sneaky (200 cp, discount for Monster): HOW? You're the size of a skyscraper, *how do you sneak up on a town?* As long as you're not *actively* attacking people or committing crimes, people tend to ignore you as 'just one of those things.' Counter-intuitively, this works *better* the bigger and more intimidating you look: If you look big enough to swat Godzilla like a mosquito and tank a shot from the Death Star you might as well be invisible and intangible.
Fake-The-Dead (400 cp, discount for Monster): After a massive battle (one that you must lose, or at least manage a draw) you can manage to flawlessly pretend to be completely dead to all senses, mental, electronics, and spiritual forms of detection. While this is active, you won't be dissected, cut open, destroyed or otherwise molested. The most that others will do will be to haul your 'carcass' out of city/town/whatever limits. This only works once every six months, and for two days at most before failing.
KING Kaiju (600 cp, discount for Monster): While **Huge**, ALL of your physical abilities not only scale up, but are amplified by a factor of 5 at a minimum. The better the battle you are in, the stronger you get; the more your outnumbered, the faster you move; the more determined the foe, the faster and more efficiently you heal; the more powers and tech they bring to bear, the more overwhelming your other powers are (energy blasts are stronger, fire breath is hotter, launchable spines go father and penetrate better, etc). Watch the puny mortals and pathetic 'heroes' flee before your majestic form and terrifying wrath, ***YOU*** have arrived.



Powerpuff:

Cute Little Girls?! (-100 CP, free for Powerpuff): Or Boys. Anyways you are just straight up cute. And most people will underestimate you for your cuteness and general look of vulnerability. Some will laugh at this thinking you're some kid that got lost and will try to scare you off, and probably will fail in the process. Good for taking them off guard. But if people know who you are and what you are capable of: It won't work. But hey you still look cute.

The Joy and the Laughter (-200 CP, discount for Powerpuff): You are very energetic and happy. Your presence brings a smile on a person's face. You are always bouncing around and being happy. People would have to TRY to make you sad and if they do, they might feel bad about it, like immense guilt bad. Unless of course they are evil.

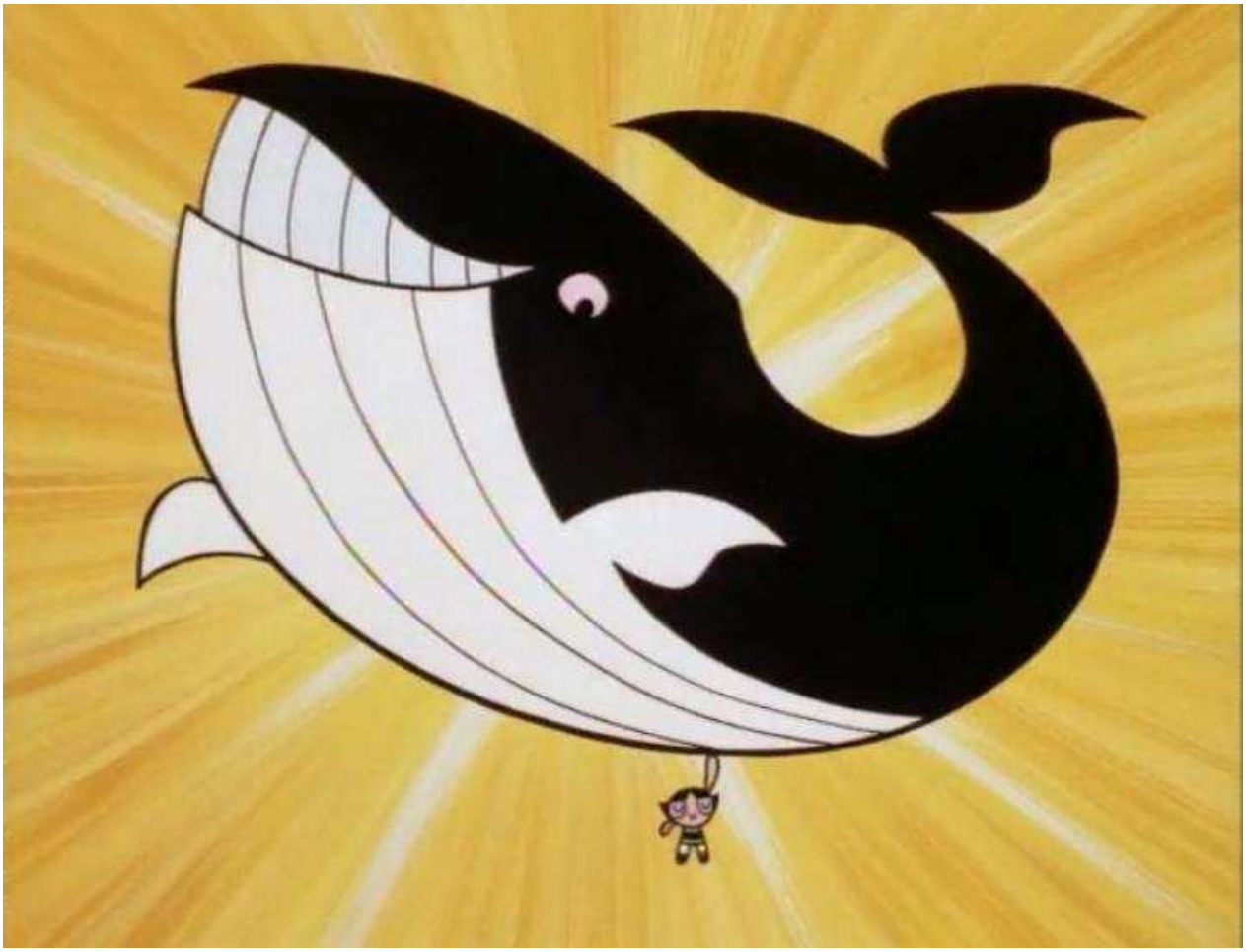
You Wanna Arm-wrestle? (-400 CP, discount for Powerpuff): For a kid you are intimidating. All it takes is a glare, a gesture or a challenge and people back off. You can turn it on and off like a switch. Sometimes when you're really angry you can intensify the intimidation effect of this perk. Oh yeah, you can also roll your tongue, nothing happens when you do that it's just a neat trick you can do.

That's it! **(-600 CP, discount for Powerpuff):** Of course, it all makes sense now! You are very deductive and can pick up on the smallest of clues and details. Hard riddles are not as hard for you anymore and you can get a lead on something no matter how small the detail. It will always help you narrow down the suspects, revealing plans, seeing through disguise, and finding secret lairs. All it takes is a small detail, phrase, or change in behavior and you'll quickly catch on to things.

Ultra-Super Powers (-800 CP, free and mandatory for Powerpuff): You are made from Sugar, Spice and Everything Nice plus Chemical X. or Snips, Snail, and Puppy Dog tails if you are boy. Whatever it was when you were created, you have super powers and know how to control them because of it being a part of your biology. You have the powers that the Powerpuff girls share, which is listed here.



Super Powers!



What is a Super Hero or Villain without Super Powers? Spend CP here to gain Powers.

Multilingual (-100 CP, first 2 purchase is free for PowerPuff): Sí, ahora puede hablar en otro idioma de su elección. Translation you now have the ability to ability to speak in another language. You ca purchases this as much as you want but those of a Powerpuff origin can purchases these at a discounted after the first 2 purchases which are free.

GET OFF MY PROPERTY (-100 CP, free for Villain): You and Fuzzy should be friends. You fly into a blind fury whenever someone is in your turf or touches your stuff. Your hands become like claws and get stronger. Normally you can lift a bolder no problem, but when angry you can probably lift a truck.

Regen (-200 CP): Your wounds heal fast. A cut will be healed within seconds. Good to have if you are accident prone or get into a lot of fights, but this does nothing for the pain you may feel.

Electricity (-200 CP, discount for Powerpuff): If you collect enough static electricity you can launch lighting at your targets. It can be done by rubbing your... hands together, rubbing your feet on a rug, anything that causes static electricity can be used to create this devastating attack.

Disease Infliction (-200 CP, discount for Villain): You can now inflict people with a virus, similar to that of the common cold, but it has to get into their system in order for it to work and only sneeze contains it.

Fireball (-400 CP, discount for Powerpuff): You can create fireball! By rubbing your hands together at extreme rate, you create a large flame in your hands and toss it to your enemies. MMM… That's a spicy meat ball.

Ice Queen (-400 CP, discount for Powerpuff): Brrr. You're cool. In fact, you're ice cold. Just like Blossom you have an ice breathe that can freeze foes, kitchen floors, entire lab, whatever you can, if you have the breath for it. You are also resistant to ice attacks and low temperatures.

Seductive Thief (-400 CP, discount for Villain): You know how to seduce people, disguise yourself and for some odd reason your hair is prehensile. It can constrict people, toss them about, break glass, and even encase them in some sort of hair gel. Just like Sedusa your hair unfortunately can lose that by getting wet. Comes with a bottle of infinite hair gel to get you hair back to top shape. You also have high amount of sex appeal…as long as you are old enough.

Coach (-400 CP, discount for Villain): Bugs follow your every whim, obeying all of your commands. You can order them to attack a city, scout for information or merge together to make one LARGE BUG. The effective range would be: 20 miles.

Elasticity (-400 CP, discount for Villain): Just like how Snake used to be. You can stretch out your limbs like rubber. This also causes your clothes to stretch out as you stretch. This also includes enhanced strength, durability, and obviously flexibility. You can also turn into a ball and bounce all over the place. Wheeeeee! Hissing not include or required.

FURIOUS FIERY FELINE! (-600 CP, discount for Powerpuff): The trump card of Powerpuff Girls. They generate a large amount of heat and merge together to form large flaming kitten. Nearly any target that kitten touches seem to catch ablaze on contact. Normally this requires all three Powerpuff Girls. You can do a smaller version of this by yourself. If your allies can use this ability they can join you to create a bigger and stronger version. Just a heads up it doesn't have to be a cat that's just the default. It can be a dog, fish, gerbil, heck even a baby dragon if you so wish. But the resulting form of this attack must be some sort of cute animal.

Otherworldly Evil (-600 CP, discount for Villain): You know how to make people tick. Your voice is now inviting and disturbing, it also echoes. When you are enraged, your voice sounds deeper and even more terrifying. You have crab claws. You can shoot beams from your mouth and can corrupt people with pure HATE! You have a larger kaiju size form. You are a master manipulator and can have others dance to your tune with no trouble. Figuratively and literally as you also have an astounding form of telekinesis. Take control of toys, control people like puppets, turn them into kaiju size monsters, or maybe invade their dreams. You can also bring back previously defeated villains back from the dead...but ONLY if you are using that power for EVIL!

Monster Customization:

Monsters have 500 mp to spend on what abilities they have.

Unique (Free/-100 mp): Each monster that the girls face are rarely alike to each other. You can design your own monstrous form or for 100 mp import a form that you already have and use that as your monster form for the duration of your stay. Otherwise the new monster form becomes an alt-form after your time here is up.

Extra Eyes (-50 mp): You have more than a pair of eyes. One purchased give an additional eye that you can see out of. You can purchase this as much as you want.

Extra arms (-50 mp): You have more than a pair of arms. One purchased give an additional arm that you can move and grab things with. You can purchase this as much as you want.

Extra Legs (-50 mp): You have more than a pair of legs. One purchased give an additional leg that you can walk on. You can purchase this as much as you want.

Tentacles (-100 mp/200 mp): You have these tentacles growing from your body. They can operate similar to arms and legs. For 100 mp they replace either your arms or legs. For 200 mp they are growing your back and you these in addition to you arms and legs.

Multiple Heads (-100 mp): You now have an additional head. This head if you so wish can have its own personality or a personality similar to yours. You can this purchase as much as you want.

Flight (-200 mp): You can fly either through the use of wings or some other means, such as psionic powers. If your monster form already has the power of flight from another source this will improve it so that you have more control in the air to compensate for your size. You can add wings to your monster form if so wish as a result of this power.

Eye Beams (-200mp): You can fire beams of energy from your eyes. These beams can easily destroy cars, put holes through builds and can push back the Powerpuff Girls

Acid Spit (-200 mp): Ew. You can spit on a building and watch as it melts as a result of the acids in your spit. It can melt through nearly anything of the modern world metals, it's also disgusting.

Fire Breath (-200 mp): Maybe you're a dragon. Take a deep breath and blow out a spread of flames. They burn at a temperature of approximately 300 degrees Celsius



You may import any similar into any purchase you make here at no additional charge.

General Items:

Complete Series (-50 cp): A DVD set with the entire Powerpuff Girls animated series and movie. It also comes with additional set that has you included in them.

Instrument (-100 CP, free with Love Makes The World Go Round): An instrument of your own choice. Should make starting band quite easier.

Trusty Sidearm (-200 CP): A gun...specifically the sidearm that the police use. Why would you want this? Well, if you don't have super powers and if you don't have access to a power suit, this will have to do. Oh, and it has infinite ammo. Don't go crazy with it though, it's still a normal gun.

Chemical X (-400 CP): Here it is the substance that started the whole thing. CHEMICAL X! With it you can…well do a number of things. You can create life, mutate yourself, grant yourself super powers, etc. But be careful it is a bit random of what it does.

Drop in:

Generic Civilian Clothes (-100 CP, free for Drop In): Normal clothes. Any citizen of Townsville can be seen wearing this type of clothes. You seem to have an endless supply of them in your closet.

A Car (-200 CP, discount for Drop In): A normal everyday car. You can use this to get around town, granted if you know how to drive. There really isn't a driving age in Townsville, seeing that Blossom can drive a car and not get pulled over. The only thing unusual about it is that if it gets destroyed it gets restored within a day.

Home Sweet Home (-400 CP, discount for Drop In): Well you need somewhere to rest your head. How about this suburban household? 3 bedrooms, 3 bathrooms, kitchen, the usual stuff. Just like the "A Car" item, if this house gets destroyed it will be restored within a day.

The City of Jumpsville (-600 CP, discount for Drop In): You now have your own town to govern. complete with citizens, buildings, stores and more. After this jump the city follows you into future jump or is attached to your warehouse



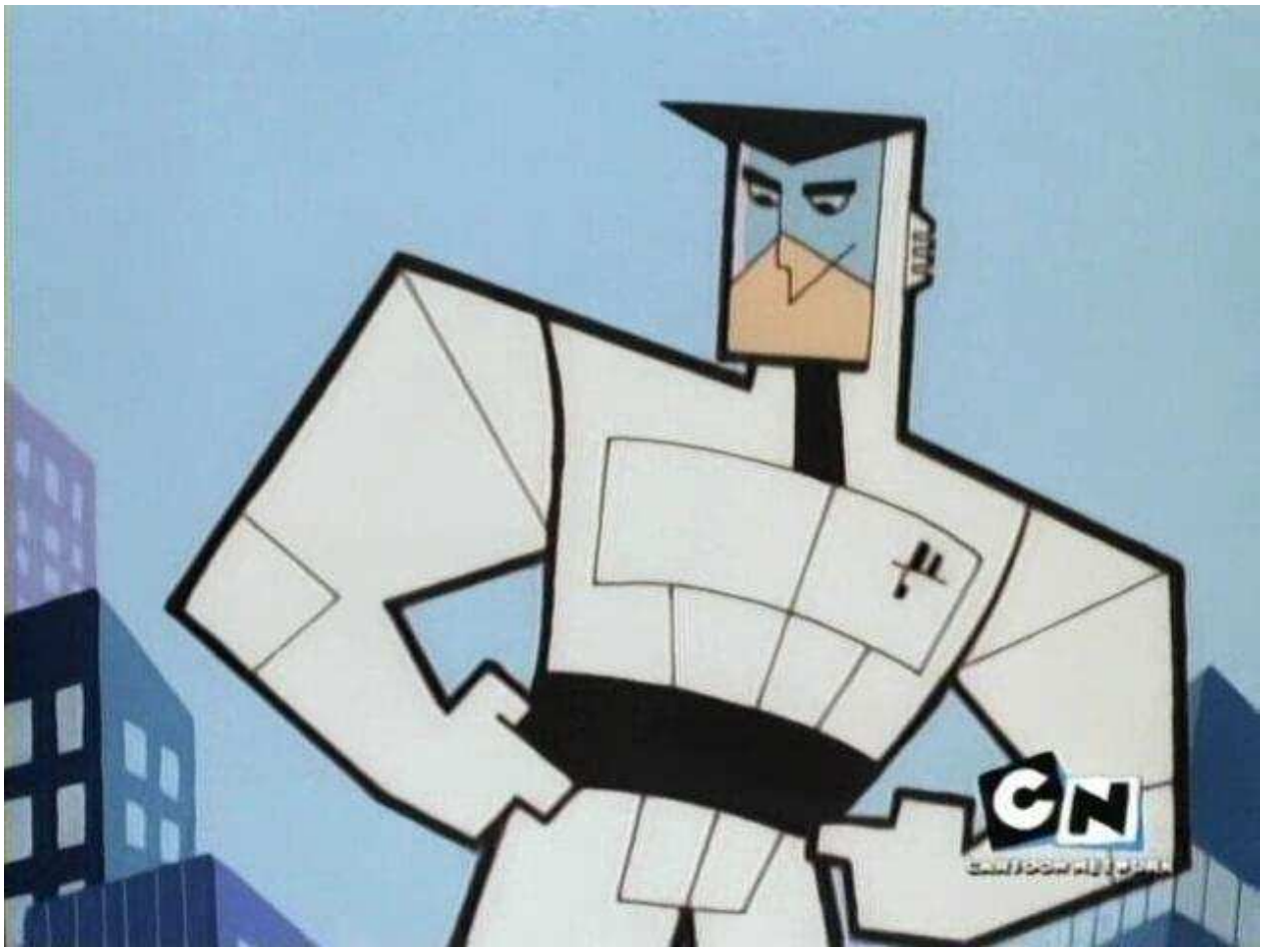
Scientist:

Lab Coat (-100 CP, free for Scientist): The standard attire for a scientist and those working in a lab. Comes with goggles, tie, and some pens. While wearing these people will give you the respect you deserve as a scientist. You rarely have to clean them because they seem to cleanse themselves of filth during the night.

Tools (-200 CP, discount for Scientist): A collection of tools. From mundane (ex: drill) to high tech (ex: robotic welder). You now have it. You are going to need them to make things anyways.

Lab (-400 CP, discount for Scientist): This is where you do your experimenting and inventing. It's durable enough to survive some of the Powerpuff Girls antics. It gets attached to your warehouse at the end of the jump.

Power Prof Suit (-600 CP, discount for Scientist): A suit similar to a lab coat which grants you super powers similar to the Powerpuff girls with the exception of the laser abilities. It can take a beating and holds up against the most brutal of attack and easy to fix. It provides great protection has no visible weak spots that can used against it. But just because its' durable does not mean its invincible. It will begin to break down when enduring too much damage.



Villain:

Villain get up (-100 CP, free for Villain): Your clothes whenever you're out doing your evil plans. Something that stands out. It can be a trench coat with a cape attached, something feminine or seductive, or just plain obscure. But its effect is simple. Make it known who it is and make people tremble because its you. A villain ready to hatch whatever evil scheme you have. May induce fear into them.

Signature Weapon (-200 CP, discount for Villain): A weapon of your choice that you regularly use to help you commit your crimes. Can be melee or ranged, but nothing higher tech than a ray gun or a beam sword.

Evil Lair (-400 CP, discount for Villain): Your home where it holds all of your things and plans. A place to go when you need to hide away for a while, after getting away or escaping prison. Can be based in a volcano, be in a basement of an abandoned warehouse, or in a junkyard. After this jump the lair gets attached to you warehouse.

Expensive Power Suit (-600 CP, discount Villain): This baby has all the things that princess's other suits have increases your speed and strength far above that of the average Powerpuff Girl. Blaster rays, flight boots, force fields. It's got it all. But its not invincible it does not do to well against cold and ice base attacks, and unlike the Power Prof suit it does not do well in close quarters combat. It was design for long range combat and it hasn't been proven to being bullet proof so normal bullets may damage it and you will feel the full force of an attack if it hits damage. It has some blatant weak points that can be exploited which can cause it to break apart easily.



Powerpuff:

Iconic Outfit (-100 CP, free for Powerpuff): A simple dress or shirt and pants. With shoes. Also includes some sort accessory if you want to, like a hat, a bow, a hood or a headband. Self-repairing, comfortable, and you seem to be able to put it on without any trouble which is good because seeing how big your head is in comparison to the collar of the clothing.

Hotline (-200 CP, discount for Powerpuff): A phone that the mayor calls with an emergency. After this jump, an unfamiliar voice (can be badly disguised Jump-Chan) can contact to warn you about certain events, but it is not going to give you all the details.

Powerpuff Home (-400 CP, discount for Powerpuff): Now you have a house just like the Powerpuff girls. This includes a small lab like area where it's attached to a large training simulation room for you to practice in. After jump gets attached to the Warehouse.

Dynamo (-600 CP, discount for Powerpuff): Hey, what's this doing here? This Dynamo is a mech created by the professor to help the girls fight monsters, but it didn't work right, so he supposedly destroyed it or shut it down for good. Yet here it is, intact and fully functional.



COMPANIONS!

Import/Create (-50 CP/-200 CP): Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 600 CP to spend on perks, powers and items.

LET'S GO! (-200 CP): See a Character you like? Pay 200 CP and you can take them along on your Jumpchain as companion. Not available for the Him, Rowdyruff Boys and the Powerpuff Girls. If you took the "A Different Continuity" drawback take the characters of the continuity you have chosen

Saving The World Before Bedtime (-400 CP, discount for Powerpuff): Remember when I said you can't take the girls as an option for LET'S GO? Well this is why, despite being super heroes they are still little girls. This option allows you bring ALL members of the Powerpuff Girls with you on jumpchain and you can take the professor for free. After all, he can't trust his girls going with you to who knows where without supervision. Together they can take only one companion slot or can be separated into individual companions. To take this and "RUFF it up" you need to take either the "RPA" or "Powerpuff Thug Life" drawback for no CP. For more information about the girls and what they're capable of click here, here, here, and here. If you took the "A Different Continuity" take the girls of the continuity you have chosen, Especially in the following cases:

If you chose the anime Powerpuff Girls Z, you'll be taking Momoko, Miyako, and Kaoru with you.

If you chose the reboot, then you will be taking the girls of that continuity including Bliss

However, if you so choose you can purchase this option an additional 2 times if you are using the original, anime, or reboot continuity. If you are using other continuity else than this this can purchased 3 more times. How this is possible is the result of you arriving here.

RUFF it up (-400 CP, discount for Villain): Or you can take the Rowdyruff Boys with you...don't expect them to be nice anytime soon unless you can scare them straight. But if you plan on keeping them as evil as they are now, you can take Mojo Jojo along with you for free. Together they can take only one companion slot or can be separated into individual companions. To take this and "Saving The World Before Bedtime" take either the "RPA" or "Powerpuff Thug Life" drawback for no CP. For more information about the boys and what they're capable of click here, here, here, and here. If you took the "A Different Continuity" take the boys of the continuity you have chosen, Especially in the following cases:

If you chose the anime Powerpuff Girls Z, you'll be taking the Rowdyruff boy Z

If you chose the reboot, then you are out of luck until the boys make an appearance in the reboot.

However, if you so choose you can purchase this option an additional time if you are using the original or anime. If you are using any other continuity than this this can purchased 2 more times. How this is possible is the result of you arriving here.

HIM! (-600 cp, Villain Only): You want to take Him with you? Sure, that will 600 cp please. What? You think he'll be cheap? Even if you are villain that will still be 600 cp, in fact only villains can take this guy. Why? He is basically the devil. With loads of powers to the point he can be considered a reality-warper. If you want the specifics of his powers and abilities go to this list. Yeah you are not gonna get him that easily he will be expensive. Also he's him he will want frustrate you with the amount that you have to pay to get him on your side. Also don't expect to convince this guy to go heroic.

SCENARIOS:

50 years… (Villains can't take this): Uh oh, somehow you and the girls have ended up in the future. 50 years into the future, to be exact. Townsville looks like it was converted into being a totalitarian society. To make matters worse, Him has taken over! It seems that without the Powerpuff Girls, Him was able to enslave Townsville and spread his influence across the world. Hope is all but dead in this city… but maybe you can change that. Defeating Him is the only way you are going to get back to your own time, but it will be tough. Him has gotten stronger over the years and was able to recruit villains of the past to help him in keeping his rule over the world. In exchange they were able to stay in their youthful state and were granted additional abilities. Mainly they are stronger and more resilient than before. Unfortunately, there are 3 that you and the girls must defeat to get to Him. His fellow members of the Beat Alls.

Mojo Jojo keeps an eye on Townsville, which has been remade in his own image with Him's permission. He is now as strong as he was when he obtained the Powerpuff Girls super strength, he also a brain blast power (a beam that is fired from his exposed brain and that can go through his helmet). To make matters worse, his tech has been improved to withstand any tactic that girls would deploy against him. You are going to have to be more cunning in dealing with him. Search for a weak point in his creations or find some of his weapons and use it against him.

Princess got her wish and is now a Powerpuff Princess. Now armed with super powers, she terrorizes the populace demanding tributes in the form of money, cars, jewel, candy and anything else she can think of. A Powerpuff Princess is insanely difficult to take down head-on, but she can lose those powers if you have some Antidote X. Then it's a simple task of tricking princess into a trap, pour the stuff on her thus neutralizing her powers and rendering her a normal girl… without her power suit.

Fuzzy Lumpkins is held up in the Townsville park, with it being added to his property. Good news is he isn't any smarter and didn't get that many upgrades. Bad news he can now become more monstrous when angered. Beat him quick before he can go monster making the fight much, MUCH harder.

With the other members beaten Him will engage you in battle directly. He will be in much larger form, looking like a chimera of multiple creatures from the girls' nightmares… and yours if you had any during your stay here. With Him beaten, you should be able return home just like how the girls did the first time they ended up 50 years in the future.

Reward – A Beacon of Hope: There is this aura about you. Whenever you arrive or around people all sense of despair and dread are gone. You give them piece of mind and reassurance just by being there, because there's no need to fear you are there.

Get Bunny's Bounce Back: Good news, Bunny didn't die. Bad news is that she needs help to stay alive. Instead of blowing up Bunny goes into a coma-like state and is sent to the Professor. The girls explain what happened and after getting a scolding by their dad, the girls are informed that whatever they used to create Bunny is going critical and she will soon... expire. But there is hope. The professor will task you into creating the same concoction that the girls used minus the Chemical X. Then he will tell you to get the proper ingredient that he used to mix in as well. But he informs you that there is one incredibly hard ingredient he needs in order to truly save bunny. Bunny is the result of an impure Chemical X mixture that the girls used to create her. So, he needs a batch of Chemical X. The Problem? He's out of the stuff and it will take a month to get more. Bunny only has a week. There're only two places where you can get more in a hurry. One is to get if from Mojo Jojo... but don't expect him to just give it up so easily. Or from the Citysville... the problem is that Citysville is not as good as Townsville in seeing to its crime, so crime runs rampant in the streets and the mayor there has made super powers illegal. Sounds easy right? WRONG! There is a 50/50 chance that you choose the correct location, so you have to work into 2 groups. If you go with professor Utonium you two will search the lab he worked in since his stay there. The Girls will look in Mojo's lair. With the chemical in tow you must create a special serum with the ingredient you have collected and inject into Bunny not only will she be stable and survive but she will look more like the girls.

Reward - Bunny: Bunny will be very thankful that you saved her from dying. She would like to join you in your adventures. Bunny has the entirety of the Powerpuff origin perks. She also the Regen Superpower.



DRAWBACKS:

There is no limit on how many drawbacks you can take. Go nuts. Hopefully you can deal with them…

Realistic World (+0 CP): By default, this world appears to be cartoonish caricature, with Powerpuff Girls not having any thumbs and so on. By using this toggle this is now not case anymore, as everything appears appropriately realistic and Powerpuff Girls look like actual girls.

A Different Continuity (+0 CP): Want to instead visit one of different continuities present in Powerpuff Girls franchise, like anime or manga. With this toggle you can. Even fanfiction is alright, although no crossovers.

Come On! What Are You Waiting For? (+0 CP): Instead of 10 years you can stay until the end of series.

Monster's Duty (Mandatory for Monster): Despite being a kaiju like being, there is a reason for what you do: Duty. You can not loaf around as monster during your stay here, you have to fight. Twice a year, you have to wreak havoc on Townsville to draw the Powerpuff Girls out to fight you. The plus side you don't really die when you are killed by the girls while undergoing this task. You simply end up back home on monster island. But you must last at least 5 to 10 minutes against the Girls before being defeated or retreating back home.

Bunny=BOOM (Optional, restricted for Powerpuff): When you were created there was a problem. Similar to Bunny you are unstable. Because of this, if you push yourself too far or use your powers for too long you will explode. However, unlike Bunny the professor is aware of you and your condition and has placed a special type of wrist to gauge your body. It will go off when you should stop using your powers or to take it easy. Typically, you can only use your powers for an hour straight. You have to rest and not use your powers for same amount of time in order for your body to cool down. Go beyond that limit and BOOM!

A CURFEW?! (+100 CP/+400 CP restricted for Powerpuff): Oh, dear! Now you really have to save the world before bed time. For your duration of your stay you can only be out until 7:30 PM. However, the villains won't take advantage of this, even if they are aware of it. For an additional 300 CP if you're the Powerpuff, the villains are now aware of this and will only attack near the curfew time.

Freak out (+100 CP): The things of Townsville get to you. Monster attacks, the number of super villains, the talking dog. All of it will freak you out. Continuously.

Glasses: (+100 CP): You need to where glasses and without them your eyesight is so bad that you might as well be blind! As in, you may mistake some pipes for the Powerpuff Girls bad!

MONSTER ATTACK (+200 CP): There shouldn't be this many monster attacking Townsville! Now the monster attacks shall be more frequent, happening almost daily.

RIOT! (+200 CP): Criminals are going to be breaking out of prison more frequently expect the Hotline to ring a whole lot now.

Short Tempered (+200 CP): Just like Buttercup you have anger-management issues. You can be angered by the smallest of things and tend to take things a bit too far. You might have to learn how to control yourself a bit, before you hurt someone you care about.

RUFF TIME! (+300 CP, can't be taken with RUFF It Up): Now you're in for it. One of the Rowdyruff Boys suddenly wants you dead. If you defeat him, then at the end of each year he will return. Can be taken up to three times, each making you target of another Rowdyruff Boy.

Do ya Punk!? (+300 CP): Now one of the Powerpunk Girls has entered Townsville and is causing havoc. If you defeat her, then at the end of each year she will return. Can be taken up to three times. Can be taken up to three times, each adding another Powerpunk Girl.

Beat-Alls (+400 CP): It seems like the Mojo has recreated the Beat-Alls and now they want your head. For duration of your stay the Beat-Alls will be after you. Each time you put them away they'll be out of prison and back together within a month.

I Ain't Happy, I'm Feeling Glad (+400 Cp): Recently Ace has shown up in Gorillaz Videos. And there has been an ad to being a member of Gorillaz seen in Townsville. Guess that means the two universes are one in the same. This can be an issue considering the existence of zombies and zombie gorillas.

Blossom, Bubbles, Buttercup, and Jumper! (+400 CP, restricted to Powerpuff): Whoops. We might have undershot the jump. Instead of after the events of the movie, you will enter at the beginning of the movie, around the time the girls are born. Not only will your time here be longer, but you'll have to deal with pre-Powerpuff Girl Townsville. Believe me, Townsville was not a good place to live in at the time. Also, the citizens will hate you. Depending on your actions things may go very differently and might change the city's view on the Girls so do be careful. Does not count towards starting 10 years duration of this Jump. Something else to note. Seeing that you start from the beginning of the movie this will result in an additional member of the Rowdy Ruffs being created when the Rowdy Ruff Boys make an appearance. Said Rowdy Ruff will be the opposite gender to you. This will also affect anything in this document that is related to the Rowdy Ruff Boys.

RPA (+500 CP, can't be taken by Villain): The Rowdyruff Boys want to try being heroes, but they are terrible at it. Throughout your stay here they will cause more harm and damage than good. They may ruin priceless artifacts and art, let crooks get away, or destroy many buildings in Townsville. You have been picked to become their hero mentor. You are going to have your patience seriously tested. Getting the boys to accept and get accustom to the heroic side is goal here, if they quit you fail the jump and get sent home. And by "quit" I don't mean throwing a hissy fit and quitting for a day; I mean actually quitting like how the Beat-alls split up.

Powerpuff Thug Life (+500 CP, restricted to Villain): For whatever reason the Powerpuff Girls are trying to be evil, but their upbring makes that hard for them. They may end up messing up evil schemes, failing heist, or just can't be mean enough. You are now their villain mentor. It's going to be a struggle to teach them to be evil. Getting the girls to accept and get accustom to the villain side is goal here, if they quit you fail the jump and sent home. And by "quit" I don't mean throwing a hissy fit and quitting for a day; I mean actually quitting like how the Beat-alls split up.

Ruff/Puff Jumper (+600 CP, restricted to Villain or Powerpuff): Unbeknownst to you someone has acquired your DNA. If you are a villain, then that would be the Professor, and if you are Powerpuff, then would be Mojo. Whichever it is they have mixed your DNA with either: Snips, Snails and Puppy Dogs Tails if you are a boy or Sugar, Spice, and Everything Nice if you are a girl, then obviously adding Chemical X. Thus, creating Powerpuff or Rowdyruff Jumper-lite that wants you dead. They will not be beaten the same way Rowdyruff boys were beaten. The only chance you have at beating them is using the weaknesses that you have or working with characters on your side. They start out with powers that you have from this jump. Each time you beat them, they will come back with powers that have obtained from previous jumps starting from the first jump you did to last jump you have, also include gauntlets. Normally, they will regroup for about 2 months but, they may not attack immediately. They will wait when your guard is down and then they will strike. At the end of your time here they will return for one more round and you will not end this jump until one of you is dead.



Wow its already been 10 years? Where did the time go? Well what you gonna do now?

Thanks To The Jumper!: Time head back home huh? Well it was fun. Bye

Powerpuff Jumper!: You wanna stay? I know some people will be happy to have you!

Go Jumper, Go!: Gonna keep going? Well get to it! There are other worlds that need heroes!

Special option for a Powerpuff origin: You realize it's time for you to go; the girls and Professor knows this. You say your good byes turn to leave only to feel someone grabbing your hand you turn to Blossom who looks at you with teary eyes "You can't leave your family!" You look at her and sigh clearly, she is distraught by this but then an Idea forms in your head and you look at her and ask if she and the others wants to join. She smiles as she, her sisters and the professor nods. You all leave this world as a Family.

Notes

Made by SonicCody12.

Edited and aided by Sonic 0704 and Thaelin. Thank you, you were a big help and I look forward to working with you again.

Ultra-Super Powers: This perk is the powers that all members of the Powerpuff Girls have. Any powers that are exclusive to one Powerpuff Girl is not included, you have to buy those in the Super Power Section.

If anyone wants to make a jump based on the reboot or the anime, go right ahead I don't mind. In fact I encourage it.

Changelog

8/15/18 – Added "You look familiar" drawback and updated the "A Faustian Connection" scenario and its reward. Also, the Reward for taking all the scenarios has been updated. Fixed several errors.

8/17/18 – Fixed a few errors. Clarified "Otherworldly Evil" Perk. Added missing information for Super Durability. Changed the "Ruff it up" companion option to fit with the changes.

8/19/18 – Adjusted the spacing.

8/22/18 – Fixed typos, removed Thunder Clap.

8/24/18 – Fixed some typos and errors, edited spacing.

8/29/18 – Removed the "AHEM" Power. It was just a waste

9/2/18 – Added monster background, perks, and Monster customizations options.

9/6/18 – Improved the "Saving The World Before Bedtime" Companion option. Improved "Ruff/Puff Jumper"

9/28/18 – Added some missing words. Corrected the pricing of "College Graduate" perk.

2/11/2021- Fixed the description of Utonium Unio in order to clarify that you can make Chemcial X and Antidote X. Added Chemcial X as an item.