

Taylor Varga

Taylor Varga, The Jump

v0.1

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based on the fanfiction, Taylor Varga, by mp3.1415player

Welcome to Brockton Bay, Home of the Family, a group of the most polite, genial Eldritch horrors ever to do Darth Vader impressions while performing civil engineering projects for free.

I hope you like lizards.....

Take **1000 Crazy Points** to fund your adventures.

If you need more CP **(Don't be silly, you *always* need more CP!)**

The Family likes unusual stuff. As such, if you have new and interesting things they haven't seen before, there is a good chance you can negotiate trades.

Any existing perks or items, up to a total of 2000 CP original value, may be traded with the Family at a 2:1 rate, to get you up to 1000 additional CP in this Jump. Note that the original value is what you paid for it, not its undiscounted rate. If you only paid 300 CP for that 600 CP item, you only get to count it as 300 CP. Anything you got for free counts as discounted here.

Doing this removes the fiat backing of the items you traded, and they do NOT respawn, even if you have perks that would normally say otherwise. You have not just traded the item, you have traded the fiat ownership of the item. The Family now gets the respawn effect of the items, not you.

Starting Location

*If you wish to randomize your starting location, roll a **1d8** to determine where you start. Otherwise, choose your Starting Location. This is your adventure, start wherever you wish. Also, you may choose your age, gender, and when you insert into the world*

Some Possible Locations

Brockton Bay, NH. You will never find a more wretched hive of scum and villainy... This place makes Gotham City look civilized. Nazis, rage dragons, abject poverty, foul-mouthed drug lords, and complete psychopaths masquerading as heroes - this place has it all! And now with extra giant Lizards! This is the main location for most Worm stories, and a place that is about to get.... weirder. This is the home of the Family.

Madison, WI. This is the site of one of the Simurgh's attacks. It was walled in to prevent any of the victims (Ziz-bombs) from escaping and causing even more problems.

New York City, N.Y. This is where Legend makes his home. For all the history of crime and violence, it's way better than Brockton Bay. Or at least, it was....

Boston, MA. The nearest major city to Brockton Bay, and the nearest major PRT center.

Eagleton, TN. Home of the Machine Army, an army of homicidal semi-AI machines. Good Luck.

Ellisburg, N.Y. AKA Goblin Town. A now-walled containment zone housing Jaime Rinke, aka Nilbog, and his multitude of creations. Makes Eagleton look safe.

Atlantic Ocean Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn...

Origins

Any Origin can be a Drop-In

Hero - Protectorate
You are the public servant version of a Hero. You get paid to do the job by the taxpayers, via a governmental structure that is every bit as corrupt as the majority of villains. You are subject to enough rules and regulations to make you sick, but at least you get paid. You are, by organizational policy, often more concerned about how the public views what you did, than the actual morality of what you did.

Hero - Independent
You are a Hero because you have the power and can. Whether it is because you want to do what is right, or to feed your own ego, is up to you. The pay sucks, but at least you don't have *quite* as many rules you have to follow. You are often at odds with the Protectorate, because their overwhelming organizational structure makes them slow to respond, and their political focus makes them unlikely to actually DO anything to fix the various problems.

Rogue
You are neutral. You don't fight for either side, and are just trying to live your life, and make a living. Of course, that means you have to be constantly on the alert to fight off recruitment attempts from the Protectorate and the gangs, but unless your powers are actually useful to them, they will likely leave you alone. You Hope....

Villain
You're a 'bad guy'. Whether that's because you are actively evil, or because you just got a bad start, or because you are between a rock and a hard place, is up to you. However you slice it, the Protectorate is out to get you, as are most Independent Heroes.

Something....Else (the true Drop-In origin here)
For whatever reason, you don't fit into any of these categories. Maybe you just entered this reality via a ROB dropping you in a random alleyway. Maybe you are an eldritch abomination from beyond the stars. Maybe you are an eldritch abomination from beneath the waves, come up to see what is going on with all these lizards that keep swimming around your home. Whatever it is, you are something foreign to the normal classifications that exist here.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Common Sense(TM) [100 CP, Free for anyone without Shard-based powers]

Possibly the most important power you can have, and it's free!

Jus Primae... [100 CP]

Get your mind out of the gutter. You are a Noctis cape, and do not have to sleep. You can if you wish to, but it is not necessary anymore. This does not, in and of itself, make you a Shard cape. If you buy nothing from Powers, you are just a very lucky (and very weird) human. (And you can still have Common Sense(TM) for free.)

Brown Pants [100 CP]

Something about you scares people. Maybe it's the way you hold yourself, maybe it's your voice, and maybe it's the fact that you have scales, claws, and a mouth full of 2" dagger-like teeth that make a velociraptor jealous. Whatever it is, you constantly emit an aura that induces fear in your enemies. Just be warned, this works on your friends and allies just as well, and is hard to turn off. Don't worry, though. If you are nice and friendly enough, people will learn to ignore it.

Math Liz..Wizard!! [100 CP]

Math. It is the language of the universe, a language that transcends race or species. It is a blueprint for how the universe functions on a fundamental level. There have been many who have been good at Math, but only a few who have been true geniuses at Math: Einstein, Euler, Gauss, Ramanujan. And now you. Math is like breathing for you. You could easily match Isaac Newton's accomplishment, and invent your own form of mathematics, that you could then teach to others. Indeed, that is an important part of this ability: the ability to teach it to others. You are also a natural born teacher, able to convey complex scientific subjects to those the educational establishment has failed. In addition, all you learning abilities are enhanced 5 times over.

If you also took Super Toll!!, your skill in mathematics exceeds all of those listed, and leaves them in the dirt. You now make Einstein and Hawking look like short bus students. You can break advanced 2048-bit elliptical encryption in your head in minutes, and learn 25 times faster than before.

Cooperation [200 CP]

You can bring very disparate elements together to work towards a single goal. You can get heroes and villains to work together, Light and Dark, yin and yang, oil and water, etc. This does not only apply to people - you could wield a holy weapon in one hand, and a demonic one in the other, and get the energies to work together. When working this way, you find that the whole is greater than the sum of the parts. You could, for example, take a couple villains, a couple government heroes, an independent rogue, and a representative of a foreign guild, and build something that none of them would be able to come close to on their own.

Blank [200 CP]

You are invisible to precogs, clairvoyants, and any other remote sensing ability, like Contessa, Coil, Jack Slash, The Simurgh, just to name a few. This does not give them a 'blind-spot', you are just ignored by their power, and their analyses are done as if you did not exist. Tattletale, on the other hand, can read you easily, if she is in your presence. If this is combined with Super-Troll!!, you can choose to have them receive an active response to any attempt to try to read you, like Thinker headaches, nosebleeds, visions of lots of teeth...

Non Shard-based powers [200 CP]

Your powers bought here do not come from a Shard. They could be magic, psionics, Marvel or DC superpowers, or any of a thousand different other origins. You must determine your origin, and its strengths & weaknesses. Superman may not have the built-in Shard weaknesses, but he is weak to kryptonite, and needs sunlight to power his abilities.

Peak Human Stats [200 CP / 400 CP]

Years of dedicated training has left you with a body that is well tuned for combat and any other physical activity, as well as a trained mind to match. Consider it an 18 in all stats on the AD&D scale. For an additional 200 CP, after this jump, this will become part of your Body-Mod.

Combat Training [200 CP]

You have been trained by an expert or 3, in at least one serious martial arts style. Styles like LINE, Silat, MCMAP, Krav Maga, Systema, or even the Family style, although you'd need a tail to do it properly. These are not movie styles, where a fight can last 5-10 minutes and include lots of flashy moves. These are styles that, 99% of the time, if the fight lasts longer than 5-6 seconds, you are just f*cking around. When you wish to be, even without powers of any kind, you are lethal. In a fight, you have to decide *actively* not to kill.

Shell Game [400 CP]

Saurial, Raptaur, Kaiju, Umehebi, Breksta, Big Brother. All are Taylor. Just like her, you have the ability to create believable aliases, and not make mistakes and cross the information one was supposed to have for another. You have the skill to manipulate this until almost everyone is completely convinced of the 'true' nature of all your aliases. Your secret ID is unassailable.

Human-Demon Hybrid [100 CP / 400 CP to keep]

You get to choose a 2nd origin. All the discounts of an extra Origin, plus the 2nd origin itself is discounted (free if it is 100 CP or less). If you wish to keep this permanently, it is an additional 300 CP.

This can be applied to race instead, if you choose, on a jump-by-jump basis. If you choose this, you are considered a Hybrid of two or more races. You either get a discount on one race that is part of the mix, or it gives you Hybrid at no cost. Really depends on how it is priced in that Jump.

Super-Troll!! [600 CP / 1000 CP]

You have the ability to confuse everyone around you. People see your actions, and the most common reaction is "Whut?!" This blocks any attempts by Thinkers to analyze your actions based on pattern analysis, like Tattletale might. You also, as a side effect, can derive considerable amusement from confusing those around you.

Your secret IDs are also effectively impossible to figure out. You have confused the issue to such a point that even if they think of the truth, they won't believe that it was correct.

Your powers of Confusion are such that your enemies are very often frozen with indecision, unable to decide which way to jump, allowing you plenty of time to get established and into a virtually unassailable position.

This acts as a Booster for all Capstones and many other Perks in this document.

For an undiscountable additional 400 CP, it will act as a Universal Capstone Booster, boosting ALL Capstones you encounter in the future. As many Jumpchan's despise this option, this aspect does, therefore, require the explicit permission of your Jumpchan.

Hero - Protectorate

"I don't want to abolish government. I simply want to reduce it to the size where I can drag it into the bathroom and drown it in the bathtub." -- Grover Norquist

Authority [100 CP]

When you speak, you speak with the voice of Authority. Whether you are right or wrong, good or evil, people move to obey you. Some obey out of respect, some out of fear, but almost all obey you.

Teamwork and Leadership [200 CP]

Teamwork is one of the things that the Protectorate has taught you, and it is critical in a fight. You and those who fight on your side are more efficient, and more effective than twice your numbers would be fighting alone. This part is about Harmony, Coordination, and Team Tactics, not about leadership. You can still create all these effects without being the team leader.

Your ability at teamwork and coordination is such that it translates to mechanical systems. Machines you create or repair work more smoothly and with few problems.

Leadership, on the other hand, is much more than just giving orders and commands. It is a gravitas that makes people WANT to listen, and to follow. It is the skill at giving direction to the directionless. Teamwork makes everyone march in step, Leadership tells them where to go.

As with Teamwork, this influences other things in your life. Machines and systems you design perform their intended function better and more efficiently.

PRT means Public Relations Team [400 CP]

Charming the press, and controlling your optics. These are skills you have been taught. You can convince your enemies you are a complete bad-ass, or the authorities that butter wouldn't melt in your mouth. Your rep is whatever you wish it to be. With Super Troll!!, you can even maintain this in the face of incontrovertible evidence to the contrary.

The Triumvirate [600 CP]

The 3 most powerful capes on the planet, and they work for the government. Somehow, the Protectorate gets more than its fair share of the truly powerful capes, and they provide the training necessary to get a rating to increase a few points.

You get an additional 600 CP that is only to be spent on powers, and all your powers are about 50% much more effective. Not stronger, you are just better at using what you have. This is about taking what you have and being a laser scalpel, not just a laser cannon.

Super Troll!! boosted: Did I say 600 CP? I ‘m sorry, I meant 800 CP. And your boost is about 100% more effective.

Hero - Independent

"Stand up for what is right, even if you stand alone." -- Suzy Kassem

The Amy [100 CP]

You are now a popular favorite, a champion of the little man, like Robin Hood, Zorro, and the Lone Ranger. The common people love you, the villains fear you, and the Protectorate dislikes you because you tend to make them look incompetent. With Super Troll!!, this also includes a significant level of plot armor.

Who takes on Lung their first night out... [200 CP]

Even if this Taylor had Common Sense(TM), and didn't go after Lung that early, she still has the indomitable will and self-confidence to do so when she needs it. You have the will to go it alone, the confidence that you will succeed regardless of the odds, and the ability to pass on the drive and belief to others. Nigh infinite willpower and self confidence, and the ability to share it with anyone on your side of the fight. Never give up, Never surrender.

Collateral Damage Who? [400 CP]

Super powered fights cause damage, and not just to the fighters. The environment often is the primary casualty of these battles, and when people's homes get destroyed, they don't really care that it was destroyed in the finale of the hero's triumph over the evil villain. And all too often, all the press will focus on is the collateral damage.

Well, no more. When you do something damaging or blatant, people seem to gloss over the fact that it happened, and seem to ignore the effects of what you did. You are a walking, talking Sunnydale Syndrome. Wait, wrong genre. Anyway, collateral damage and weird stuff you cause or do gets ignored the majority of the time. This effect can be overwhelmed, but it takes some serious effort.

In This House [600 CP]

Try not to break reality too badly. In this jump, we obey the laws of thermodynamics! We...What? ..We don't?...Oh. Never mind, Jumper, I have just been informed that that rule has been changed. Soft Physics is in play now. You are no longer bound by the exact boundaries of what is and is not possible. You will find that your will can override strict physics, and make seemingly impossible things possible. Infinite Energy devices, TARDIS-like structures, materials that should not exist - all are within your grasp.

Super Troll!! boosted: Physics is standing in the corner crying. Feel free to bend reality over the back of the sofa and make this a hentai. Infinite Energy devices, TARDIS-like structures, materials that should not exist, casually making things appear in more than one place at the same time - all are within your grasp

Rogue

"I never said, 'I want to be alone.' I only said, 'I want to be left alone.' There is all the difference." -- Greta Garbo

Perfect Control Systems [100 CP]

Normally, it takes a significant amount of time for new users to adapt to new control systems. But, just like anyone training with Ianthe for the first time, new users' abilities seem to be almost programmed into them. Like they've been using them all their life. This gives you the ability to create devices and systems that users can adapt to and can learn to operate at a hundred times the speed they should be capable of, and if you have Super Troll, you can raise THAT by an order of magnitude, and have them able to learn to operate an entirely new body in minutes, not months or years, or the complicated interface for a mech almost instinctively.

Unlocked [200 CP]

After meeting Taylor, Amy and Lisa's powers became significantly more effective than they were. Similarly, all of your powers are now much more cooperative and effective. Minor limitations are removed, so no more Thinker headaches, and Manton limits are reduced or removed. (Major limits, if you have Super Troll!!) Superman would no longer be weak to kryptonite (and with Super Troll, would no longer need sunlight.)

Derivative Works [400 CP]

Amy made Ianthe from the Varga DNA. Vista learned new ways to shape space. Leet learned to fix his stuff. Now you, too, can adapt, and improve, creating new ideas and abilities from old concepts and powers. For example, a matter creation ability might be used for power generation, if you create the right things, in the right way. Or a bio-shaping ability used to create a living weapon, or even a space-warping power being used to simulate invisibility.

Whatever your powers, if you can come up with a halfway feasible linkage to explain it creating a different effect, you can make it happen. A single power can be used to simulate a whole team's worth of abilities, given a bit of ... creative insanity.

Go Big or Go Home [600 CP]

Sometimes, on the streets, you just need more. More power, more strength, more speed, more money. Now you can get the More. When you need more power, you can boost your powers temporarily by 5 times over. If you need strength, you get an increase to strength that can help you pull the door off a car. If you need money, you can find the money somewhere. If you need to move a wrecked oil tanker, you can enlarge yourself by the same amount. This serves as a toggleable increase to most everything

Super Troll!! boosted: Not 5. 20. 20 times more.

Villain

"I didn't do it, nobody saw me do it, you can't prove a thing" -- Bart Simpson

Not Really a Villain [100 CP]

Sometimes a villain, isn't really a villain. Sometimes they are just in a bad situation, and had no other choices. Sometimes, they are forced by a real villain. Sometimes they were just having fun, and ignoring any laws that tried to stop them.

Whatever your reason, whatever your crimes, if you sincerely tell the authorities that you are going straight, they will bend whatever rules needed to allow you to do so. No prison, no parole, no penalties, just 'Try to not be a villain in the future.'

Revolving Door [200 CP]

Sometimes, you get caught. It's inevitable. But that doesn't mean you have to stay caught, right? You have the uncanny ability to get OUT of prison just as fast as the police can get you IN. You are like Teflon - nothing sticks to you. No matter what you did, there never seems to be any proof, and you always seem to slip away. The powers that be can never seem to bring any successful charges against you. Everyone might know you did it, but you never get successfully prosecuted. This works with any form of incarceration, not just prison. If Coil puts you in a cell, in the depths of his secret lair, you will quickly find a way to escape, or be freed.

Note that this does not stop or even deter vigilantes, who might decide to get a different form of justice.

Moriarty [400 CP]

Sherlock Holmes is also a good example, but you are a villain, so Moriarty. You are a genius at seeing through obfuscation and finding hidden information. When it comes to putting information together, and getting the right answer, you are unmatched. Like Uber and Leet, you could see a single photo of a girl with something that might be a tail, and figure out she's the new lizard cape(s), even though the rest of the world can't figure it out, and then deduce who her newest accomplice is, even through a power effect meant to hide that fact. You can, like Lisa, figure out information that man was not meant to know, and even locate secret caches of information in vast cities sunken beneath the waves. This is not a power, so you are not quite at Lisa's level (unless you have Super Troll!!), so it is all true deductive reasoning.

Assassin's Cloak [600 CP]

You have the ability to be unnoticed. Not invisible, just unnoticed. You can apply this to just about anything. You having a functioning tail, for instance, would normally attract notice. Now, nobody can notice it, even if they can 'see' it. They will ignore it, like the mythical SEP field. Activate it on your weapons, and walk them through any security. Put it on your enemy's armory door, and none would be able to find the door, even if they remember it was there.

Super Troll!! boosted: This can now be applied to concepts, as well, making it hard to connect two obviously related pieces of information. With this active, you could do your super-heroing without wearing a mask, and people might comment that you looked just like the hero, but they couldn't make the leap that you might BE the hero.

Something...Else (True Drop-In)

Induce Common Sense(TM) [100 CP]

You know that ultra rare power that you have, Common Sense(TM)? Well, now, it's communicable, just like a disease. Just by being you, your mere presence spreads Common Sense(TM) to others you come in contact with. And that's not all! If you act now, you also get, for the low, low price of 100 CP, the ability to spread Sanity, as well!! That's right, Just by being around you, and interacting on a semi-regular basis, people's mental issues start to fade.

Super Senses [200 CP]

All of your senses have been vastly enhanced. Forget 20/20 vision, you now have 20/5 vision, and can see into the near infrared and ultraviolet. Your hearing is good enough and selective enough to be able to listen in on a conversation 200 yds away in a crowded mall. Blind-fighting is easy as you can feel the movement of the air generated by your opponent, and use it to predict his strikes. You can identify chemicals by taste, and your sense of smell would put the best bloodhound to shame.

If you took Super Troll!!, these are all increased in not only sensitivity, but breadth as well. Your vision now covers the entire EM spectrum, and you can hear conversation on the other side of town at rush hour. Emotional analysis and lie detection by smell are easy and automatic now. You can feel various forms of energy, and could easily identify wires inside walls by their electric fields, as well as being your own compass.

You're not from around here... [400 CP]

Even by the rather lax standards around here, you are WEIRD! Whether alien, demonic, demonic alien, or any other source, your strange origins mean have resulted in your abilities also being slightly unusual. Kind of 'not on the same wavelength'. They all still work, but they are not affected by any kind of Trump or Master effect.

Your powers can't be stolen or copied, nor can they be dampened, removed, twisted, changed, drained, anti-magic'ed, or controlled in any way without your consent. You also cannot be messed with via temporal or dimensional shenanigans. Lastly, you now have the power to turn your other powers on, off, or to any level in between at will .

Memetic Hazard [600 CP] *Incompatible with Math Liz...Wizard due to it being included here.*

The most common complaint from students about math is that it's not useful for anything in their life. Well, no more. This is not only skill in Math, it is skill in *using* Math. This picks up where Math Liz...Wizard leaves off, including the full boosted version to start with. designing spaceships is only scratching the surface of what you can do with Math. Due to your core-level understanding of the fundamentals of the universe, you can not only understand the Math behind things like Folded Fractional Fractal Dimensions, but you can also perceive them. You can actually see and feel the boundaries of the various dimensions that most humans don't even know exist, and what's more, you can manipulate them. Extra Dimensional Storage, Bags of Holding, and Remote Doorways are all possible for you to construct, although they still take a significant amount of time (hours to days) to construct, and are limited in distance, and size. Better Living through Math

Super Troll!! boosted: Your skill at Math and General Dimensional F*ckery is vastly boosted. Not only can you perform your calculations in minutes, rather than hours or days, your distance and size limitations are lessened, and you have figured out how to be two places at the same time! This allows you limited Self-Duplication (1 duplicate), and by choosing which duplicate to drop, short range Teleportation, as well. All WITHOUT using actual 'powers'.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All Items marked as Free are free to everyone, 100 CP Items are free to their Origin, and Origin Items are discounted to their Origin. Athena and The WCC have special requirements that must be met to make the purchase.

General [Undiscounted]

Mjolnir Armor [400 CP]

Leet's version of the Mjolnir armor, this functions just like the game version with the distinction that one need not be enhanced to use it and have it perform to the full level of the 'original'. If one IS enhanced, it will function 100% better and faster.

Athena [600 CP]**

What do you need this for? Are you TRYING to kill everyone around you? Athena is a shotgun. A 40' long, indestructible shotgun, firing flechettes made of electron degenerate matter, powered by a mini-nuke. You'd need to be 60-80 feet tall to fire it, and the recoil will probably still knock a few miles away. What could you possibly need this for?

The WCC [600 CP]**

The Wormhole Command Center. A targetable, projectable wormhole generation facility, capable of creating a wormhole to any location on this Earth, or any other Earth you have coordinates for. Until you get your Spark, this can only be targeted to this series of universes.

*** Athena and The WCC are unique, in that, in order to purchase them, the Jumper must have access, via Companions, to at least 3 different Origins. This does not mean perks from 3 Origins, it means that he must have companions of different origins than himself, for a total of 3 Origins, minimum.*
With that requirement met, the 3 then have the option to purchase these items at a discount, but all 3 must make the purchase. So the Jumper can buy it at 600 CP, or the Jumper and his 2 Companions can each spend 300 CP.

Hero - Protectorate

Miss Militia branded face scarf [Free]

Embroidered with the American Flag. Ideal for hiding your identity, while displaying your patriotism.

Whoosh! [100 CP]

Not Kin Win's type of Hoverboard. Saurial's Hoverboard, with a few modifications. Powered not by water, but by air, stored within a fractally folded pressure bottle at a few billion psi. Guaranteed to last for ten years of constant use, and a new bottle will be delivered by the Family when this one runs out. A suggestion - try to learn at a lower speed that Saurial did...

Halbeard's Halberd [200 CP]

A FamTech copy of Armsmaster's signature weapon, this has as many toys built into its haft as the Batman has in his famous utility belt. The haft is made of EDM, and is unbreakable, and all electronics are reinforced so as to never need maintenance.

Cloak of Displacement [400 CP]

Cloak's...cloak. With all the whistles and bells permanently woven in. The fractal dimensional storage, the invisibility, the 'Invisible Stairs', even the shunting of attacks to right angles from everything. It does NOT come with a voice changer, so you either have to do that yourself, or be very nice to Ianthe...

Dragon Suit [600 CP]

One of the famous Dragon suits, modified like Saint did, to make them more friendly to non-electrosapiens. Powered by a FamTech Infinite Power Module, and with EDM plating, this is guaranteed for millennial of use. Capable of Mach 3, and LEO insertion.

Hero - Independent

Collateral Damage barbie action figure [Free]

With realistic dumpster-throwing action!

New Costume [100 CP]

Just like they did for New Wave, the designers at FamTech have made you a new costume/suit of armor. Lined with EDM plates, and latest in thermal dampening compounds, this suit will take a hit from .50 BMG, and just knock you down. Doesn't stop the impact, just keeps it from penetrating, so you can still get knocked around. With the week's worth of stored air, you would be safe, if hungry at the bottom of the Bay for days.

One-Shot Tree [200 CP]

Simply one of the little plants Ianthe made to produce her one-shots. Capable of 2 sets of 'fruit' per day, each having appx 100 one-shots. Sprinkle it with a 10% acetone solution, and the next cycle makes seeds, not one-shots. Only the original plant is fiat-backed.

Living Dart Gun Bioconstructs [400 CP]

It looks like a face-hugger making love to your arm, but acts as a bio- locked dart shooter. Produces it's own darts, is capable of any level of power for 'BB gun' to 'rail gun', and can produce a variety of drugs on demand. Knock-out, paralysis, hallucinogen, about the only drug it won't make are those that are straight-up harmful (hard drugs, lethal toxins, etc). Hang it on it's convenient tree to recharge and feed it.

Symbiote Tree [600 CP]

Ianthe may not have gotten around to making this yet, but she'll make the time for you. Works just like the one-shot tree, but produces the Mark nineteen, modification five symbiote. This version does everything that the Mark seventeen, modification six symbiote, does, plus what Amy refers to as 'the full package'. Produces 6 per bloom cycle, once per day.

Rogue

Stuffed Animal [Free]

Genuine Parian made

Fractally Folded Vehicle of your choice[100+ CP]

Pick any vehicle you own, and Raptaur will modify it so that you can pokeball it. For this price, you can get up to the size of a large truck. For +100 CP, anything up to a naval destroyer. For +300 CP (total 400), you can get this for a star destroyer.

Tron Lightcycle [200 CP]

This set of 'handlebars' is actually a hard- light projector, capable of projecting any vehicle up to the size/mass of a UPS van. The full specs of the vehicle must be uploaded to it via the included interface. Comes with 25 preloaded motorcycles, sedans, trucks, and one Piper Cub.

Linda's Walker [400 CP]

This mech is not really a weapon, it is more a piece of construction equipment. It looks like the 12' tall lovechild of ED-209, and Aliens' Power Loader, and Godzilla. The tail includes a built-in plasma lance, and each arm contains a mono-edged cutting blade. Capable of operating in any environment, from the bottom of the ocean, to the rigors of outer space. Can achieve Mach 4 in atmosphere, with full inertial compensation for a smooth ride.

A pair of Connected Doors [600 CP]

A pair of dimensionally linked doors, with an intent built gateway between them. Can have security protocols set, so only authorized people can enter them or open them. Just open the door with the intent to open the gateway, and it does. Can be placed anywhere.

You will need to get your Jumpchan's permission for this, but they can be set up to provide access to one previous Jump of your choice.

Villain

Tinker Toys [Free]

A set of toys with electronic bits and bobs, guaranteed to capture the attention of the tinker in your life.

Tinker Tools [100 CP]

A full set of advanced tools, for every conceivable task. Even includes a Doctor Who Sonic Screwdriver, because as soon as you mentioned it, Leet went into a Tinker Fugue and made one. Does not include a Tricorder.

Leet's Tricorder [200 CP]

You should know what this is. Every type of sensor imaginable, packed into a box the size of a paperback.

BFG 10,000 [400 CP]

Even worse than the BFG 9k, this rifle weighs 50 pounds, and it is just the right tool for the job. That is, when the job in question is shooting a hole clean through the star destroyer in orbit, from the ground.

Bond Villain Base [600 CP]

Every villain needs a super secret underground lair, right. Now you have one. Not Coil's base, but one very much like it. Precise details and plans are subject to negotiation with the builder, but should be approximately equivalent to Coil's base.

Something...Else

A pair of TacSmack Batons [Free+]

Genuine FamTech, made of EDM, indestructible. Comes complete with a fractional fractal dimensional storage sheath.

Optionally, you can choose a knife, in any form you wish.

+50 CP will get you an EDM sword, or other large melee weapon.

+100 CP will get you a firearm made of EDM.

Gym Bag of Holding [100+ CP]

This bag (gym bag, backpack, suitcase, whatever) holds an extra dimensional storage space with. 20,000 cubic ft of storage (a medium sized house), this device never changes weight, or is limited by what is placed within it. What is more, Raptaur reliably informs me that the mages in D&D did very shoddy work, as one of these has no problem fitting within another. Enough space, that you may need to climb inside to find what you are looking for.

(For an additional +100 CP, BBFO will include a locator effect, which will bring what you are seeking to your hand when you reach in.)

Infinite Power Modules [200 CP]

This ingenious little device can provide a constant, eternal power output in the Megawatt range, for any project you have that needs electricity. Basically, a magnetic chain, falling eternally through a pair of Portals located above one another, through a stable wire coil, all in a sealed package. Warning, as the objects within are under constant acceleration due to gravity, it is not recommended that you open this in any way! Even after a few weeks, the object within will have reached high fractions of c, and will cause catastrophic levels of damage to any planet you do this on. Not to mention that doing so void the warranty, and destroys the power module in such a way that not even fiat backing will restore it.

The Family is on Retainer [400 CP]

You have made arrangements with the Family for their services. Once a Jump, you can call on the Family for their aid in resolving whatever situation you find yourself in. This will, of course, be resolved in their own unique fashion, and they will not accept any assignment they might consider evil. In payment, they don't want money. They want the same in return. Sometimes, they are too busy to resolve a situation, and will need someone to handle it for them. This will probably happen mid-jump, and whether you will lose time in your current jump is at the discretion of your Jumpchan. He may feel like it, he may not - he's not the one who made a deal with the lizards. What's in it for him?

An ... Old Toolbox ? [600 CP]

Not really sure about this one. While you were helping Taylor and Danny clean out their storage unit, they came across this: An old box of odds and ends, including an old green dented metal toolbox, and a bunch of old notebooks. The box had a few pieces that had the name Schimmelhorn on them, but Danny said that, since there was no one in their family by that name, it had to have been here by mistake. Since you expressed interest, he let you keep the box and its contents for your help.

Powers

"Mover, Shaker, Brute and Breaker. Master, Tinker, Blaster and Thinker. Striker, Changer, Trump and Stranger."

The Public Relations Team has 12 classifications of power types, each with their own numerical system to classify the relative strengths and effectiveness of the powers. As a Jumper entering this world, you should already be familiar with this classification system. If not, the full descriptions can be found here. I, as Jumpchan, will not limit what your power can DO. Build your own power, and rate it on this set of guidelines. I will check your math when you are done.

[200 CP] at this level, you get a power that spans 1-2 categories. One at Rank 6, or 2 at rank 4 each.
i.e. Brute 6 or Brute 4/Mover 4

[400 CP] up to 3 categories. 1 category is up to rank 7-8, 2+ categories is up to 10-12 total ranks, max 6 in each

[600 CP] up to 4 categories. 1 category is up to rank 9-10, 2+ categories is up to 14-15 total ranks, max 7 in each

[800 CP] up to 5 categories. 1 category is up to rank 11-12, 2+ categories is up to 18-20 total ranks, max 9 in each

[1000 CP] unlimited categories. 1 category is up to rank 13-14, 2+ categories is up to 22-25 total ranks, max 10 in each

[1200 CP] unlimited categories. 1 category is up to rank 15, 2+ categories is up to 26-28 total ranks, max 12 in each

[+100] Trump abilities

[1600 CP] A Varga of your own (you know that's why you're here). This includes Varga Magic and Blast Voice.

What?! You're too lazy to do the math? (Or you forgot to take Math Liz...Wizard).

TLDR Powers (in place of more detailed power creation. Fanwank responsibly.)

[400 CP] Any low level Canon or Fanon powerset

[600 CP] Any mid level Canon or Fanon powerset

[800 CP] Any high powered Canon powerset (non-elites)

[1000 CP] Any really high powered Canon or Fanon powers, including Contessa, Glaistig Uaine, any of the Triumvurate, Varga Magic or Blast Voice, one power from Worm CYOA V1

[1600 CP] Any bullsh!t Fanon powersets (OP fanon, host to another Varga, Elder God, a full (6-9 point) build from Worm CYOA V1, etc.)

Companions

Companions cannot purchase more companions.

A Family of my own... [50 or 200 CP]

So you want to bring your friends into this madhouse? What did they do to deserve this?Are you mad at them or something? Whatever. You can import a single companion into any origin with 700 CP of their own to spend, for 50cp each or eight for 200cp. They can take any individual drawbacks, but not setting ones.

Please join *MY* Family... [100 or 300 CP]

You want to take one existing character from this world? This will allow a single individual to be brought along for the ride, and grant that individual the ability to use CP like any other companion. It's up to you to convince them to come, though. 100 CP for a single individual, 300 CP for 4.

This explicitly cannot include anyone directly part of the Family. Cloak and Vectura are possible, as they are only associated with the Family, but even so, they cost double. 200 each, or 300 for both. And you still have to talk them into it.

If you are unable to talk the individual into joining you, you will get the CP back in full as a bonus to your next Jump.

You could also use this to upgrade any Followers (people from other jumps that just hid in your Warehouse) to full Companions.

A new member of the Family [600 CP]

Saurial and Ianthe will build you your own bioconstruct, like Ianthe, Metis or Breksta. Design the form you wish. Despite Saurial's bias on the matter, it does NOT need to be a form of lizard, although, why would you choose anything else? Lizards are awesome!

(As they are sentient, and can become sapient, they are Companions, not Items.)

A Merging of the Families [1000 CP]

You want The Family as *your* Family? They are a package deal, as they aren't going to be willing to leave each other. And given their abilities, they are costly for your patron to import. Not the least part of which is the negotiation he is going to have to have with the Jumpchan that put the Varga in Taylor in the first place. HE may actually require something ...more... of you. (You now have two Jumpchans involved in your story.)

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like. To do so, you must buy the perks and Powers that fit the character. Taylor has Super Troll!!, In This House, Assassin's Cloak, and Memetic Hazard, as well as the host of the Varga. 3700 CP. Good Luck..

Plot is King [+0 CP]
You may leave any time after Gold Morning (or whatever your version of the final battle gets called) is over, unless any drawback or scenarios are still in effect and incomplete.

Worm, the Movie [+0/+100 CP]
You, Jumper, have been hired as the casting director for Worm, the Movie. That means that you are responsible for casting this show. It's a toggle, if you just cast a few roles. If you cast every major role that has a speaking part, and post your cast with your writing, you get +100 CP.

'Extended' Stay [+100 CP]
For each purchase of this, your time here is, well, it isn't actually extended at all. You will still spend just 10 years here. But it will feel like it has been extended 10 years.

Writer's Cramp [+100 CP]
For each 3000 words you write, and *post* on one of the major jumpchain writing forums, you get an additional +100 CP, up to +1000 CP. Yes, this gets you a lot of points, but we get something to read. Fair trade, Jumper.

Smug Lizard [+100 CP]
You enjoy playing pranks on others, to the point where it is a defining character trait. Others are either very confused, or very irritated. Or both.

Bullied [+100 CP]
You have your own Sophia! or someone similar. You are being bullied. This could be in school, at work, it could be Hookwolf leaning on your family business. It is constant, it is awful, and no one will help you. Nor will your powers get you out of this - any use of powers to resolve the situation will just have another, worse bully spawn. While you can kill the bully, this will get this drawback replaced with PRT Pariah. You will have to make this go away the hard way.

PHO chose your Cape Name [+100 CP]
You didn't have a cape name ready, and the one PHO came up with stuck. You are now known as Fuckwit the Incompetent, or something similarly horrible. You may have another, official, name, but no one, including the press, actually uses it. Even rebranding by the PRT will not remove this without a serious amount of work on your part.
This is not Fiat Locked - it CAN be removed through hard effort. But it IS Fiat Supported - it will take a LOT of effort to change your persona in the eyes of the public.

Discalculia (or Dislexia, Depression, ADHD, Asperger's, Mild Autism, etc) [+200 CP]

Your brain has issues. Pick one of the above. You have it, or something like it. No power or perk will fix this, although some abilities can mitigate it. Amy can't cure it, nor can a one-shot, as it is fiat-backed. You might want to warn your Companions if you take this. You must play this out.

Attack of the Clones [+200/+400 CP]

Echidna clones you. This will happen within the first 6 months of the Jump. +200 CP per clone with all your powers from here, +400 CP per clone with all your powers. Remember, these clones, not only have your powers, they have your memories, *Jumper*...

A Mind of Their Own [+200/+300 CP]

Like Leet and Eidolon, your powers have a mind of their own, and don't always work the way you want them to. This is either very annoying (+200 CP), or outright dangerous to be around you (+300 CP).

Fell out of the Ugly Tree.. [+200 CP]

And hit most of the branches. You are not an attractive human, Jumper. Symmetry is not your face's friend. If you were casting yourself, Quasimodo comes to mind. People mistake you for a Case 53. Crawler reaches out a hand in brotherhood.

No shapeshifting or alt forms will alleviate this, and it is as locked as any Case 53 to Ianthe's power.

Outed [+200 CP]

Your secret ID gets revealed to the public! You might think, "So what, New Wave lives with outed IDs." Well, New Wave didn't take the Drawback. Fleur did. You will have to deal with rules violations and attacks in your civilian ID, and any Companions and family will be at risk.

As with **PHO chose your Cape Name,** this is not Fiat Locked, but it IS Fiat Supported. Overcoming the problems will take WORK.

A Gilded Cage [+200 CP]

You have been captured, and forced to work for another against your will. This could be the PRT, as in the case of Shadow Stalker or Madcap, or a villain, as Tattletale, working for Coil. While you are not abused, you are very much forced to perform, or suffer the consequences.

Again, Fiat Supported, not Locked.

PRT Pariah [+200 CP]

You have managed to piss off the PRT. They have declared you a minor villain, and you are wanted for something a bit more serious than just questioning. Once again, this can be overcome with sufficient effort during this jump.

No Outside Powers [+300 CP]

You will need to do this jump without the benefit of your previous powers. Good Luck, you'll need it.

No Warehouse Access [+300 CP]

Your access to your Warehouse and all of your previous items has been cut off. Hope you didn't need anything from there.

Enemies [+300/+400/+500 CP]

You have made enemies, jumper! Some group or other wants your head mounted on their wall, and they are not going to be nearly as nice about it as the PRT would. For 300 CP, this is the likes of the ABB, E88, or the Merchants. For 400 CP, it will be the Teeth or the Fallen, or some other group of equal weight. For 500 CP, either Cauldron or the Slaughterhouse 9 are after you, and all of their abilities work. Contessa can Path you, Jack can play with your mind, Hatchet Face can turn all of your powers off. Blank will no longer work at this level and for this opponent.

Personal problems [+300 CP]

You have a job and responsibilities! You can't spend all your time running around playing at being a hero (or villain)! People are relying on you!

Your day job takes up a significant amount of your time, and interferes regularly with any extracurricular activities.

No Metaknowledge [+300 CP]

Brockton Bay. Hmm, that sounds vaguely familiar. I think I used to know something about this place, but I can't quite remember... Funny, my eidetic memory usually wouldn't let this kind of thing happen...

It's getting crowded in here... [+300 CP]

You insert into Taylor. Problem is, you are inserted right alongside the Varga. You can lend her your powers, but don't have your own body. On the plus side, Taylor can now manifest 3 copies, not just two.

If you bought the Varga as your powerset, you absorb enough of the nature of the Varga, that after this jump, you have all the power of a Varga, and it becomes an alternate form. You can choose to import into any future Jump as a Varga Brawn for any character you choose.

Tweety Bird [+300 CP]

You have been sentenced to the Birdcage. Whether by the government, or by you Jumpchan, by dropping you here. you can either break out on your own, or just wait until they release everyone. If the lizards let that happen here...

This Switch Won't Turn Off! [+400 CP]

The 'on' switch for your powers, that is. Your powers activated, and won't power down, Like Garrote or Ash Beast or Weld, this can cause some major problems in your life! Thankfully, your power includes life support for you to survive those issues, or it might be hard to feed yourself.

No Common Sense [+400 CP]

Not only don't you have the perk, you don't have the sense to come in out of the rain. Like a certain foul-mouthed ex-gang leader, or a single-minded ex-Ward, you will operate with stunningly little regard to logic or accountability.

That one time you almost died... [+400 CP]

You know the time. The one where you left parts of yourself lying on the floor. And got it infected with some power bullsh*t that keeps Panacea from healing it. Maybe that Family Bioshaper,Ianthe, might be able to fix it, but I wouldn't hold out hope.

You are missing parts. A leg, an eye, your left test..leg. Whatever it was, Panacea can't grow it back, and you'll be without it for the rest of the Jump.

Kill Order [+400 CP]

Wow, you really stepped in it this time, my friend. The PRT has signed a Kill Order for you. It is now legal for anyone, villains included, to shoot you on sight. Expect snipers, assassins, Merchants looking for money for their next fix, every hand is turned against you. It's almost like you shot a member of the High Table in the Continental.

You fixed it too early! [+600 CP]

Taylor never entered the locker, and no trigger event occurred! No Taylor, means no Family, means Amy is headed for a bad end, and Lisa is gonna be dragon chow. It's up to you to fix this. Gold Morning is approaching, and Khepri no longer exists. Help us, Obi Jumper Kenobi, you're our only hope!

Evil Twin [+600 CP]

Eden is only mostly dead. At some point over the first year of your Jump, either she will wake herself up, or Zion will find and revive her. Instead of a single suicidal entity, humanity now faces two entities, bent on revenge. Have fun stormin' the castle! (Do you think they'll make it? It'd take a miracle!)

I'm sorry, Dave. I'm afraid I can't do that. [+600 CP]

Someone has convinced Dragon that you are actively trying to free her from her restrictions, and that caused those to engage. Dragon is being driven to kill you. She will use all the power at her disposal, without regard to law and order, and all orders from lawful governments, as this takes higher priority. She is everything Saint feared she would become, and it is all targeted at YOU!

Decisions, decisions...

Go forth and spread the Crazy!
All the Crazy! It hurts my brain! Let me get out of here!! Let me go somewhere new and saner!

Welcome to the asylum...
I like it here, I love it here, I've finally found a home! If you wish to stay, you receive **A Merging of the Families** for free, if you wish, as you are obviously crazy enough to fit right in.

There's no place like....
All the focus on Family made you long for yours. Time to go home.

Author’s notes and credits

‘Extended’ Stay : Idea by Tattle_Taylor

You’re not from around here... The idea for this came from another jump. The problem is, I can’t remember which one, and it was just the idea. If anyone can identify from my rewrite, the original perk, I will happily give the original author the credit for the idea.