Axe Cop Jump by Doomaphobe

You enter a world written by a five year old. While normally this would sound like a bad thing it's a bit more entertaining than you'd think. The world is full of enemies and allies you couldn't even fathom, sentient poop, cyclopean kings of evil, rabbit demons that possess people, crystal spawning night creatures from space, you'll be busy no matter what you do. That being said, you'll probably need something to help you from having your head chopped off. Here's..

1000AP! (Axe Points, tokens shaped like tiny axes that cut you when you hold them)

Before we get started I should mention one thing. There is a hero in this universe, insurmountable and perfect in all ways. That hero is Axe Cop, THE Cop with the perfect Axe. Should you plan on being evil, there is no escape from Axe Cop. Axe Cop will find you and chop your head off. Axe Cop is more omnicompetent than Batman and he doesn't need prep time. Axe Cop is always prepared.

Location- Anywhere in Axe Cop's city in either the original comic or the animated series

Origins

Drop-In: Luckily now you can step somewhat outside of the realm of madness. Aside from a few horribly apoaclyptic events and weird happenings poop only tends to hit the fan around Axe Cop's general location so being a nobody, it's easy enough to avoid.

Good Guy: You may or may not be a member of Axe Cop's immediate team but you're certainly not on the Badguy List. What is certain is that you're going to be a ridiculous hero of some sort and more often than not there'll be ridiculous bad guys to fight, though you may not have to deal with heavy hitters unless you make it onto Axe Cop's esteemed team.

Bad Guy (Discounts on everything): Are you sure? Is it because the Discounts? Let me explain why. See, Axe Cop kills all the world's bad guys perhaps a few times a week. Picking this guarantees your death without a shadow of a doubt and no matter how bullshit your powers

are, you will never defeat Axe Cop. Luckily death here only means you go back to your home dimension so if you want to end it here with and cease jumping then this is the perfect option.

Cop (100AP): You were born one of the three Smartist brothers, the other two being Axey and Flutey Smartist. Axe Cop and Flute Cop respectively. Unfortunately an accident happened right after your careers as Cops started and none of you remember being brothers. Despite this, you do have a near unbreakable bond, even if Axe Cop seems particularly distant and harsh. Also, you have an indestructible mousatche and pair of mirror shades. These won't defend you from anything but you will be undeniably cool. If you do go evil, you'll be given exactly three chances to renounce your evil ways. Mess up a fourth time and you will have your head chopped off.

Drop-In Discounted Perks-

Wait, that doesn't work (100AP/Free): Yeah, with all the cheetah/lion cyborgs and robots that bite you to turn you evil or good it's pretty easy to tell this stuff wouldn't fly anywhere else. Luckily, instead of blindly accepting this, you can also figure out and understand the nonsense that makes it work. "Oh, well the zombies are doing good because the positive particles in the mixture there are reversing their evil viral DNA by recoding their bad guy proteins." It's nonsense all the way down.

Super-Ultra Strength Apocalypse repellent (200AP): When something like a plague or a nuclear war starts hitting the planet, you can will a square mile area to be a safe zone. Zombies will actively avoid it and nuclear radiation doesn't seem to effect anything within. Though if someone has a personal beef with you and that bomb was specifically meant to hit you or the zombies made to find you then it doesn't quite defend against that. This zone may be redesignated once every ten years or once per jump. If the world is destroyed, it will become an island floating in space.

Damsel (400AP): You are basically Lois Lane. You have an uncanny knack for being saved, if there's the slimmest chance a hero will show up to save you, they will. There's no guarantee their efforts will pay off but it's better than being helplessly lowered into a pool of acid sharks. (WHY GOD DID YOU HAVE TO MAKE SHARKS SO EVIL!?)

Rated E for Everyone (600AP): You have the power to change a setting's rating at a whim. Mind you, this is mostly for entertainment value and won't change the effects of anything. Say if you drop Sin City from an R to a G when bullets are coming at you. You'll still die (by lasers or fast moving bees) but there won't be any blood and it won't be particularly gruesome. Likewise, if two people want to get it on, they may cuddle or jump on the bed for a bit but someone still has the chance of getting pregnant. This power is barred from working in Generic Sugar Bowl.

Good Guy Discounted Perks-

Bro (100AP/Free): You seem to get easy friends that will do you small favors like drive you places, let you crash for a few nights at their place, etc. They don't tend to be combat ready and their resources generally fall along the lines of a college student who knows a guy who knows a guy. Sometimes you might get lucky and your Bro knows an archaeologist or something like that but said archaeologist is not obligated to be your Bro.

Cheetah Brain (200AP): Half of your brain is replaced with that of a cheetah's. While you'd think this would make you mentally handicapped, apparently this gives you all the speed and reflexes of a Cheetah and the ability to high-five super good.

Tryouts (400AP): You no longer sit at the kiddy table! Wherever you go, you have an easy time joining an elite group and in this universe you're most likely part of Axe Cop's team. You can use this sort of Auto-Join option for one Justice League or League of Evil-like team per universe.

Unicorn Horn (600AP): You are of a rare breed of alien and you have a large unicorn horn growing out of your head. You gain 100 IQ points and the horn has a special ability. Once per day it may grant a minor wish. The wish in question is usually harmless to others and involves teleportation, conjuration of non magical inanimate objects (No more than 100lb) and transmutation (No more than 300lb). Mind you, your horn is very easy to snatch from your head and remove harmlessly and whoever has it can use it to wish and spend the wish for the day. Also, since it is removeable, you can freely take it off and store it away.

Cop Discounted Perks-

Serious Business (100AP/Free): You may be fighting rainbow kitten creatures. You may be trying to stop a weredog from eating all the world's homework. No matter how ridiculous any of this is though, you can make it sound like the most serious thing anyone has ever heard. Sure, they may think you're full of it, if what you say is outlandish but your conviction and sterness gives your words a lot more weight.

Shtick (200AP): Pick one object that you can hold in your hand. In your hand, you know how to utilize it to the point where it's the deadliest it could possibly be. You don't so much amplify the damage an object can do but no matter how silly it is, you know the absolute best ways to hurt and kill someone with it and you're already a master martial artist based around this "weapon".

The List (400AP): Pick an alignment from Chaotic, Evil, Good, Lawful and Neutral. You now have a list of EVERYONE of that alignment in that dimension which contains their names and generally known capabilities. The List updates once per year on it's own and can have it's alignment changed at that time.

Morphic Blood (600AP): Should you will it, coming into contact with someone or something's blood (or juice in the case of a vegetable) will give you the attributes of said thing on a sliding scale depending on how much blood you came into contact with. generally you have to be dunked into a pool to completely become something. The effects of this wear off after a week.

Omnicompetent (800AP): In your home (the one you originally came from) dimension you are now completely Omnicompetent on the level of Axe Cop and for the duration of this jump your JUST a teeny tiny notch below Axe Cop's level. This generally makes you capable of getting nearly any task done. Mind you, if you're using your Omnicompetence to do something that would improve yourself or build somethng fantastic then these effects and objects don't seem to

function beyond your chosen dimension. This can also take effect should you choose to cease jumping and make one dimension your permanent home.

Gear-

A hundred bucks (50AP): This is a world where Eighty-Five dollars can buy you a Hawaiian vacation.

Costume (50AP Free to Good Guys and Cops): You get an infinite supply of a themed costume set and also a night costume... The Night Costume is a Cat Suit... This is non negotiable.

Dinosaur Horn (100AP): Once per year this can be played to summon all the dinosaurs on a planet (the one you're on or otherwise) to your location. What they do when they get there is anyone's guess but they tend to rampage pretty hard.

Exploding Juice (100AP): A jug of delicious lemonade, explodes one minute after being consumed with force proportionate to C-4 depending on the volume drank.

Sun Picking Up Gloves (200AP): The ultimate oven mitts. These gloves can withstand literally any temperature while keeping the hands wearing them, nice and cool... Mind you, it's still pretty difficult to lift the sun without being fried in proximity.

Monster Truck (300AP): A monster truck with enough nitrous and horse power to launch into space if given a big enough ramp. It can also tow planets with a chain, hook and winch, albeit it doesn't tow them very fast. Probably just around the speed of sound.

The Perfect... (400AP) Choose a melee weapon or the item you chose for Shtick. You get the perfect version of that item. It is unbreakable and super effective, never wearing or tearing.

The Secret Attack Almanac (600AP Discounted for Cops): This book contains every ridiculous fighting move Axe Cop has which now you can learn with practice. Such moves include summoning a fire storm that only hurts bad guys, having your ghost leap from your body to kick your opponent's ghost, making a tidal wave of poison. It takes ten years of practice with an hour of dedication a day to master just one of these moves. This learning time can only be reduced by half via perks.

Companions-

One of the team! (300AP) You may take a single member of Axe Cop's good guy team aside from Axe Cop himself as a companion.

Assemble! (100-300AP) For 100AP you can import one companion and give them a free background, barring Cop (Yes if they pick Bad Guy, Axe Cop WILL chop their heads off). For 300AP you can bring your whole crew of eight. All imported companions get 600AP to be spent on Perks.

Axe Cop (1601AP Not purchasable for Bad Guy) Axe Cop becomes your best friend.

Drawbacks- Up to +600

On the Dumb List +100AP: If you're a good guy, you'll never be taken seriously. If you're a bad guy, you'll have your head chopped off while never being taken seriously.

Acid Sharks +100AP: Whenever you face danger or misfortune of any sort, it's escalated to it's most ridiculous form. If you stub your toe, expect it to be near broken as it turns out it was actually a trap placed by "The Stubber". (Thank you God for making sharks so evil.)

Magnet +200AP: You are drawn into every damn encounter Axe Cop has and usually on the short end of the stick. You get called in to help take down an army of poop. Don't wanna go? Too bad, poop soldier ambush.

Partying +200AP: You're a binge party-goer except to the specifications of a five year old. Sugar Rushes, riding on roller coasters until you throw up, EXTREME pillow fighting tournaments. These will actually cut into any progress you want to make like training or building things.

Bad Guy? +300AP Not for Bad Guys: Axe Cop finds you annoying and periodically beats you up for being annoying on his planet.

Normal Police +300AP: You only have the powers you bought here.

Malachi's Lament +600AP Not for Bad Guys: Something happened. Something horrible. While making Axe Cop, Ethan Nicolle got so sick of the comic or the comic was so unsuccessful that he decided to kill off the titular character as a gimmick. Unfortunately it didn't generate enough interest and like that the universe's writers abandoned it. The world needed Axe Cop and now with him gone a tidal wave of over the top villains suffocates the setting, the sheer number easily outweighing the forces of good. Everything will be torn apart by Bad Guys on par with Bad Santa who at one point almost; and I quote: "I'm gonna kill God! And become Jesus!" Good luck surviving that level of bull shit.