

Jump by Aehriman

In the near future, Doc Terror and his cyborg companion Hacker unleash their forces to conquer Earth! Only one force can stop this evil, this handful of brave men. In specially created Exo-Frames they can be transported anywhere, to fuse with incredibly powerful Assault Weapon Systems beamed down from the space station SkyVault, becoming man and machine, Power X-Treme!

Whatever the challenge, they are ready. The Centurions!

In "the near future" the world has changed mightily. Not just because the Great Flood ravaged coastal communities, and not just because the horrors of WWIII led the nations of Earth to band together into the World Council, the first true government for all peoples of the world. It is an era of global unity, of exploration and science as new solutions are sought to old problems. It is an era also defined, unfortunately, by robots and cyborgs attacking from the Arctic base of Doc Terror, a threat which can only be adequately met by the Centurions. Have **1,000 cp** to make your way.

AGE, SEX, RACE, ETC.

It's the future, the only difference made by these is whether Ace will flirt with you. You can still change any of these things about yourself, if you like.

ORIGIN

Sea Operations Commander (SOC) Your experiences as a combat and salvage diver have equipped you to handle combat under the seas or in the shallows. Just be careful not to get out of your depth.

Land Operations Specialist (LOS) As a longtime veteran of the infantry, you've got mud or sand from every landmass on your boots. You're a soldier's soldier, always ready to bring the enemy to the ground.

Air Operations Expert (AOE) Fighter pilot, astronaut, your resume is overflowing with reasons your superiors want you in the air, ready to blow Doc Terror's plans sky high.

Energy Expert (EE) As a scientist, you specialize in power systems and energy weapons. When your expertise is married to advanced weaponry, it's lights out for the bad guys.

Infiltration Specialist (IS) An expert in stealth and infiltration, you are a shadow, a ghost, a rumor. If your file existed, it would contain countless tales of threats silently removed. Your enemies won't know what hit them.

Cyborg (CY) You are superior to baseline humanity, your weak human parts replaced with superior mechanical ones. You likely work for Doc Terror, but don't have to, it's just that most people weren't too keen on cyborgs *before* they started trying to replace humanity.

PERKS

POWER XTREME! (free all) You can call out your transformation phrase even in situations where it makes no sense, like deep underwater or in space. You can also survive these environments for a surprisingly long time and as long as you do get rescued, without lasting harm.

The Return of Captain Steele (-50 cp) You bear a striking resemblance to a hero or celebrity of this world. You could be their body double, or possibly their child? You could pass for them or at least be accorded some of the respect and affection people hold for them. In future Jumps you can designate a new person for this to apply to.

Counterclock (-100 cp) Once in a long while you will get a premonition of disaster in the near-future, a vision of a crisis taking place in the next few days with just enough information to maybe let you stop it.

Zone Dancer (-100 cp) You have a plate in your head letting you project your consciousness over the internet and 'Zone Dance' that is, mentally hack computers like this was Neuromancer.

Man or Machine? (-200 cp) You are an expert in the teleportation system used by Skyvault and the AWS modular power armor. With time and materials you could design your own AWS to match anything produced in SeaLab, or improve upon them.

That Old Black Magic (-400 cp) You've got magic! Like Cassandra Cross or her evil twin Lilith, you can call upon the ancient powers and some funny words to work wonders. The exact mechanics and limits are pretty vague, but at the very least witches have been seen transmuting objects (even energy blasts and missiles), healing people, teleporting, calling down lightning bolts to channel their power, invisibility, illusions and enchanting objects - namely making unbreakable chains and weapons that hit harder than bombs but distegrate shortly after.

Command Presence (-100 cp, free SOC) You have the easy charisma of a natural leader. In a crisis, people look to you for answers.

Marine Biology (-100 cp, free SOC) There's very little you don't know about the sea and the magnificent creatures that inhabit it.

Level Headed (-200 cp, discount SOC) You don't panic in a crisis, when ambushed or surprised or put on the back foot, you think your way through the crisis. Your example inspires others not to panic as well.

Out of Your Depth (-200 cp, discount SOC) The crushing pressure of the ocean depths presents a formidable challenge to submarine designers and divers, but not you. You can dive down to the blackest abyssal zone in just your Exo-Frame and need never fear the bends caused by divers ascending too quickly.

Brilliant (-400 cp, discount SOC) You may just be one of the smartest people alive, You're certainly the most well-rounded, with the equivalent of a masters degree in every hard science, and a bachelors in all the arts and social sciences.

Let the Games Begin (-600 cp, discount SOC) Were you by any chance a Holo-Games Champion? You have incredible multitasking and strategic capabilities, able to remote pilot three vehicles more skillfully than most could one. You coordinate incredibly easily with others.

Excellent Balance (-100 cp, free LOS) You don't slip, trip or fall, no matter how tricky the terrain.

Marksman (-100 cp, free LOS) Nothing more embarrassing than pulling out your big cannon only to miss. You simply never can not hit the target if your weapon reaches that far, not unless someone deliberately jostles you or blocks the shot. Even on a reflexive snapshot, you can knock Traumatizors over like a shooting gallery.

Conspicuous Valor (-200 cp, discount LOS) You don't freeze in combat, and never let fear keep you from doing whatever needs to be done.

War Dog (-200 cp, discount LOS) Jake Rockwell is the most decorated infantryman in living memory, his experience in surviving and fighting in every terrain and biome, his instincts and reactions in combat have no peer. Had, I should say, until you came along.

Rugged (-400 cp, discount LOS) Whatever doesn't kill you has made a tactical error, and you? You're incredibly hard to kill. You're probably the toughest person on the team, whatever the team is. Otherwise mortal injuries barely slow you down.

Demolitions (-600 cp, discount LOS) What to do when you encounter an enemy invulnerable to your weapons? Well, you could blast the ground out from under them, causing them to fall. You could maneuver them into falling into a bottomless chasm. You could even bury them by targeting surrounding buildings or rock formations. Or heck, do all three. You are a master at using terrain and collateral damage, causing just enough damage to achieve your ends, no more and no less. You could drop a rock on one person in a crowd or blast a channel for a lava flow with trivial ease. Indeed, when you want to reshape the environment, you seem able to cause destruction on a much greater scale than your weapons or powers are normally capable of. Conversely, if you wish to avoid collateral damage it simply won't happen.

Head On A Swivel (-100 cp, free AOE) The number one cause of death for pilots is not being aware of their surroundings. Even when you are otherwise focused, you are always alert to threats that might come out of the sun, or from your blindspot. You are almost impossible to take by surprise.

Ladies Man (-100 cp, free AOE) Or perhaps you're a mans lady, or any other possible combination thereof. In any case, you are a skilled seducer and almost irresistible to your preferred sex.

G-Force Adapted (-200 cp, discount AOE) Normally pilots pass out after 9-20 Gs, depending on orientation and if they have flight suits. You can manage 30 in any pose, 33 if you really strain your muscles, allowing maneuvers no other pilot could dare.

Lock On (-200 cp, discount AOE) Waiting for your missiles to lock on can be such a pain, especially with an evasive target. Now you can flawlessly and instantly lock on just by saying it is so.

Daring (-400 cp, discount AOE) He who dares wins. Fortune favors the bold. These sayings didn't come about by accident, though there are graveyards full of people who lived by them. The bigger the risks you take, the more likely they are to have a big payoff, so you can throw yourself into combat and trust that things will probably work out in the end.

Stylin' (-600 cp, discount AOE) You'd think merely beating the enemy would be enough, but you can make it look good. So effortless, in fact, that it becomes a humiliating loss. Only the scariest, strongest-willed villains like Doc Terror could come back from this to command respect and fear again, ordinary enemies will be humiliated and completely discredited.

Advanced Degree (-100 cp, free EE) You are an expert in an advanced field of engineering, with the skills and the sheepskin to back them up.

Rugged Systems (-100 cp, free EE) You can design equipment to work despite shocks and impacts and extreme heat.

In My Sleep (-200 cp, discount EE) You're fantastic at looping cameras, disabling alarm systems, generally getting around or through electronic security. Also at overriding or reinstating safeties in all kinds of exotic devices.

These Hands (-200 cp, discount EE) A hand is really the most versatile tool of all time. It can throw a punch, grip a pen or a screwdriver or do a thousand more things. Only thing is, sometimes hands get damaged in various ways or develop along restricted paths. Burns, calluses, even arthritis or carpal tunnel can interfere with doing precision tasks. This is never a problem for you, though.

Back on Rails (-400 cp, discount EE) Safety first, as they say. You can get runaway chain reactions back on the tracks, whether a reactor meltdown or a rogue super-storm, you can find a way to keep things from spiraling completely out of control.

When You Set Your Mind To It (-600 cp, discount EE) People, not robots or cyborgs have an amazing ability to rise to the occasion. When you focus hard, have support from your friends, you can do almost anything. Now, this doesn't mean you instantly and easily succeed at whatever you do. Think of it like a luck booster where great works and inspiring deeds are more likely to work out, and no matter how hopeless things seem, you will always find a last minute way to save the day.

Friend to Animals (-100 cp, free IS) Animals like you. Horses work together really well with you, you never get bit or stung unless you're actively attacking the animals and so on.

Knife Hand (-100 cp, free IS) You are an expert with kife-fighting, able to find the chink in virtually any armor and get the best of any opponent.

Hunter (-200 cp, discount IS) You know how to track your prey, and also how to stalk unseen across the wilderness. Even a grassy field, with a little patience.

In Plain Sight (-200 cp, discount IS) If you cannot escape your enemies' gaze altogether, best to look like you belong. You are skilled at blending in, and some coveralls and a clipboard can take you farther than any camouflage.

Another Day (-400 cp, discount IS) He conquers best who makes an enemy into a friend. You may not be able to consistently befriend your enemies, but when a greater threat emerges to menace everyone they'll cheerfully join forces and not attack you until the threat has passed.

Ghost Warrior (-600 cp, discount IS) Are you an Apache, or a Ninja? Highly secure bases are about as accessible to you as a shopping mall, platoons of enemies fall before they realize they're under attack. You know just how to avoid notice, can always find a convenient sewer grate or man-zied air duct when needed.

Hacker (-100 cp, free CY) Despite the name, Doc Terror's chief minion has no skill at hacking computers. Doc Terror, on the other hand is a master, and so are you.

Robotics (-100 cp, free CY) You can build, maintain and repair robots, such as strafer drones and other minions of Doc Terror's. You also understand cybernetics enough to convert ordinary people into cyborgs.

Master of Disguise (-200 cp, discount CY) It might astonish you, how many times Amber can bamboozle the Centurions just with a wig and accent, even imitating people like Crystal Kane whom they know exceedingly well. But she's just that good and now, so are you.

ReConversion (-200 cp, discount CY) It's a painstaking and dangerous process for the victim, but you can remove unwanted cybernetics, curing the thralls of Doc Terror. Your expertise also allows you to come up with exciting new cybernetics.

Diplomatic Immunity (-400 cp, discount CY) Doc Terror was allowed to turn his arctic research station into a sovereign nation by the World Council, in gratitude for his discoveries. Even after dozens of attempts to destroy, enslave or make war on the Earth, he retains diplomatic immunity, somehow. You too can declare your property above assault without consequences equivalent to invading a sovereign nation, and even if captured must be returned to your own soil.

Evil Schemes (-600 cp, discount CY) As a cartoon villain Doc Terror is baely second to Cobra Commander in coming up with zany schemes, and just a little short of Xanatos on layering plans within plans. Very often the Centurions will discover their mission was a distraction for Terror's real objective. You now have his planning ability, the imagination to come up with Plant-Borgs, and the stage management to swap out one of the Centurions' teleport drives with one of yours, or cover their AWS with holographic paint so you can control what they see.

ASSAULT WEAPON SYSTEMS

Each AWS is associated with one non-Villain origin. Each origin can discount two of their own AWS for 100 cp. Otherwise, each AWS costs 200 cp. Each origin's discounted AWS are available by the will of Crystal Kane during the Jump, but must be purchased to be kept.

Exo-Frame (-200 cp for Villain, free to all others) The basic power armor needed to survive teleportation and serve as an anchoring point for Assault Weapon Systems, adding additional armor, weapons and exciting capabilities. AWS modules can be teleported directly onto your armor and swapped out with just a call to SkyVault. Alone, these suits will let you ignore bullets, but not missiles or lasers, and give the strength to easily lift five tons.

If you have power armor from another setting, you may import it as your Exo-Frame, allowing it to serve as a teleport beacon and add on the AWS.



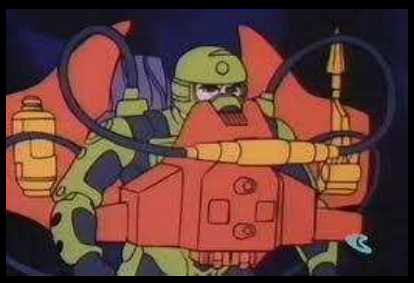
Cruiser (discount SOC) Advanced SCUBA system armed with a laser cannon and powerful hydro-missile. Two Hydro-jets provide rapid propulsion underwater and even limited flight on the surface.



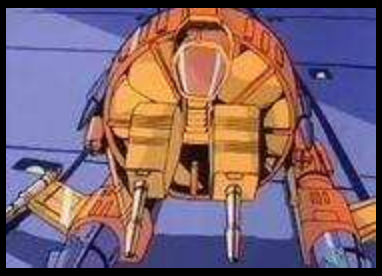
Tidal Blast (discount SOC) A larger underwater system with more powerful engines, two shark missiles that work underwater or through the air, a harpoon/grappling hook launcher and power winch on the shoulder, advanced targeting systems and an emergency sonic thruster for turbo-swim.



Depth Charger (discount SOC) A minisub that can dive to the deepest depths with a powerful depth-charge/mine, two torpedoes and a pair of Aqua blasters.



Sea Bat (discount SOC) Depth Charger's shallower counterpart, a high speed hydrofoil AWS with six hydrofoil missiles, a heat-seeking harpoon launcher, and a depth charge.



Fathom Fan (discount SOC) An extremely high-speed, only lightly submersible hydrofoil speedboat AWS. Features twin laser cannons and pontoon sea-skimmer torpedoes.



Fireforce (discount LOS) Light armored AWS, has a gatling plasma repulsar in the chest, wrist-mounted laser cannons, a radar targeting unit and a shoulder mounted plasma bazooka.



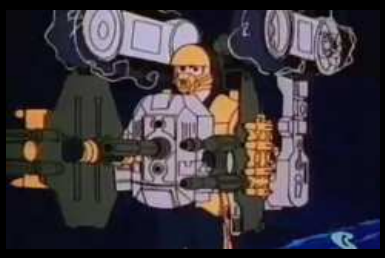
Hornet (discount LOS) Mid-sized AWS consisting of a helicopter backpack unit with protective canopy, and two Target Sensors for precise fire control. Armament includes a nose-mounted rapid fire and variable power laser, a chest-mounted freeze ray cannon, and four Sidewinder missiles.



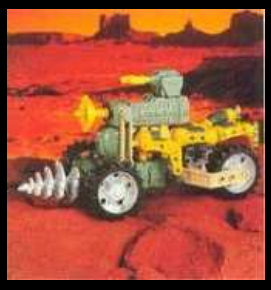
Wild Weasel (discount LOS) A human motorcycle armor, though it can drive with the user upright, just slower. Two land lasers and a heavily armored front/helmet to survive combat and facilitate ramming attacks.



Detonator (discount LOS) Heavy artillery AWS with two Splicer missiles, tandem freeze ray blasters, and twin turret sonic blasters. A sonic screen device shields it from incoming fire.



Swingshot (discount LOS) Mid-sized AWS with twin roto treads that can handle any terrain and even climb sheer surfaces or run on ceilings! The chest mount is a howitzer cannon, both arms are equipped with shields, each of which is also a mega-blaster and carries four light Trajectoid guided missiles.



Awesome Auger (discount LOS) A drilling tank AWS that can be used sitting or lying down, able to tunnel rapidly through the earth. Awesome Auger is also equipped with a sonic shredder and laser turret.



Skyknight (discount AOE) The light aerial AWS with variable-winged jetpack, a chest-mounted laser cannon pod, a laser-guided smart bomb and two wrist-mount Stincel missiles.



Orbital Interceptor (discount AOE) Mid-sized space-fitted AWS that also operates underwater. It has a fully enclosed life support system, advanced sensors, and an array of powerful thrusters. Defense is handled by two leg mounted particle beam defensors which can attract and repel objects, serving as attack, defense and utility tools. The only dedicated weapon is a single particle beam missile.



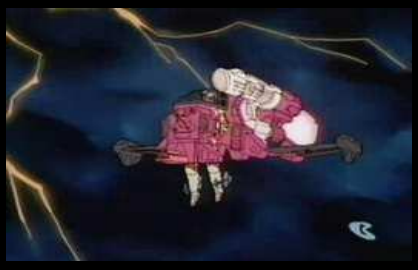
Skybolt (discount AOE) An aerial supremacy fighter-jet AWS. Has a pulse laser cannon chest mount for close-in dogfighting. Standard missile loadout is two heat-seekers and a pair of multirole, extremely destructive Galactic Missiles which can shoot down fast interceptors, or serve as deep-penetrating bunker busters. Is also the only AWS with anti-radar stealth capabilities.



Strato Strike (discount AOE) Medium AWS, like a powered glider with variable geometry wings and turbojets for lift. Incredibly agile, but slow and lightly armed with stun missiles. It has handlebars to lift a short squad of men.



Electro-Charger (discount EE) Armed with laser cannons, a backpack unit that can drain the power from inconvenient devices like security cameras, a single Nighthawk missile which can create either a magnetic vortex or a zone of absolute darkness (absorbing all light and heat). The left arm has a Redirector cannon which can nullify any force by creating an equal and opposite one.



Gatling Guard (discount EE) One of the most powerful AWS systems, the first choice for dealing with black holes or runaway dimensional portals. The Gatling Guard has powerful gravity and magnetic manipulating capabilities, letting it fly with quantum thrusters. It can protect itself with a forcefield. A laser retrieval system in the chest can absorb and siphon most forms of energy, which can be delivered back via the large rotating missile magazine mounted above. Besides regurgitating whatever energy types were absorbed, it can fire magnetic imploders, gravity negators and solar flare missiles (which simulate the light of a nuclear flash).



Silent Arrow (discount IS) A basic stealth AWS with wrist sonic knives that can carve through steel doors and concrete walls, and a crossbow on the back firing a massive net packed inside the homing pursuit arrow.



Thunder Knife (discount IS) For when subtlety is done and mobility is needed, a high speed tracked chest plate, a back turret with laser cannon and missile launcher, and electric saws for hands.

CYBERNETICS

Discounted to Cyborgs, who get +300 cp for this section.

Geiger Counter (-50 cp) You are continuously aware of radiation levels in your area.

Gyro-Compass (-50 cp) Always know precisely which way is North, and which way is down.

Motion Detector (-50 cp) Never get snuck up on again.

Outlet (-50 cp) It's never made quite clear what powers all Borgs, but you can now hookup all kinds of electric devices to run them off your internal power generation.

Radar (-50 cp) Good for spotting aircraft or large metallic objects.

Cyber-Brain (-100 cp) Your brain has been enhanced with a computer, granting you some decent math skills and more importantly allowing your memories to be recorded in such a way they can be played back, copied and pasted, duplicated, and even, with your consent, deleted.

Grappling Hook (-100 cp) Great for reaching high areas.

Melee Weapon (-100 cp) Whether you go old school like Hacker's mace (well, ignoring the lasers) or feel more like a buzzsaw, plasma cutter or jackhammer, you have an arm weapon for really dealing out the pain at close quarters.

Combine! (-200 cp) You can hook up to other cyborgs or bots, allowing you to share power to enhance their or your systems. With two or three friends you could even form a formidable cyber tank.

Fancy Optics (-200 cp) Thermal and night vision, as well as telescopic and microscopic modes.

Link Up (-200 cp) A versatile interface lets you hook up to any computer, seizing control.

Ranged Weapon (-200 cp) Missiles, lasers, sonics. There are lots of options.

Rockets (-200 cp) You can fly! Might be like a jetpack, or boot rockets.

Forcefield (-300 cp) Fantastic for getting out of trouble, you have a personal shield that can endure at least a couple hits from even the strongest personal weapons usually seen in the series.

Holo-Projector (-300 cp) All the versatility of illusion powers, without the mystic mambo-jumbo. Might not work on exotic scanners and there's a limit to how many projections you can make at once, no more than twenty duplicates. Of course, the more clever and subtly you use this, the more effective it'll be.

Multi-Borg (-300 cp) You can detach and separate into three different bodies, running each simultaneously as a hive mind.



TEAM

Pet (free) The Centurions adore their group dog, Shadow, and orangutan, Lucy. You can take either, both, or up to two other animals as pets.

Max Ray (-50 cp) Leader of the Centurions, and a brilliant scientist. Max grew up in Seattle, where he could see the ocean every day through the plexiglass seawall. This created a lifelong fascination with marine life, and by the age of 14 he'd designed a novel minisub to explore the ocean depths. He was undergoing a detailed survey of the Marianas Trench when the call went out for an expert diver to join the Centurions. Max is cool-headed and methodical, and not the best at discussing his feelings.

Jake Rockwell (-50 cp) Land operations specialist. Born in Austin Texas, Jake's father ran the local historical society and prairie preserve, where Jake learned to ride and shoot and rope and drive cattle as his ancestors would have. In WWIII, he volunteered and fought on the Indochina front, his skill and courage getting him promoted first to battalion command, then becoming the youngest Brigadier General in US History. When peace broke out, he was put to pasture, and relished the chance to get back in the saddle and fight with the Centurions. Jake is a cunning warrior, but can be hot-headed and brash.

Ace McCloud (-50 cp) Air operations expert, Ace was born into privilege in New York City, growing up among the clouds on the Taft Building's 214th floor. He dreamed of soaring through those clouds, getting a pilot's license and enrolling in flight school as soon as possible, driven to become the best pilot in the world. After some time, he was tapped by Crystal Kane as an astronaut to fly her space missions and when this led to the formation of the Centurions, he was the first to join up. Ace is almost as

good as he thinks he is, but can fly a little reckless and, like a lot of pilots, is something of a flirt and a womanizer.

Rex Charger (-50 cp) Iceland's foremost expert in geothermal and other power systems, Rex is both a multimillionaire and one of the brightest of the Centurions. If Rex has a flaw, it's that he tends to overthink things.

John Thunder (-50 cp) A Chiracahua Apache who claims direct descent from Geronimo, John is an expert hunter whose best friend, Claw, became a minion of Doc Terror's. A master of stealth and infiltration, John isn't really a team player and prefers to act alone when possible.

Crystal Kane (-50 cp) The Centurion's mission control, she spends most of her time in Skyvault suggesting Exo-frames and tactics and running the teleporter. However, Crystal is not only a rocket scientist, she's one of the only people fully rated on AWS and the first person in line to replace a fallen Centurion.

Doc Terror (-50 cp) Doctor Elias Terror, easily the world's most brilliant scientist, had a dream of a world of robots and cyborgs, one run by logic and reason and not the irrational whims of the mob. His early cyborg research was attacked as unethical and volunteers were few, so he started converting people to cyborgs by force, gathering an army of mercenaries in his Arctic research base, Dominion. Was made a cyborg himself early on to save his life.

Hacker (-50 cp) A petty crook who took money to become Terror's original subject for cybernetics. His freakout when he learned he couldn't be changed back almost killed Terror, who had to undergo life-saving emergency conversion. Ever since, he's served as the Doc's right hand and enforcer, and much abused chief henchman.

Amber (-50 cp) Doc Terror's daughter, a master of disguise and professional con artist. Has a very one-sided attraction to Jake Rockwell. While she will always help her dad escape the authorities or if there's something in it for her, she ultimately wants to be rich, not fundamentally change humanity and has no trouble backstabbing daddy if he goes too far, even snitching on him to his enemies.

Other (-100 cp) Various other characters and one-off villains have appeared for a single episode. Want to recruit Ali'i, the all-loving Polynesian tribesman? Count Dracula? Have at.

New Centurions (-100 cp) The option to bring in a team of your own. Bring on as many Companions as you like, each with 800 cp apiece to spend. Companions cannot take drawbacks for more points.

ITEMS

Aircar (-100 cp) It's the near future, so we finally got the flying cars we were all promised. Yours is speedy and stylish, never requiring fuel or power and self-repairing.

Wealth (-100/200 cp) You have the income needed to live a comfortable middle-class lifestyle. For an extra 200 cp, you are a billionaire.

Traumatizors (-100 cp) A squad of Doc Terror's basic robot minions, armed with an arm cannon and surprisingly large missile. These ones can actually hit most things they target. Alternatively can be Seaborgs or Straffers. This can be taken multiple times.

Null-Cage (-200 cp) This box of bars may look old-fashioned, but it can block any signals and absorb any weapons or energy, making escape tremendously difficult without outside help. Can double as an emergency shelter or Faraday Cage. It has a higher power setting that gradually drains the life-force of any occupants.

Shrink Ray (-200 cp) In the future, when no diagnostic can reasonably explain what's wrong with a body or a computer, experts can be shrunk down to explore it from the inside with this handy device. It's also very convenient for saving on parking.

Alcatraz Asteroid (-300 cp) The latest, most inescapable super-prison, given there's no air. A perfect place to send your enemies and never be bothered by them again, assuming you're the sort to have scruples over killing.

Superium (-300 cp) A golden looking metal that occurs only in asteroids, and then not even one in a million. It is very nearly invulnerable, capable of being melted only by stellar/nuclear temperatures or sustained bombardment by specialized particle beams. You get a tractor trailer's load of the stuff each year.

Viralizer (-300 cp) This energy rifle harms no man, but uploads onto any machine the sapient virus that caused so much trouble. The machine will then either loyally serve you, or flail out and wreak havoc, depending on the setting. Not sure how it affects things like forklifts or robot arms, but computers seem irrelevant. Anything as sophisticated as a radio will be taken over.

Doomstar (-400 cp) A terror weapon from the late 20th Century, far ahead of it's time. This stealthy satellite has a rapid-fire death-ray which can produce low kiloton blasts or take out single vehicles or people. It is also equipped with a forcefield that can withstand at least a few missile hits.

Star-Cross Industries (-400 cp) A huge multinational corporation, this not only makes you one of the hundred wealthiest people in each setting, but sets you very nearly above consequences, much as the Centurions never quite managed to prove wrongdoing despite SCI operating as a very clear front for Doc Terror's operations.

Skyvault (-600 cp) Naturally, Skyvault's facilities are available to any Centurion origin Jumper during their stay here but in future Jumps you too can own a satellite laboratory with world-class facilities, a teleporter, and AWS storage capable of beaming your gear down to you. You will also benefit from Skyvault's impressive sensor suite, able to find caverns and tunnels, or track every aircraft over the last twenty hours.

The Lost World (-600 cp) A vast cavern containing multiple improbabilities. Dinosaurs who survived to the modern age pretty much unchanged from their primeval forms, a tribe of lizard-men who can psychically control the dinos, and a volcano. Doc Terror swung through a while back and upgraded the dinos with cybernetics. He couldn't control the dino-borgs, but you can.

DRAWBACKS

Continuity (+0 cp) The author of this document isn't personally aware of any Centurions fanfiction, but if you want, knock yourself out.

Substitute (+0 cp) You can replace a character with the relevant origin instead of being there in addition.

Ham (+100 cp) You can be incredibly overblown and overdramatic. Usually whenever it would be most annoying to the people around you.

Strong Silent Type (+100 cp) You are mute, incapable of a single spoken word.

Bounty (+200 cp) There's a significant price on your head, and it draws gang-members, crooks, mercenaries and bounty hunters of all stripes.

Hot-Blooded (+200 cp) You can be impatient and reckless. This will cause problems at least once or twice.

Live at Five (+200 cp) You are the victim of astonishingly bad press. Most people will react negatively to meeting you for the first time.

Minor Leagues (+200 cp) While the show mostly focuses on the conflict between the Centurions and Doc Terror, there are numerous minor villains who appear as Terror's allies, minions, or an independent threat. Villains like the sapient alien computer virus, Phisto, Lilith, the Executioner, even Count Dracula that one time. One of these minor villains has developed a desperate hatred for you, and won't stop coming until you're dead or they are.

Firecracker (+300 cp) Your allies, friends and subordinates are always arguing, always barely able to function without sniping and growling and complaining. If you aren't prepared to put in at least a little work as a peacekeeper, they may actually attack each other. Functioning as a team is going to take a whole lot more effort.

Skipped the Intro (+300 cp) You forget anything you knew about the Centurions franchise, and any previous Jumps, anything about the chain... Basically you wake up one morning in this new world with no idea what's going on.

Integrated Circuits (+400 cp) An error in the Centrum Crime Computer has resulted in your being recorded as an infamous criminal, your identifying info has been sent to law enforcement the world over.

Traitors Three (+400 cp) One of your superiors wants you dead. If you're a Centurion, then one of the World Council is secretly a traitor. If a Cyborg, Doc Terror has decided you're a threat to his plans who has outlived your usefulness. You will forget this drawback.

Stranger in a Strange Land (+600 cp) Your perks and powers from previous Jums don't function here. Neither does your Warehouse key or portal, and your Items are inaccessible. Afraid you'll need to work on your own resources.

END

Move On - The next adventure awaits.

Go Home - No one can journey or adventure forever.

Stay Here - It's really quite a remarkable world, worth taking the time to explore.