Irredeemable/Incorruptible Jump

By Bean_counter or Brother_Anon



Imagine a world, akin to Earth in the late 20th Century that cried out for a hero to protect it from madmen, alien invasions and other assorted catastrophes. A call that was answered by The Paradigm.

This group of superhuman heroes, led by Plutonian, the most powerful man on Earth, made the world a safer place, until their leader went insane.

Now the world that depended on and idolised this God amongst men is left reeling in fear and confusion as he kills cities, murders former friends, torments those he once protected and systematically dismantles civilisation around the world.

This is the world you enter. This world gone mad.

Will you save this world from Plutonian? Will you try to save the man from his own psychosis and try to redeem the irredeemable? Or perhaps you will be satisfied in simply surviving what more and more people on this tragic planet see as the end of the world at the hands of their former saviour.

Here's 1000Cp, whatever you decide you best be prepared.

Backgrounds

Who are you in entering this world, or waking to your true nature, Jumper?

All Backgrounds do not cost CP.

Drop-in

What? Who are you? Just kidding jumper. I know who you are, but I'm the exception. No one else here knows you and you have no history good or bad to back whatever you choose to do here. Just be warned that people may be a bit distrustful of you, especially with… recent events.

Civilian

You were just one of the masses of normal people on this world. Maybe you had powers and kept them secret for the sake of normalcy or maybe you dreamt fervently of having powers yourself and becoming the greatest hero, or the worst villain. Either way your world is about to be turned upside down.

Hero

You were the brave, the bold, one of those who stood for justice! For truth! You fought and bled to protect this world and its people. They were grateful; they cheered and virtually worshipped you and him, Plutonian. Is it any wonder when he fell those cheers grew silent even for you. If the greatest hero could become such a monster then couldn't other heroes like you? Forgive them their fears if you can, Jumper and keep being the best hero you can be in a world gone mad or don't, your call.

Villain

You understand the world, Jumper. That might makes right, that force is everything. That getting what you want matters more than the bleating of sheep that can never make up their minds. The world might hate you or fear you; might sneer and spit in your direction, but at least it's an honest thing, unlike their two-facedness with the so-called heroes. But the world is not what it used to be, is being a villain really what you want anymore? It's your choice, Jumper. It's always been your choice.

Please remember what you have chosen here is just how you start off. You are perfectly free for example to, as a Hero turn towards Villainy, or vice versa.

Rolls 2d6+20 for your age or choose for 100CP. You may freely choose your Gender.

Your Location is any non secure location on Earth you wish. You are equally unsafe anywhere on the planet.

Perks

Backgrounds may purchase both of their associated 100CP perks for free and gain discounts of 50% on all other perks associated with their background.

Perks – General

100CP – Rugged – You are decidedly attractive in a slightly rough fashion but with a bit of spit and polish you can look as good as Plutonian at his best. Women with this perk are especially good at looking good while also looking tough, rough and ready for action!

500CP – Immortal Wanderer – Turns out you were born a lot longer ago than what you'd normally be in for here, Jumper. You are one of the rare few immortals, having nothing to fear from mere aging, on this planet, having lived here for 1d6 centuries and gain considerable experience in the process. You have matured and experienced much over your long life to the point where if you were a rock or a gem, you'd be the most beautifully polished stone or gem in the world. You are psychologically tremendously stable, to the point where only truly new experiences of betrayal and deception can shake the pillar of your psyche.

You may select one Power of value equal to or less than 400CP for free.

700CP – Alien – Turns out you are not from around here, Jumper. Create a non-standard body form as wild as you please. Maybe you look human by have purple skin. Maybe you look like a giant hairball with two large grasping hands and kangaroo feet. Maybe you look like a pillar of slime. Or maybe you look just like every other human on Earth. In any case your inhuman nature gives you some relative advantages compared to the locals, but nothing as potent as an actual power. No poisoned quills or sharp claws (beyond aesthetics) or wings that grant flight without purchasing the Wings Power.

You may select one Power of value equal to or less than 600CP for free.

Perks – Drop-in

100CP – Don't Turn Your Back – You have an instinctive sense of when people near you that you are or just have interacted with are close to cracking, especially if their cracking is likely to put you personally in danger. You both can tell and have a vague sense of what not to do to push them further past the tipping point. You will even be able to push yourself past normal barriers in your own behaviour (such as acting in a manner that goes against your morals or putting aside otherwise strong dominating emotions or unhelpful behaviours like contemptuousness or arrogance) if necessary.

100CP – Test of the Baka Neko – You possess excellent, nearly supernatural, discernment and judgement. When posed with a situation with two choices you are excellent at choosing the correct one even where it is not obviously the 'right' choice or even where there is significant evidence that the wrong choice is 'right'. This ability works best for personal decisions, such as trials where you must choose between two odious options, or romantically where you can select between two suitors. Your choice will always be the best of the two, but be warned that this ability only works when there is a binary choice between two equal courses of action, both of which you are aware of, and you are committed to choose one or the other, and for all that your discernment is great for determining the best of the two, it does not help you much if you are merely choosing the lesser of two evils.

300CP – Qu-it It – Your understanding of the technology that you have created or understood to the point where you can consider it 'yours' is so great that you find it almost trivial to come up with methods to use that understanding to deny the benefits of that technology to others who have either appropriated it or developed in parallel. Your understanding of your own created teleportation technology may be so great you can destroy an entire galaxy spanning network of teleporters based on your tech all with the push of a button. However you cannot do this for technology in the hands of those who were the source of the technology, no matter how well you understand it or feel possessive of it, not by the means of this perk at any rate.

300CP – Creating prisons – You are a master of the art of crafting prisons. While limited by your means your imagination has no such restraint. Whether crude prisons where your prisoners are kept in place through brutality or a Super-Max with gravity generation comparable to half that of a black hole available on demand or magnificent stellar prisons (or asylums if you wish) with the facility hidden within a star. All of these and more you find easy to come up with the initial idea, design and build with minimal testing and great speed while still building a reliable sturdy and enduring structure. Your prisons will be by default extraordinarily secure unless you undermine that for whatever reason.

600CP – Origin – Isn't it sad how complacent people can be? Superpowers come out of nowhere, amazing fantastical abilities demonstrated by otherwise common men and women. And yet where is the research? The investigation? Men are becoming Gods right under the world's nose and yet no one asks the important question! How?!

But you are braver, wiser, smarter than them. For whatever infantile reason they had for not braving the limits of imagination and scientific research, maybe 'money' or 'morality', bah, you have taken the steps they hesitated to take. Powers such as they are in this world are now in your gift! To give or take! To make stronger or weaker! To customise to a person's desires and will!

Well... eventually. For now you have merely taken the first step, with a very good idea as to how to progress your research to one day reach those heady heights. You may even have the ability to live up to your boast in as few a few years.

However, as ever, it is the weakness of others that hold you back from greatness, as for those not born to host a given power their bodies ardently reject the modifications. Their weakness demands time and effort from you to both grant the power, ensure it successfully takes root and that both the patient survives and the power is firmly grafted without issue.

This demands a lead-up time of at least 6 months, regular invasive medical tests and check-ups, blood-typing and dna-scanning for common genetic defects that could affect the process and so on. The actual process is a surgery, or surgery-like operation requiring expensive, rare and often custom-built medical technology, which may or may not resemble a vertical metal coffin, which can last several hours, requiring your active presence and participation with the upmost focus for the entire duration. More advanced powers will require longer, as will less-than-ideally compatible patients. You will also need at least one competent assistant for the duration of the process, medically trained and who may or may not be wearing a skimpy nurse's (or doctor's/orderly's, if you prefer) outfit.

Frustratingly for you, your patients can only ever accept one power from this procedure in their life time. You can however override an old power given this way with a new one, but you can only do this so many times or so often before it will start affecting the patient's health.

Even more frustrating for you is that each individual power is like a puzzle that you must solve, as complex as the power is potent, before you can even begin to graft it to one of your patients. Adding a power to your library of possible grafts takes a commiserate amount of time relative to its power. Weak powers like grafting Wings to allow for flight could take a mere year, while a power of Summoning would take decades, Electricity Manipulation would take a centuries and some powers, such as the power of Survivor and his siblings (Argo) and Plutonian's magnificent power-set may forever be beyond your grasp.

When it comes to augmentation, your prowess is also spectacular are perhaps more immediately viable. You can using a similar surgical process as outlined above, enhance a single power of a single subject, between 2 to 4 times. Exactly how this would manifest depends on the power but should be a simple linear growth of what is already there. A durability power would become more durable, a Flight power would become faster or have more stamina and so on. You can, as with rewriting your grafts, change this boost to another type or for another power, but the actual strength of the boost is fixed for a specific patient.

You can, technically, use this on yourself but practically speaking you will need to find some way around the obvious difficulties of performing fairly invasive surgery on yourself. That said you are no doubt a smart coo... I mean a GENIUS! (kraka-a-boom) who will no doubt be able to find a way if you put your mind to it.

600CP – Mental Cage – those who trespass on your mind and body will not have a good time of it as you can effectively cage any who attempt to invade your most private 'place'. Those who fall afoul of this will not realise until it is too late, and connections they have to the outside shall be severed or rendered useless and they shall be extremely vulnerable to any psychic assaults you use against them to mine information. Note however that minds sufficiently strong compared to your own can either break free or influence you while imprisoned. No mind can escape the initial capture but a sufficiently strong mind could break free almost instantly and then continue unimpeded, almost being enough to give you a few moments freedom of response to the situation which could make all the difference.

Perks – Civilian

100CP – Stay out of trouble – You have a Good instinct for keeping out of trouble. Where to hunker down and stay hidden from danger while still being close to shelter and supplies. You can tell when someone is harbouring a hidden dangerous side to themselves that you would be wise to be wary of.

100CP – Trustworthy – You just have this... aura about you that makes people regard you as reliable and trustworthy, especially with items of value and/or danger and even as a guardian for children. Unless given reason to doubt you people in general will find it easy to trust you to act responsibly and maturely and on top of that be a good role model for any children involved.

300CP – Hope Against Hope – If there is any conceivable possibility of a hero of yours having fallen from grace in a manner that allows them to escape true culpability, such as mind control or an imposter or so on, no matter how contrived and bizarre, even in mild contradiction to known facts, but not complete or obscene contradiction, then there is a very high chance that such a thing is the case, but it is up to you to find the truth, retroactively making that 'truth' true and saving your hero. The greater the hero, the more difficult it is to 'find' this truth.

300CP – Hanger – So the world's ending, so our greatest hero has become a mass-murdering murder-hobo psychopath, so everything's going to hell in a hand-basket, so what? Work still needs done! People still need to eat and sleep and poop and work and live. You refuse to let the world falling down around your ears get in the way of you living your life, and with an almost infectious stubbornness you do just that. You may need to compromise, to bend a little to the realities of the world collapsing around you but like hell will you break! You'll hang onto hope, to what you have left from before, and you'll look forward to the day when everything turns for the better, but for now there's work to be done.

600CP – One Bad Day – When Plutonian went off the rails, how much was it the fault of the ungrateful masses? Was it one harsh word from some entitled civilian that finally pushed him over the edge? Who knows, but you know how powerful you are when it comes to heroes. All heroes on some level want vindication, praise, love and validation from their public. For many a cheering crowd is the greatest high. But a high that is like any other addiction, quickly fading into the need for another fix. You change that, in that gratitude from you means more to a heroic person than the gratitude of an entire football stadium packed with people. Your gratitude will be stronger, purer, more spiritually refreshing and life-choice affirming to them. When you give your sincere, honest gratitude to a hero, not only is it so potent, but you lend them a strength from this that makes even those normally prickly and sensitive to criticism (even completely unjustified and spurious) capable of simply shrugging those things off, like psychological armour. Your gratitude could be seen as a means to give genuine strength of character and the benefits of therapy addressing issues of self-worth, self-esteem, and abandonment issues and so on that could otherwise

leave a hero into a ticking time bomb just waiting to go off. Your gratitude must be sincere and legitimately for something that they actually did. You could of course invert this and use biting sarcasm or ungrateful comments to do the opposite, but that's just being a jerk. Don't be a jerk, jumper.

600CP – Eleosian Scholar – Many years ago, the Eleos race discovered humanity and grew curious, in particular in regards to human emotion. A pair sent a probe as part of their investigation, but you are the result of a more hand-on approach where an Eleos underwent a form of reincarnation or reproduction in order to create a genuine hybrid able to understand human emotions with the goal of one day articulating its experiences to the others.

You do not have an Eleosian's powers, having only what you have purchased here and carry forward from past jumps, but you benefit from the sheer weight of memories and experiences Eleosians have accumulated over a very long time, limited to what they have discovered and experienced in this universe.

You also inherit some of what makes the Eleosian's so remarkable: that in spite of their vast reality warping power, they are actually really rather nice, considerate and compassionate towards other beings, not regarding them as intrinsically less for not being as powerful as they, even having the capacity to befriend and grieve 'lesser beings'.

You will find yourself that no matter how much power you amass you shall not lose yourself to the weight of it, remaining as 'human', considerate and humble as you normally are. Power alone will not warp you into becoming a monster, unless it is in the nature of that type of power or you take actions to make yourself into a monster.

Should you take this perk and the Power 'Pluto' then you acquire an alt-form you may freely use of a tall giant figure (see image below for an example), although you may change some cosmetic elements such as colouration. You also gain substantially greater faculty with Pluto including the ability to manipulate matter, a much improved form of telekinesis and an incidental immunity to radiation.


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Perks – Hero

100CP – Two-faced – protects against people easily detecting other identity – can also help disguise some personal hypocrisy or double-dealing – like adultery or making a deal with a hostile alien race behind everyone else's back so long as it doesn't jeopardise the world as a whole

100CP – Herring-Radar – you are excellent in determining when someone who does not have your interests at heart is trying to lead you somewhere to keep you from interfering in something or in order to leave your base unguarded

300CP – Hornet Sense – Nothing get's by you Jumper. Even small things, little things. A passing remark, a scuff on the floor juuust there. You can pick up on small things that lead to bigger things, the more portentous or ominous or the impactful and consequential the follow-up on that small thing the more readily you initially catch on to its significance and the easier time you have following that clue to the right conclusion.

Such as picking up on a passing remark including your girlfriend's name from a work colleague who couldn't have know her name and realising that he has been spying on you and then following that to the conclusion that that person is a dangerous tick-time bomb. As a completely random, non-specific example.

Whether you can live with what you find or whether you regret investigating is beyond the reach of this perk.

300CP – The Sound of Safety – you can correctly identify the relative dangers of technology when in the hands of a group you are aware of; this works even if you do not fully understand the technology in question but demands you have a good grasp of the group. You can easily anticipate the degree, but not specific, of danger and can also intuit how to marginalise that danger.

600CP – Redemption – Have you ever found someone that deserved redemption so much, for all the ill they have done. Where others see an unmitigated monster, a disappointment, an insult against values, you see the person they once were, the potential they had, the good they did. And you will bring that back, somehow. While you are limited by your available means, you can be sure that there is a way somehow to redeem the irredeemable available to you. Depending on the circumstances this could be a fairly esoteric form of redemption or it could just snap them out of an altered state back to the person they once were left to handle the mess they made when 'bad'.

600CP – Morning Star – the worse villains are often those who were once heroes. Someone the world looked up to now with hands covered in blood. Now even ever you make a dramatic change in position you can use your history on the opposite side to stun, confuse and weaken both your former allies and old enemies. You can play them like a fiddle until you are done with them or the chock wears off, which is guaranteed to take at least a few months.

Perks – Villain

100CP – Jailbait – You are quite the femme fatale; you can make people ignore aspects of your person that might otherwise being off-putting to treating you romantically or an object of lust. Such as your age not being quite enough to be strictly legal or that you are married to one of their friends. You can also get a very good grasp of someone's character including the things they hide from the world and even themselves during intimacy, but only if you can look them in the eye. This is toggle-able and selective when used.

100CP – Headcase – you are very good with weapons, especially heavy weapons, despite having little to no experience with them. Unfamiliar weaponry, even alien or un-ergonomic weapons, can be adapted to and used competently with shocking speed

300CP – Hate Crime – It's tragic that when people get scared they so readily turn that fear into misguided hate. That hate leads to people getting hurt that leads to more people being scared and angry and lashing out. It's a terrible vicious cycle, no, a downward spiral that leads to nowhere but a Hell on Earth. The first thing that should be understood is that this is not good even for Villains when it gets out of hand. Even they will end up victimised sooner or later. The cycle has to stop, either gently as a hero would, or brutally as a villain would. Either way you know how to manage it, to take the cycle of fear and anger and hurt in a group or community and break it. You can have people set aside grudges and hatred either through inspiring them as to the greater good or through terrifying them into fearing the consequences' of getting on your bad side. Either way you can stabilise things and then force them to get better, bringing about peace and unifying a group or community (although it may be against you if you were too harsh in your treatment). Bear in mind that this approach isn't perfect; there will be at least some people who are just too invested in being awful or too broken to fix to turn aside from it.

300CP – Frugality – You understand money like it's your mother tongue. The power of it, the flexibility of it, and most precious of all the ways and means to make it and keep it and, when some little punk needs a lesson, to take it, all of it, every last dime. When it comes to matters financial and economic you are terrifyingly powerful, able to raise people and corporations and in time maybe even nations up to dizzying heights and should you wish to bring them plummeting down. You will always have an easier time destroying the financial status and security that you yourself contributed to making in the first place, the more involved you were the easier it is to you. An annoying nephew you pissed you off, whose only wealth you practically gave him would be as easy to make a pauper as a single key press; a rival company where you had no involvement in their finances on the other hand that would take some effort, but then you are no stranger to hard work, are you jumper?

600CP – Embodiment – You are more than a man; you are a symbol, Jumper. You represent all that you have ever done and all that you ever wish to do. If you stand for Truth Justice and The Jumper Way then you will radiate that sentiment to all who see you, unless you choose to conceal it. While standing for such 'good' concepts people shall easily admire you as a hero, and will have complete confidence that no matter what else they

question about you, your values and what you stand for shall never be questioned! Of course this just as readily applies to 'evil' values. Should you come to embrace the values of 'killing everyone you meet' or similar then you will be just as obviously standing for those values to anyone who comes across you. Expect terror rather than awe in this case. No matter what values you choose to embody, you can always toggle other people's ability to perceive them.

600CP – Opposition – Sometimes the best way to be the best is to make yourself the opposite of someone who opposes what you are trying to become the best at. Oppose a hero to become a better villain; oppose a criminal to become a better prosecuting lawyer; oppose a specific left-wing advocate to become a better right-wing advocate, and so on. Your ability is tied to the chosen 'anchor' where you are better able to perform your role the better they oppose you in their role. The greater the hero your anchor is, the greater the villain you can use them to become. But be warned that a sudden turn on the part of your anchor could influence you in turn; if your anchor was a great hero that snapped and become an horrendous villain, well, that might just be enough to force you into becoming a hero, like it or not. Anything that is truly reprehensible to you as a person can be resisted or shrugged off with some effort, but if not you can use this to help to change yourself for the better. You must determine your anchor at some point once in a new jump, after which you are stuck with your selection until they die (when you can select a new anchor) or until the end of the jump.

Items

Items - General

100CP – Nahru Visna Candle – when lit, this candle shall seal away your powers until it has run down, after approximately 8 hours. You can choose to blow it out before then and relight it later to parse out that time over a longer period. You can choose to ignore the candle's effects if it is lit by someone other than you; also you can allow the candle to effect someone else who lights the candle aware of its effect. The candle can be used to affect multiple people at once if lit by all of them at the same time but divides the remaining time between them.

100CP – Lair – What self-respecting caped person doesn't have a lair, you may ask. Well, you aren't one to buck this trend and for good reason. There is a multitude of benefits to having a dedicated space for all the various gadgets, vehicles, supplies and so on that you may need. Not to mention a small holding space and interrogation room, and also a modest vault for the secure storage of confiscated goods and evidence as optional extras.

This hidden underground facility hidden under an abandoned building has several secret entrances, some for personnel and some for vehicles, and at least one emergency exit. The lair comes free with some furnishings in a style of your preferences and a single mundane but stylish vehicle. You can choose to have your lair just about anywhere underground and out of immediate sight, but be warned that the lair has no inherent security, being very much based on the notion of 'security through obscurity'. So while you could have your lair under your civilian ID's house or even out in the open, you'll have to cope with the downsides of that decision.

You can in future jumps deploy your lair just about anywhere, but the size of the lair is strongly influenced by the location. Under a house forces it to be the size of a basement of the appropriate size, while under an undeveloped hill on the outskirts of town can leave it large enough for several vehicles, a massive vault and room to spare for a classy built-in apartment. The Lair cannot be any bigger than the latter example.

Improvements, new size permitting, can be preserved between jumps.

200CP – Robot Double – A sophisticated robot double of you or anyone you choose in this setting. The robot is anatomically correct and can readily imitate the person they are based on. Loyalty programming prevents them from rebelling and firewalls prevent them from being hacked or possessed and used against you. Disconcertingly they may remove their faces to reveal the metal underneath.

You may purchase this item multiple times and have each double be based on a different, or the same, person. You only get one per purchase including the first purchase. They do not possess any Powers.

Items - Drop-in

100CP – Skin cloner – the best way to restrain someone who is super strong and indestructible is to use their own durability against their own strength. It is rare to find something stronger than they are durable as their durability must be sufficient to suffer the forces of their strength or sustain self-damage. As such, by taking a small sample of skin and feeding it to this device, roughly the size of a conventional printer and using the sheet of cloned skin from it, you may use this material to wrap and restrain your target more effectively than most other materials. Note however that this principle does not make the skin useful against other powers or abilities that can do damage to material that durable. You may use something other than a skin sample, like blood or hair follicles, but the cloner will need a few minutes before it can start making skin sheets compared to the near instantaneous speed if skin samples are used.

200CP – Mental fugue restraint – Some people are so dangerous not only must their bodies be restrained but also their mind. With this device, made of either two pads, one on either side of the head or an arch like structure around the head, you may put someone even with powerful mental defences into a state of helplessness. Only a truly powerful mind, or deeply deranged mind, can force themselves into awareness under its affect, and weak minds or the minds of persons with serious personality defects or regrets can even lapse into an inner fantasy world that persists even after the device is removed.

400CP – Telepathic broadcaster – When you just need to get everyone's attention and announce something important. This device allows for technological telepathic communication with a broad enough range to communicate simultaneously, and in effectively in the native language of each affected person, with an entire world's population. With time this device can be reverse engineered to allow you to build relays and amplifiers or larger more powerful versions capable of simultaneous telepathic communication with an even larger range; also with time you may also enable the technology to become two-way and allow for more complex forms of communication, when a web of telepathic communication between persons within the devices range. With this you may fully understand how to use telepathic communication through technology with all the benefits that implies.

600CP – Teleporting Melee Weapons and Armour – Coming as a set of two sword like weapons, two halberd like weapons and a single suit of futuristic armour, these items integrate one of the few means of causing harm to the otherwise indestructible Plutonian; this technology causes damage by teleportaling effected matter away from the blades of the melee weapons. Better yet, the armour uses portals to shift incoming attacks elsewhere, protecting the wielder. Bear in mind though that while this technology so used is useful for attacking something while being able to ignore supposed 'indestructibility' or arbitrary durability, it cannot affect everything. Materials of a sufficiently exotic nature maybe able to resist, materials that generate their own energy fields may also interfere, and naturally the technology in the weapons is not useful against force-fields or hard-light. The armour relies on processors, sensors and circuitry to control its portal defence and these will have upper

limits as to how quickly they can deploy or move portals, sufficiently rapid or numerous attacks could overwhelm it, also the armour can only sustain so many portals of limited size. This set of weapons and armour come with schematics to reproduce the technology elsewhere, but the technology is extremely specialised and cannot be reverse engineering into any other teleportaling application. You may choose to import a weapon and a suit of armour to gain these qualities for free but lose the weapons and/or armour that come by default

Items – Civilian

100CP – Blue Rose – Sometimes words are not enough o show how grateful you are, but you so dearly wish to communicate it. This blue flower if given to someone you are truly grateful to will let them know exactly how grateful you are beyond the limitations of language and expression. The flower restores itself if given away or lost once per day.

200CP – Summoning Whistle – With this whistle, or other small device, you can use or trigger it to let any one other person in the world know that you need them and roughly where you are. Whether they are able to get to you in time or not depends on them and how much trouble you are in.

400CP – Seeds from the Tree of Life – Do you wish for immortality, or stasis, these seeds can grant both. Endless life going hand-in-hand with unhealing wounds. Unlimited time and unlimited regrets. With this you can either consume a single seed gaining immortality for yourself. Where you cannot improve but also cannot be permanent injured; both your physical state and emotional state cannot change meaningfully from what you are at the time of consumption. Improvements just don't take and injuries heal very quickly. This mixed blessing is permanent for anyone other than yourself who takes a seed however you are given the opportunity to rid yourself of its effects once per jump at the beginning. More impressively, you can take this handful of seeds, your entire collection and drop them on the ground somewhere on a planet. These seeds shall take root and with supernatural speed grow into a grove of magnificent trees that will create and expanding field of immortality and stasis that will soon encompass the entire planet (or comparable surface area to that of Earth). This field shall also protect the grove, making the tress virtually immortal and rapidly healing, but only from forces below a certain threshold. Plutonian almost certain exceeds that threshold.

600CP – Redemption – Have you ever wanted a tank the size of a fair sized building? With armour thinker than some men are tall? With many high-powered tank guns and even a nuke in its arsenal?

Yes? Then here you are, one magnificent beast of a war machine. No need to be concerned about fuel or ammo, both are effectively infinite, but the nuke is a once per jump deal. You can either have the nuke set as a kamikaze or as part of a small missile with just enough range for the tank to survive being on the fringe of its devastation.

Alternatively you could choose a large spacecraft, equally large and capable of hovering and deploying multiple parasite craft but being unfortunately far less well armed and armoured, it does however have a nuke as above.

Also while not having an FTL naturally this craft is very receptive to improvements and will retain such between jumps as will its tank cousin.

Items – Hero

100CP – Heroic Spandex – This garb, which despite its name need not be made of spandex, serves not just to offer your body some modest protection while still giving you plenty of freedom of movement but also is designed to help you project the image of yourself you want to those around you and not just through colouration and design.

How villainous or heroic you are is clearly apparent to those who see you wearing this outfit, but only in the broadest terms.

200CP – Heroic Gadgets – Grappling hooks and locator devices and more. All the gadgets you'd expect from a hero who focuses on his tools rather than powers he may or may not have. You can also expect for some very specialised tools to be included in this collection. Things like a collection of exotic effect bullets useful for restraining people harmlessly or blowing up entire skyscrapers; holographic devices useful for accurate recordings of crime scenes, interrogations and viewing schematics of buildings and machinery. Lots of doodads.

400CP – Secret Volcano Lair – It's not just villains that see the appeal of a secret volcano lair! You do too! And why not? They are awesome. Warm all year round with unsurpassed security against all but the most determined invader. This fortress in a lake of lava is a wonderful place to get some privacy for all those nosy parkers. A place to consider, ponder and ruminate in security and peace, surrounded by the fierce beauty of nature.

Not only is this place a great hideout and sanctuary it is also a good location to horde secrets. After all, who's going to look in a volcano for your dirty laundry?

Post jump this property is available from your warehouse (inside only) and can be deployed in-jump wherever there is a pre-existing volcano or lava lake.

600CP – Teleportals – The power to make anything go anywhere. The ability to make space itself into something as malleable as clay, to go wherever you wish and to take others wherever you wish. This is a heady power, but unlike some other extraordinary abilities in this setting, this is entirely based on an understandable reproducible technology you now have all the information to use as you deem fit, as well as several usable models and variants of the teleportal technology. From this keystone, any application you can imagine is theoretically possible with enough smarts and time. With external aid you can travelling through time, create temporal clones and more. With just this technology you can create portals to any location you are aware of, or attempt a 'blind' portal to explore the unknown (you are limited to the setting you are currently in). You can travel to alternate realities and parallel universes in theory although this ability is strictly capped to what the setting allows until you Spark. You can even extract the essence of a person and scatter it throughout creation through a bizarre process of reincarnation using this technology. The only limit is your imagination.

Items – Villain

100CP – Big Fucking gun – This is one big gun, as large as a big man's thigh at least. Whether alien tech or super tech this gun hits way above its weight with every shot. While not the fasted when it some to shots per minute this potent gun is internally powered with unlimited ammo and each hit is more than enough to kill a person, destroy an armoured vehicle or punch a hole through even reinforced and armoured structures. Please be careful where you point this thing.

200CP – Power Boosting Pills – This little box of a dozen pills, replenishing monthly, are the result of some incredible work from the greatest minds you'll never hear about. Taking one while already possessing a superhuman power of some sort allows you to focus on that power and one aspect of it, and draw upon a certain measure of 'elasticity' the pill provides to warp the power in a specific way allowing it to improve in a manner of your choice. Perhaps a fire related power becomes an ice or lightning related power or a power that works on touch now works on range, or a power without a built-in off-switch now does. This 'elasticity' only lasts so long before it snaps back into place, roughly three to four hours for mild changes and an hour for a really dramatic change.

You can only benefit from a single power's parameters being changed at one time. More pills after that do nothing.

With a month's worth of pills, a medical suite and the aid of someone with the Origin perk (which can be the patient), the 'elasticity' the pills provide can instead become 'plasticity' allowing the changed power to become permanently changed. Beware however as while one or two changes is safe enough, more changes come with increasing risks of side effects, debilitation and even death. A competent user of Origin should always be able to accurately assess any risks ahead of the procedure.

400CP – Personal Prison – It may not be pretty, but this two-story squat concrete square is yours, Jumper. While it makes for a mediocre residence, it makes for an excellent prison, with several cells. This prison cannot be expected to hold the likes of Plutonian or those on his level, but outside of monsters like that this prison has a good chance of keeping even otherwise very dangerous people under wraps. Its greatest advantage however is that should you successfully imprison someone within one of the cells, the prison itself somehow communicates intuitively to you the steps necessary to keep them there and whether it is possible to keep them imprisoned long-term.

The prison can and does factor in your own morality when making these suggestions. If they can be kept forever but need inhumane measures you'd never accept and goes against your morals then it simply won't suggest those measures leaving it to default to whatever less severe methods are available to you and whatever duration of imprisonment they would grant.

The prisons also factors in available tools, technology, options allies and so on in making these suggestions. It will never suggest something that is impossible for you to accomplish

with the resources you have on hand. It does however have no true intelligence or comprehension of other priorities and will always assume that you can invest all of your assets into the prison at any moment. This understandably impinges on the usefulness of those suggestions, thankfully most of the time the suggestions are pretty straightforward, like 'break that man's legs again' so it shouldn't be a problem outside of some truly tricky 'guests'.

600CP – World-ending Virus – Have you every just been fed up with everything and everyone around you?

Have you ever wanted them all to just DIE?

Have you ever wanted the serenity of being truly alone or perhaps the catharsis of taking the whole world with you when you take that bold step forward to hell?

If so, then this is for you, Jumper. Just open this vial and in just a few hours the whole world will have days left to live thanks to an extremely deadly engineered virus. While ordinarily tailored to Earth's eco-system, you can be assured that it'll be equally effective on others ecosystems. You can choose for this virus to only affect sapient life, like humans, leaving dogs, cats and so on (or their equivalents) alone when unstoppering the vial.

Only beings inherently immune to viruses can be expected to survive.

This vial despite its fragile appearance is indestructible and can only be opened by you. Should the impossible happen and the virus is released, unless it was by your will then virus will be completely inert.

As a kindness you are also given a pack of a dozen dosages of antidote and the recipe to make more.

Powers

200CP – Bullet Curving – You can influence the path of bullets you fire yourself from firearms in your physical possession, only works for physical bullets and can only be used on at most a few bullets at a time. You may also use the same power to strengthen the potency of a bullet so it hits with considerably greater force at the cost of not being able to bend its path. In time you may learn to do both. Comes with free skill in making effective bullets from unconventional materials like wax.

200CP – Wings – You have a set of magnificent wings. They can be of any colour you wish but must be feathered and avian in style. These wings allow for limited flight, make for useful secondary limbs to bludgeon opponents and also in a desperate situation they can be removed more easily that is strictly supposed to be possible or safe for a limb and dismantled for parts, like bones to use as makeshift tools, weapons or lockpicks. Your wings can regenerate only if you have a separate power/perk/etc that allows it, it does not come by default however your wings will be renewed automatically at the beginning of each jump if you wish. After this jump you gain a limited shape-shifting ability to retract these wings into your body, rendering them undetectable by any means even invasive medical scans.

200CP – Sagacious Voices – There are voices on you can hear. No, Jumper, you aren't schizophrenic (presumably). These voices are real, for a given value of 'real'. Only you can hear them and they never distract you in anyway no matter how many of the there are or how apparently loud they are. Each voice gives a different option for your current circumstances. These voices are basically variations of you each giving their own input into your current situation through short sentences recommending courses of action. At times the voices shall be redundant and not terribly helpful, but at other times one or more will highlight an option or options that never occurred to you and are perfect, or simply better than the other options, for you to take.

400CP – Summoning – You can be summoned by others across any amount of space to appear before them. You shall never be summoned into a trap or ambush that is beyond your means to handle. To summon you a person must read your name, written in a language of your choice. At this point you are automatically and effortlessly aware of any and all opportunities to be summoned and may chose to answer any summon you please. By default you simply appear in a convenient space, but you may pay an additional 200CP to customise your summoning. Appear in a blaze of fire, emerge from a person's mouth killing them from within, rise up from their shadow, etc. You are explicitly capable of using this modified form of summoning to kill those involved in summoning you, but be warned that you can only be certain to kill normal humans and similar this way and at most cause mild injuries to superhuman or greater beings.

400CP – Safe Word – Select a single word representing an action. 'Stop' for example, or 'Punch' or 'Poop'. Now whenever you say this word, and will this power to activate, you can influence those who hear you with a potent hypnotic command associated with the word. For example, 'Stop' can cause momentary hypnotised paralysis for a few moments, maybe

as long as a minute. 'Punch' can cause an involuntary lashing out by those who hear the word against the closest target, or thin air if there is nothing close enough. 'Poop' could cause involuntary bowel release, and so on. The hypnotic commands can only influence a person for a few moments at most with active actions having the shortest time span and passive actions, like 'Stop' having the longest.

600CP – Electricity Manipulation – You can generate and direct a considerable amount of electricity, making yourself a one-Jumper power station-cum-lightning storm. You can manipulate any electricity you generate easily and with minimal concerns over accidentally harming innocents, you can even use power from other sources but only about the same again as much as you can generate naturally. You are inherently immune to electricity so long as you are conscious and it is under your maximum threshold for control.

600CP – Technology transformation – You possess an extraordinary form of specialised telekinesis, that allows you, without tools of any sort, to take pre-existing technology and both interface with it in creative ways, such as using simple wire and a light bulb to create a two-way voice-only communication, and also you can manipulate technology to take pre-existing components and disassemble, reassemble and even perform some transmutation to make new technology from the old. Your limits as to the technology you can manipulate and create is purely a matter of your own familiarity with the tech levels involved and whether any exotic matter not present is needed.

600CP – Cutter – You possess a very special form of telekinesis. A focused form capable of cleaving apart even indestructible flesh. You can, through miming an action on your own body cause a cut or series of cuts on a visible target in reasonable range from you on the same place on their body or closest approximation. Using your own body as a guide for the telekinesis however is a crutch and over time you will find it possible to use this razor-like telekinesis to attack with either different movements or while completely still. This will take time and training to achieve however. This form of telekinesis is quite flexible in terms of its growth potential but must always revolve around cutting telekinetic force.

600CP – Sonic Scream – With a simple scream you can shatter concrete, boil water, rend flesh. Your scream is a deadly weapon capable of devastating damage against almost anything that isn't explicitly resistant to sonic attack or high frequency vibrations. At full power you can utterly destroy an entire city block with a single earth-shattering scream.

600CP – Temporal Punch – Have you ever wanted to punch someone into next week? Well now you can! Unlike a certain alien called Malleus, you can't punch people back in time; instead you punch them ahead of time. When you punch someone or something you can send them into the future proportionate to the force used, to reappear later in the exact same spot with no drift at all from planetary rotation or celestial movement. A normal human punch might send someone a few seconds ahead, while a Plutonian-scale punch could send a person ahead by months. You have a limited reserve of energy you can draw upon to fuel this ability and over use can put your body under a critical amount of strain. This power will give out before you can sustain lethal levels of strain or exhaustion.

600CP – Infomorph – You have shed your physical form for something… purer. Now as a being of information rather than clumsy flesh you are free to move and experience life in a way normal people could never understand. You can freely possess other people's bodies, only capable of being stopped or imprisoned within them by potent mental defences. You can upload yourself not just to brains but also computers such as in a Robot Double, and even magical crystalline lattices. Your intelligence has also benefitted enormously granting you perfect memory and a generally higher IQ. In this jump you may start in a free Robot Double or as a tagalong with a companion until they can find you a suitable body. After this jump you may freely shift from being an infomorph to having a physical form at will.

600CP – Energy Manipulation – You can manipulate a potent, unnamed form of energy that can form all sort of useful short-lived constructs. Everything from shields to energy blasts, your power is exceedingly versatile, capable of causing blunt force trauma, heating and even electrocuting depending on your will. You can also use it to freely fly, restrain others and surrounds your body with an impressive corona of energy useful both for protection and intimidation. This is a versatile power with many potential applications just awaiting a creative mind to find them.

800CP – Lullaby – You have a tremendous power, the ability to invoke the spirits of the deceased that you knew personally and the 'spirits' of stories. Spirits from stories are limited and unintelligent, capable mostly of the thing their legend or story depicted them as capable of and not much else. There is no functional limit as to how many stories you can learn and use but you may only summon up one at a time. The spirits of the departed can be summoned from the local afterlife only if you know them well and can recite a 'legend' or mythos about them using all the material from your familiarity and encounters with them. Such spirits can resist being summoned and are aware of the identity of the summoner. Summoned dead can use any abilities or powers they possessed in life however the strength of these powers is capped by your own power and your skill is creating and reciting a myth that accurately portrays them and allows them to tap into their full power. You can only have one such spirit at a time but with time you can summon many, but each shall be weaker for being summoned as part of a group rather than as your singular focus.

800CP – Charging – From the moment you wake, you get stronger. With every moment that passes your body gets more durable and you get stronger. Your body boils over with power slowly reaching the apex of strength and durability where you can almost equal Plutonian in terms of durability and strength. The downsides of this is that it takes weeks to months from waking to fully charge and sleeping resets the process leaving you a normal human effectively upon waking although you start charging straight away. Also upon reaching full charge you can only hold it for a few days before it peters out over a week and you must sleep to reset the power. You don't have issues the practical issues that Max Damage had to deal with, like shaving before his skin hardened too much, by default. You do not have to be concerned about sleep deprivation, finding it easy enough to stay awake without a loss of functionality, again unlike Max Damage.

800CP – Regenerative Invulnerability – Congrats, thanks to a little indestructible stone in your forehead, similar to a bindi, you can regenerate from virtually anything, even injuries to your brain and are virtually invincible. In a way you are the most fortunate person alive,

capable of surviving virtually anything, unfortunately that's not quite true. Injuries to your brain may heal but the information within can be irretrievably lost. You may not be able to die but you can still be immobilised, imprisoned and tortured.

Also you are dependent on the magic stone that makes the ability work. If destroyed or removed from your body the ability fails. Thankfully removing it is easier said than done as it is magically welded in place. But with sufficient magic or a sharp enough implement capable of cutting the stone out before it can regenerate the wound, it can be removed and the ability lost. Thankfully it can be easily regained simply by putting the stone back on your forehead, assuming you are still alive by then.

You may choose the appearance of the stone but it must remain roughly the size of a small coin and on the forehead in order to work.

800CP – Gravity Manipulation – Through the manipulation of gravity and the creation of microscopic wormholes, you can channel the power of distant celestial bodies and channel their gravitational force to fuel incredibly powerful physical attacks and restrain even a being as powerful as Plutonian at least when weakened and disoriented. Each blow at that level however demands the death of a star; the power involved being grossly inefficiently channelled into the attack. Over time you may learn how to increase the efficiency of such an extraordinary ability to allow for the sacrifice of a star to be more meaningful that merely causing a terrestrial scale earthquake and localised damage to a city. When used at a lower setting however, this ability can be used to grant enormous physical strength and gravity manipulation through tapped into distant celestial bodies in a more harmless manner; just not in Plutonium's league.

1000CP – Argo – You can take your power (see notes) and divide it into 3 portions, and then invest the other two portions into two other people. You must do this at the same time for both persons. Doing so permanently weakens you but allows for you to potentially benefit tremendously. The two others can use your power, weakened portions of it that they have, with the same skill as you could and have excellent teamwork and synergy when cooperating with you in endeavours using this power. Should one die then their portion returns to you plus any improvements or growth made to the power or the skill in using it, you also benefit from a bonus proportionate to the amount of time that portion of power has been away from you; this maxes out at a 50% increase in 'power' each, taking about 3-5 years to reach, plus whatever benefits have been made from training and self-development (this is uncapped). If both portions are returned to you then the benefits are even greater, increasing your power by 3 times plus the benefits from training from both of your chosen. Over time you may find tricks to let the power return temporarily to you, such as false death techniques however after this jump your two chosen can return the invested power plus all other benefits mentioned above to you as a matter of will, with no need for them to die although that would still work as above, but only for so long before the power must return to them.

You may take Triad for free. Doing so gives you customised identical siblings with copies of your full power, as defined above. The power 'returning' to you works on the same

mechanics as mentioned above despite the power they possess not technically originating from you.

Comes with free Energy Manipulation for Jumper and Triad.

1200CP – Pluto – It seems Plutonian is not the only one of his kind after all. You are his unknown 'sibling', Jumper. Just like him you are the result of Eleosian experimentation; a probe sent out to investigate and research humanity. You were drawn by a powerful human will and reshaped into a human with incredible power. While Plutonian acted very much like a 'flying brick' his power set is actually much more than it seems on the surface. Being effectively a low-level reality warper, Plutonian and now you can achieve virtually any comic book superpower feat with some effort taken to develop it. To begin with however you possess the standard package of physical invulnerability, enormous speed and strength, flight, sub-zero freeze breath and optic energy projection. You also have extraordinary senses of touch, taste and smell with x-ray, telescopic and microscopic vision, telepathy and modest telekinesis. All of your powers are derived from psychic power, not muscle power or exotic biology, it is currently unknown whether a child of Plutonian would inherit his powers or not, and whether he is even capable of reproducing at all. In time you can develop powers such as probability manipulation, density shifting and radiation manipulation, but that will be easier if you are working with examples.

Companions

400CP – Bring in the Team – This is a world that births extraordinary people, jumper, and since this is also a world full of dangers you are probably wise to get some of them on your side. Here you go, 4 people, created companions, totally customisable but sharing your background, each with 600CP for Perks and Items and 400CP as a stipend for Powers. They cannot purchase Pluto or Argo under any circumstances. They also cannot purchase any companion options.

Variable CP – Canon Companion – Want to bring someone from this misbegotten world? You'll not find it hard to find people wanting to get off this sinking ship, jumper. A powerless civilian costs you 100Cp per person, while a super-powered person will cost you 300CP each. Should you manage to convince Plutonian to come with you, then it will cost 600CP to bring him with you on your adventures, and just between us, I hope you know what you are doing, jumper. I really do.

400CP – Full Companion import – Want to bring friends with you to help you out? Sure, you are probably going to need a hand or two anyhow. You can import 8 companions which each being given 600Cp to spend on Perks and Items and 400CP as a stipend purely for Powers. Alternatively if a full set doesn't suit you, you can import 1 companion for 50CP each and with each getting the same CP and stipend. They cannot purchase Pluto or Argo under any circumstances. They also cannot purchase any companion options.

400CP – Psychic Parasite –This strange alien being, a telepathic parasite, has somehow come across you and become rather enamoured of what it sees in you. Assuming you have chosen to accept its company on your journey, this fellow is entirely customisable by you. It takes an appearance, likely humanoid, of a person you met at some point on the past during a significant personal moment. It shares whatever power(s) you purchased in this jump with you at no added cost and to no detriment to your own power. Your version(s) shall always have something of an advantage over it however should you come into conflict.

Triad – [free but requires Argo]

Congrats, it's twins! No wait, they look just like you, and one another. Ah, they're Triplets, or rather, you and they are triplets. Congrats, Jumper on your newfound family. These two siblings share everything with you, such as looks, most of your personality, your broad preferences and thanks to the Argo Power they also share in your power.

Loyal and devoted to you, but expecting the same from you, these two siblings will follow you through thick and thin so long as you treat them right. By default they benefit from Argo, are the same age and background you are, benefit from Rugged if you purchased it and have 400CP each to use on perks and items. Bear in mind that they have similar tastes to you romantically as well and that could result in some awkwardness down the line; they will never feel angry or betrayed with you if you win romantically and will expect the same attitude from you should they 'get the girl'.

You may have the Triad be actual siblings or clones or whatever background you please, but mechanically they can only gain in this jump the Argo derived powers and copies of whatever other powers you purchased here.

400cp – The Jumper Trinity [Requires Triad and Argo]

Your two fellow triplets instead out right possess all the power you do, including perks and every benefit you have gained from jump chain. This will update every jump to include copies of whatever perks you gain and any items that directly influence your power (properties would not count, an item that makes you stronger in some sense would). If not imported/importable in a given jump then they both cannot enter that setting and do not benefit from copies of what you purchase until the next import.

The two members of the Trinity only gain copies of whatever you purchase with CP, as written, but where there is flexibility can possess their own personalised variations (a perk that gives power over a chosen element can give different elements to the different members of the Trinity, but a perk that gives power over fire can only give power over fire to the Trinity, for example). When imported they also only gain copes of your purchases, Jumper, and forfeit any CP imported companions may otherwise be given as well as any freebies you do not also benefit from.

They can share all of the powers they have with you following the same rules as Argo.

Your triplets are not obliged to be loyal or to be obedient to you and are completely immune to all unnatural mental tampering, supernatural coercion and so on. In essence you have to use your own innate faculties to keep them willing to travel with you. Thankfully no matter how incapable you may normally be your Triplets will always give you the opportunity and a lot of leeway, in order to convince them.

They do not have the ability to copy your access to the warehouse or to have companions. They are, poetically speaking, your reflections, not your usurpers.

If no imported into a setting you can freely use Argo as described in the Powers section; however in any jump they have been imported you cannot use Argo as in effect it is in use with your Trinity already.

Drawbacks

You may take 600CP in drawbacks only.

0cp – Before the start – You enter this world some time after Plutonian debuts and well before he snaps. You can, if you like, try to turn him away from his otherwise inevitable breakdown into monstrosity, but don't expect it to be easy.

100cp – Precocious – Ignore your age roll, you may not purchase the age roll override. You are now between 14 and 16 years of age. Your second bite at the cherry of youth however comes with some pretty severe downsides, jumper. Remember puberty? Well thankfully you've missed the worst of it, but imagine now having to deal with this crazy world as a kid. Not only will your younger body let you down, lacking the tone and training that takes years and a mature frame to gain, but no one around you will really understand you or what you are going through. I hope you either have or can made friends. Get some kind of anchor, or you may just find yourself getting a little crazy before you leave here. You cannot take this drawback along with Weary.

100cp – Weary – Ignore your age roll, you may not purchase the age roll override. Arthritis is a bitch, jumper. I hope you are ready to be the ripe old age of 'too damn old for this shit', roll your age as 3d6+50. This is the age you are stuck at entering this jump, with all the concomitant health problems and issues that come with the age. Expect a lot of the young whisper-snapers to have less that 100% respect for their elders jumper. In this world gone mad, wisdom of the past is increasingly seen as irrelevant and even counterproductive to adapting to the hellish future. You cannot take this drawback along with Precocious.

100cp – Not so Secret Identity – [Must have at least one power] Turns out that you don't have the freedom to wear the mask of a normal person, Jumper. That has either been taken from you or something you just never felt the need for until it was too late to readily craft one. Expect the lack of peace and quiet away from the proverbial battlefield to really take their toll on your mentally and emotionally.

100cp – St. Stupid Name – Did you choose this name for yourself, Jumper? Why? Have you no taste at all? You have to bear this stupid sounding name, be it comedic, pretentious or simply edgy nonsense for the rest of your time here.

100cp – Stereotyped – Are you black but don't talk jive? Mexican but don't like tacos? Scottish but don't wear a kilt? Then expect the people around you to look at you with stunned incredulity that will never wear off or become remotely tolerable. People the world over, even those who share your demographic expect and can't quite handle it when you don't play to your associated ethnic or regional stereotype. This will always be annoying and will never actually benefit you. I hope you have the patience of a saint or already embody the stereotype, Jumper, for their sake.

100cp – You should have said something – Is it better to have loved and lost, Jumper, or to have never loved at all? Worse, you would think to have loved and lost through your

own silence. You had the chance right in front of you, but for whatever reason you hesitated and lost that chance. You have to live with that now, melancholy and all. What has been lost cannot be regained; you have lost your chance for good.

100cp – Ugly as sin – Turns out when falling down the Ugly Tree, you hit every branch. You are impressively ugly now, although you may choose exactly how and in what fashion. Naturally you cannot benefit normally from Rugged like this, but you may choose to allow Rugged to make you an especially horrific specimen of ugliness if you like, with it reverting post-jump to a normal appearance perk, unless you choose to keep this drawback for some reason.

200cp – Ego – Sadly, what power you have tends to go to your head and results in your ability to make good rational judgements being rather badly undermined. As a result you consider such things as blasting people around you like an abusive stepdad as perfectly appropriate behaviour. Prepare for no one to like you or mourn you if you died, even family will remember you as a humungous jerk

200cp – Cockled – What is it like to love and for that love to then cheat on you? Probably hurts like someone kicking you in the… well, it's not nice. Even an immortal with 300 years of life experience under his proverbial belt would find this traumatising and difficult to deal with without significant time to come to terms with the depth of betrayal they had suffered, for you, it will be much the same. Expect to find your previous beau to be absolutely repugnant and to keep far away from them or previous joint acquaintances. Hopefully this doesn't come round to bite you.

200cp – Wolf Jumper – You've got a secret. Can you keep it? Someone out there knows something important about you. Something you would kill for the world not to know. Maybe it's just one person, maybe it's a group, they may not even know that they hold a secret that you value so highly, they might never know… That is if you weren't practically giving them clues through involuntary responses, in extreme cases releasing important details during short drawback-induced rants. Should this secret become public, well… I don't know how you'll handle it, Jumper. I really don't.

200cp – I would give my left arm for you! – Hmph, turns out you did. You have not just lost a limb, but lost it to someone you previous knew and trusted. Whether Plutonian himself burned it off with his heat vision or a beloved relative took a hacksaw to your shoulder, you are going to have some serious trust issues after this experience. As well, you know, not having one of your arms anymore.

300cp – Kappa Manners – Well don't you just have the most charming manners! So polite, so endearing, so biddable! But there is such a thing as too much of a good thing, Jumper. Have you ever heard of shooting yourself in the foot? Well, you do that a lot thanks to your compulsively good manners. You don't dare break and enter a criminal's lair; instead you do the polite thing and knock on the door, waiting patiently for an invitation. You wouldn't dream of not bowing in return to another, even if doing so badly weakens you. Thankfully violence isn't considered ill manners somehow, so feel free to bust some heads. Expect to have some very exasperated companions.

300cp – Sleep is for the Weak – [Must have at least one power] Turns out your Powers are tied to you ability to sleep, and how long you stay awake. How? Don't ask me, I just work here. Anyway, here are the basics. Your power 'reset' whenever you awake and are completely unavailable for about an hour, then they kick in and start growing back to their nominal strength over time, but only so long as your remain awake. Stay awake for a month straight and you are back to 100%, but the moment you fall asleep your ability begins to reset. Considering that this drawback also cancels out anything that changes your ability to handle sleep deprivation to what would be normal for an average human, this is going to get rough for you.

Oh, and if you took the Charging Power, then bravo, you are basically have the same situation with your powers as Max Damage.

300cp – Yandere – What is it about you, Jumper? Your dashing good looks? They way you pose? Your amazing sense of humour? However you manage it, you can get people to love you with little effort… too little effort and always with the wrong people. You will encounter many people in this jump that just love you to death, literally. You must be careful or these Yandere will be a meaningful and potentially lethal threat not just to you but all of your family, friends and acquaintances. By default this drawback attracts normal people but if taken twice for double the CP you may have this apply for Superpowered people as well. Be warned that this will increase enormously the amount of danger you and your associates and companions will have to deal with, as well as making laying low very difficult.

300cp – Trapped – You enter this jump trapped in an elaborate prison that contains you in a bizarre manner. Perhaps it taps into your latent OCD and compels you to count things, keeping you occupied and preventing you from escaping. Perhaps it would explode and kill everyone around you and so out of compassion for the deaths your freedom would cause, you remain caged. Or perhaps your mind is contained in a wonderful delusion you just don't want to tear yourself away from and the price of freedom is to accept the cruel truth. In any case your freedom is possible you must simply pay a great personal cost to get it. Expect to be imprisoned fort least a few years like this.

300cp – Ephebophile – You find yourself romantically and sexually attracted to people of your preferred gender(s) that are just a touch too young to be legal. They will be people of great and intriguing character, albeit perhaps a bit immature and childish. Shocking beautiful or handsome and down with everything about you, from your moral choices, your life philosophy and more. You will find them difficult to resist as they only fall short of perfect in that one respect, but you must not weaken for any voluntary or permitted, no matter how contrived, intimacy beyond a peck on the cheek will count as crossing the line and will result in the jump ending.

Asexual jumpers will find themselves either gaining a sex drive or shall simply be unable to take this drawback.

600cp – Pluto is on a collision course! – He has made himself into the enemy of everyone on the planet, but for some reason he has taken a special interest in you, Jumper.

Perhaps you have similar powers, or perhaps he just doesn't like your face, or maybe likes it too much. His sadism and numerous personal and psychological issues means that he won't kill you, he'll play with you like a cat with a mouse giving you opportunities to escape and plan. Make no mistake, just sitting down and doing nothing will not save you, he will just get bored and kill you, you must keep moving aiming to deal with him. I assure you for so long as you try you have at least some hope of eventually throwing him off your tail for good, one way or another. Of course if you are strong enough there's nothing stopping you from just fighting him yourself.

600cp – Cerberus – Somehow things have occurred differently in this world Jumper and all three of the potent triplets, Scylla, Charybdis and… Elliot are both active super-powered people and absolutely hate you for whatever reason. Perhaps power has simply gotten to their heads, maybe you accidentally harmed some they cared about, or maybe deliberately harmed someone they care about, either way they are gunning for you and are not going to be dissuaded with diplomacy. You will need to fight them, although nothing stops you from buying time by running, before they will see sense and calm down.

When you fight them however, things take a turn for the worse. Should you pose a significant danger to the triplets, then you will end up 'killing' one of them. This will supercharge and enrage the other two. If you can survive this then another brother will 'die' and the final brother, which will always be the source of their powers, Charybdis (the Survivor) will be the last man standing and possess power easily comparable, and maybe a bit more, to Plutonian. You just defeat him or survive against him for some time, long enough for his rage to fade and be replaced with grief. When this occurs his fellow hero, Qubit will teleportal in and will calm him down if needed. He will explain that the two brothers had taken a special drug that induces a death-like state, developed specifically to help return temporarily the power of Charybdis bringing him up to 100%. This experimental drug was created as a means of last resort, with both brothers deciding to take it in the heat of battle. Their 'deaths' were fake and they are perfectly fine, if perhaps a bit bruised. Charybdis will calm down and between him and Qubit whatever issue caused the fight in the first place can potentially be resolved rationally. Hope you didn't do anything too bad.

You can choose just to fight and kill them if you like; the important point is that you don't need to use lethal force.

Where to From Here?

Home, Sweet Home

You've had enough excitement for one lifetime, or maybe several. It's time to go home.

Settle Down

This world for all its faults has left its mark on you. Leaving is just too painful a thought. What really is out there waiting for you that you can't get here? Or better here? It's time to put down roots and leave the adventuring to the young.

To Go Further Beyond!

This world for all that you have experienced has left you unsatisfied, restless. You are more than ready to move on to even more amazing places, to see even more exotic vistas, to meet even more extraordinary people! What's the hold up? Let's get going already!

Notes

Triad allows for Argo to provide a one-off perfect copy of applicable power and powers/abilities, etc possessed by the jumper to each of the siblings. Treasure your new-found family, jumper.

And, yes, I know calling the companion option 'Triad' is a little misleading when it's actually two companions but bear in mind you count as part of the triad.

Pluto basically allows for you to, in time, to manifest any defined superhuman power within reason demonstrated in comic books. Shapeshifting, Hex-bolts, Spider Sense and so on are all possibilities. Things of a similar nature are also fair game but please be reasonable with this. And remember this is all powered by Pluto, which is fundamentally a psychic power and has all the weaknesses that entails.

Regarding Infomorph and your ability to manifest in the Real World, you can exist 'in the real world' when inside some sort of acceptable substrate, like a chip or a robot or even a person but as pure information, no. You can shift between being an infomorph and being a normal flesh-and-blood person, so you aren't dependant on the normal substrate needs an infomorph has, as otherwise seemed a bit dickish. The Real World doesn't allow for things of information without a container to exist, but some types of place however are more forgiving and have more flexible rules that do allow it, like astral planes and whatnot, where you can exist as a sort of self-generating hologram. The character it's based on did that initially right after his transformation before moving onto his first host.

To give a sense of the power-level of this setting, think DC or Marvel but not quite as outrageous. The Eleos are reality-warpers but are incredibly rare and their level of power is not representative of what is typically encountered. Rather, Plutonian, the Superman expy is considered powerful enough to unstoppable by most in the setting. His powers, while ultimately derived from a psychic power more flexible than he realised until meeting his 'parents', provide him a standard Post-Crisis Kryptonian package for the most part.

Change Notes

"Which are usually the most expensive things in the jump by a longshot. Not priced the same as a bunch of other perks. If Brother_Anon had this perk at the 1000 point range, I'd never have raised any complaints. But he has it as the 600 capstone of a perkline with a possible discount." Post no. 57102109

Change Log

11th Submission v1.7 - Thread #1970: Apollo 13 Edition post no. 57189828

Tweaked Jumper Trinity – changed companion slot to 1 each from 2 each; made clearer relationship between imported/not imported Trinity and Argo; made clearer Trinity benefits from Argo's power sharing mechanic.

10th Submission v1.6 - #1970: Apollo 13 Edition post no. 57180924

Tweaked Jumper Trinity – made limits and import rules clearer

Tweaked Yandere drawback

9th Submission v1.5 – #1964 >talking about a series you haven't even read Edition post no. 57128528

Minor edit to remove triggering word in notes – may have been due to misunderstanding but did it anyway because I'm a super nice guy.

8th Submission v1.4 - #1962: I'll See You Hanged Edition post no. 57112109

Spelling mistake in Eleosian Scholar – identified by anon in thread - corrected

Make some small changes to Temporal Punch to clarify a lack of drift between disappearance and reappearance due to planetary rotation or similar issues.

Clarified freebie rules for perks – pointed out by anon that the rule did not take into account there being 2 100cp perks for each origin. – both 100cp perks are now free for their associated origin.

7th Submission v1.3 - #1962: I'll See You Hanged Edition post no. 57112109

Spelling mistake pointed out in General Perk Alien. Corrected

Changes Age Roll to 2d6+20

New Drawback – Precocious

New Drawback - Weary

Clarified Power – Temporal Punch – made clear it only transports a target through time.

6th Submission v1.2 – Thread #1961: Because We Can Can Can post no. 57103032

Full Companion Import changed

Anon requests - "Would you be willing to cut down the Full Companion Import so that you can Import 2 Companions per 100 CP? Getting the full 8 would still cost 400, but that way anyone who doesn't already have a full roster won't have to overpay." Post no. 57101893

Rewrote Drop-in Perk – Origin – Primarily added restrictions to power acquisition, number of powers grantable, time & effort involved etc.

"It's basically an operation and like any other surgery it needs time, equipment and lots of drugs. It's not something to do casually or without lots of prep.
Outside of that I'd rather keep vague to give people room to fanwank as they like any further details as suits them." Me replied to by Post no. 57101888 – suggest added to jump

Also general concerns across multiple posts of unbalanced nature of perk relative to other capstones, its potential for abuse and need for limitations.

5th Submission v1.1 – thread #1960 Christmas Carol Edition post no. 57094247

Added Note on Infomorph and how it manifests in the Real World

Change Heroic Lair to Lair and make it a General Item

Perk Nerf – Drop-in – Origin

"Origin is much better than almost anything in the jump. A couple years of study and you can then multiply the power of any ability by several trillion times at minimum. If not much, much higher." Post no. 57088469

New Item – Hero – Heroic Spandex

4th Submission v1.0 – thread #1958: Christmas Eve Edition post no. 57078780

Added Introduction

Changed minor formatting

Added blurb after Perk heading about free and discounted purchases

Made clear regn. Invul. Stone can have a customised appearance but must remain coin sized and on the forehead to work.

Set Cost for Pluto to 1200CP in light of feedback from the thread.

Anon "Considering that Plutonian is essentially the Sentry maybe the other less bullshit powers shouldn't be so close to it in price?" post no 56147736; Anon "I'd say making Pluto cost 1200 CP and reducing the cost of the other powers would be for the best." post no 56147842

Added Item – Villain - Power Boosting Pills

Suggested Villain Item – Power boosting Pills from Anon "Maybe for the 200CP Villain item, you could have power boosting pills? Not to the degree that Modeus raised Bette Noir's powers, it's only 200CP, but some minor enhancements could work." Post no. 56960257

Attached prices of Drawbacks – will seek feedback from thread

Added Companion – The Jumper Trinity

Added Text to Item - Hero – Secret Volcano Lair

Added Text to Item – Civlian – Redemption

Added Perk – Drop-in – Don't Turn Your Back

Fleshed out all companion options.

3rd Submission – 16/12/17 – Thread #1943: Soft and Wet Edition post no. 56960088

Changed arbitrary limit to Pluton power

New Perks – Civilian – Trustworthy, Hope Against Hope

New Perks – Villain – Frugality

New Perks – Drop-in – Eleosian Scholar (with pic of Eleos Couple)

New Perks – Hero – Hornet Sense

Fleshed Out Perk – Civilian – Hanger

Fleshed Out Perk – Drop-in – Origin

New Item – Villain – Personal Prison

Tweaked Item – Villain – World-Ending Virus

Removed Perk – Villain – All I care about

Change name – General Item – Candle into Nahru Visna Candle

Clarified – General Item – Robot Duplicated – Do not have Powers.

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2nd submission 0.2 – 30/10/17 – thread #1841: Cirice Edition post no. 56139121

Clover "Maybe something about that one demon who got summoned by seeing his name?" post no. 56093592

> added Summoning Power

Anon "Does Regenerative Immortality make you unkillable?" post no. 56093808

>Refined Regenerative Immortality

Spelling and Grammer check

Added Rugged, Alien, Immortal Wanderer General Perks

Rearranged Powers by CP cost

Expanded on Triad Companion Option

Rearranged Drop-in Perks

Worked on Perks – Hate Crime

Expanded on Drawbacks massively; culled some drawback ideas

Added notes about Argo and power definition

Added energy Manipulation power. Made it free for Argo purchasing Jumper and for Triad companions.

Worked on Background blurbs

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Initial submission 0.1 – 27/10/17 – thread #1834: Guilty Crown Edition post no. 56093574