

Hello Jumper

Welcome to the World of The Awesomes.

It is a world full of superheroes and villains, most of them appear to have some silly quirks to them.

Anyway jumper, I wish you well for the next 10 years, oh- and before I forget, here is your:

+1000 CP

ORIGINS

Drop-In: You have no new memories nor history in this world; you'll randomly appear in whatever location you have chosen with whatever you purchased.

Government Agent: You work for G.O.O.S.A., or Government Office of Superhero Affairs, who oversees the funding for The Awesomes and any other superhuman activity in the United States.

Retired: You are either a superhero or a supervillain, your choice. Well, at least you used to be, but now you are old and you retired.

Hero [100 CP]: You are a relatively well-known hero. You are registered with G.O.O.S.A. so you are not a vigilante.

Villain [100 CP]: You are a villain. Who just received a full pardon.

Age: Roll a 1d8+20 to determine your age, for Retired Origin age is 4d8+60
Gender: Keep your previous gender.
Or pay 50cp to determine either of these yourself

LOCATIONS

Roll 1d8 or pay 50 CP to choose.

1. The Awesome Mountain
2. White House
3. The Maximus Penitentiary For the Criminally Criminal
4. Catalina Island
5. Shady Pines Nursing Home
6. Paris
7. Earth IV
8. Free Pick

PERKS

Perks trees are discounted to the origin, 100 cp perks are free to the origin.

Drop-In Perks

Decoy [100 CP]: You are very- very good at making decoys. This changes from making decoys of your childhood memoria to special weaponry. These replicas can trick Mr. Awesome himself.

Underestimated [200 CP]: Your enemies will underestimate you. They will just laugh when they learn you somehow managed to escape a plan that was supposed to capture your entire team, saying you are not a threat.

Mind Control Immunity [400 CP]: You are immune to any and all forms of Mind Control that exist in this world and many others. This includes but not limited to mind-controlling drugs, super technology, and most prominently Dr. Malocchio's powers.

Super Genius [600 CP]: You are one of the smartest men on the planet, only Mr. Awesome can rival your intelligence. Given enough time and resources, you can build anything from Power Replicating Robots to Power Draining Machines.

Government Agent Perks

Authority [100 CP]: You carry yourself with authority, so much so that even if you are a normal human, Super Men and Women around the world will listen to you.

Power of Seduction [200 CP]: You are an expert in the art of seduction, no one whose sexuality is attracted to your Gender is safe from your charms.

Point the Finger [400 CP]: Did you made a mistake? Accidentally let super villains take over the world? Well, it is no longer a problem, you can just point the finger at someone else, push the blame on them.

Level 1-8 Security Clearance [600 CP]: You have security access that only the president United States of America shares. This gives you complete access to government resources. Out of jump, this gives you security access on par in the setting you are in, for example in Naruto Jump, you have the security access of a Kage, or in Dragon Ball Jump you have the security access of King Furry himself!

Retired Perks

Old School [100 CP]: You are old school, a man or woman of another time. You know the old school way of heroics and villainy. As an addition, any racist remark you make will be ignored or they will say "different times"

Leave Me Alone [200cp]: You retired. That means people should leave you alone. With this perk as long as you make it clear to people you want to be left alone, you will be left alone, that is unless you show up in the public eye again.

Gadgeteer [400cp]: You are an expert at making weapons out of whatever you can get your hands on. A hairdryer? Turn it into a mace. A phone? Choke someone with it. A gun? Well, it is a gun so you just have to shoot people with it, but yo get the gist. You can make anything into a deadly weapon.

Experience [600cp]: You are one of the most experienced people in the superhuman community. Just by yourself, without using powers, you are capable of taking on a team of superheroes and/or villains and come out on top.

Hero Perks

Perfect Looks [100cp]: You look Perfect. Your appearance is enhanced to a solid ten, meaning you are considered to be exceptionally good looking by everyone, even for those whose type you aren't, and for those whose type you are, you are godly.

Family Man [200cp]: Unlike Mr. Awesome and Dr. Monoqio you know how to be a great family man or family woman. Your hero or villain work will not affect your family at all.

Black Irish [400cp]: Like a certain Black Irish, you are an exceptional detective. If someone wants to find you, you will deduce it and show up before they can find where you are.

Beloved [600cp]: 'Mister Jumper says he saved the world 995… But did you know he only saved the world 994 times?' You are beloved by the public, so much so that, this is the best anyone can do to besmirched your public image without you doing something unimaginable, such as trying to take over the world and selling everyone into slavery of alien overlords.

Villain Perks

Evil Laugh [100cp]: Muah Ha Ha Ha! Do you know what every great villain needs? You guessed it, an evil laugh. Now you can laugh like the best- or worst- of the super villains. Muah Ha Ha Ha!

Earth Food [200cp]: You are a great chef, enough to make a living as a chef in space and create a brand new Food Franchise, more than enough to support you and your pals going to a space hippy music tour.

Lovable Villain [400cp]: You know how some villains are completely irrediemable, that even after they want to turn over a new leaf no one gives them a chance? You are not like that. Anytime you want you can change teams and become a good guy. However do not over rely on this perk, turning good then turning evil multiple times will make this perk mute.

Great Planner [600cp]: You can come up with convoluted master plans. Your plans can allow you to fool everyone in the world and even take over it with relative effort, given no one like Mr. Awesome stands in your way, then you may need a bit of a push.

POWERS

Those with the Hero and Villain Origins get one power discounted. If the discount is used on 100 cp power it is free.

Super Information Optimization [100 CP]: You have the power to rapidly perceive people's needs, organize information, and optimize resources. You are the best secretary and/or organizer in the world.

Acid Snout [100 CP]: You can fire large quantities of the acidic snout from your nose at will, the snout can melt most metals.

Gayness Generation [100 CP]: You can turn people around you into stereotypical homosexuals within a 10-meter radius.

Aggression Generation [200 CP]: You can release a special wavelength through your eyes that those you are looking at will feel aggression, in turn, they will turn against their allies.

Bubble Gum [200 CP]: You can blow pink bubbles that can encase people and objects in it, which will then slowly float.

Elasticity [200 CP]: You can stretch your limbs for 20 meters.

Titty Lasers [200 CP]: You can fire lasers from your tits. The lasers are powerful enough to pierce through 5-inch steel with ease.

Crotch Puncher [200 CP]: Any animal can punch in the face or body, but it takes skill and precision to punch in the groin EVERY SIGLE TIME. And now you have that skill and precision. You can hit someone in the groin EVERY SIGLE TIME.

Regeneration [300 CP]: You have superhuman regeneration, in which you can regenerate missing limbs within a few seconds. Most wounds heal even faster than that, near instantaneously.

Pyrokinesis [300 CP]: You can unleash a furry of flames, capable of burning down a small house with a powerful blast.

Geokinesis [300 CP]: You can manipulate existing rocks around you.

Telekinesis [300 CP]: You can telekinetically control objects up to 1,000 pounds, however, the amount of objects you can affect at once is very impressive, such as being able to lift every utensil in the kitchen at once.

Anger Empowerment [300 CP]: The angrier you get, the stronger and more durable you are. This maxes out around the level of Perfect Man and Mr. Awesome.

Sonic Scream [400 CP]: You can unleash a powerful sonic scream that is capable of destroying entire buildings within seconds, overuse of this ability could leave throat aches.

Hotwire [400 CP]: You can generate and unleash powerful electrical blasts, control electronic devices around you, power them through your powers, and gain instinctive knowledge on how to put electronic devices together.

Muscles [400 CP]: This gives you a superhuman physique. You are very muscular and (if you want to) have a very hairy chest. This power also gives you superhuman strength that allows you to lift over 4 Million Pounds and Invulnerability to match it. Only a few people in the setting can match you let alone overpower you.

Frantic Speed [400 CP]: You are at least the third-fastest man on the planet, meaning you can run faster than the speed of sound. You can move so fast that you can be invisible to the naked eye. Your top speeds clock around 800 mph.

Teleportation [400 CP]: You are able to teleport anywhere on the planet. All you need is to have seen that place before. The teleportation is near-instantaneous, it is so fast that you can teleport next to someone after an explosion goes off and teleport them to the other side of the planet before the explosion reaches them.

Constructs [600 CP]: You have the power to create constructs out of your mind. The constructs you create cannot be more complicated than the ones (...) can create, also be mindful if you ever want to create clones of yourself, they might go out of control.

Sumo [600 CP]: You can transform into a 600-pound sumo wrestler, and in this form, you have strength and durability nearly on par with Perfect Man and Mr. Awesome. Just with this power, you can be one of the most powerful heroes or villains in this setting

Mind Control [600 CP]: With mere eye contact, you can control the minds of countless individuals, only those who have immunity to mind control can resist your influence. If you receive a blow to your left eye you will lose control over them.

Power Copying [600 CP]: You can copy anyone's power after seeing them, you don't even have to see them using their powers. The downside of this power is that you lose access to the copied powers after 1 hour if you do not see them again. You have instant mastery of the copied powers equal to the person you copied them from, however, you can only copy biological powers and only 5 people at once.

Time Stop (Non-Discounted) [1000 CP]: Just like Prock, you can stop time for up to 10 seconds, but unlike him, you need to wait twice that to re-use it. You use it by saying "Stop", and can restart time before 10 seconds are up by saying "Start". While in this frozen time world, only you and those who have similar powers can move. Unlike Prock, the usage of this power does not injure you.

Perfection (Non-Discounted) [1000 CP]: Full package any Perfect Hero could ever ask for. You possess phenomenal Strength, Speed, and Invulnerability on par with Perfect Man and Mr. Awesome, You also possess Perfect Hearing, Perfect Vision (Telescopic Vision, Microscopic Vision, X-Ray Vision, Laser Vision), Perfect Breath, Flight as well as Longevity. Basically, this Power makes you on par with Perfect Man, the only hero who can challenge you in this setting is him and Mr. Awesome.

ITEMS

Item trees are discounted to the origin, 100 CP items are free to the origin.

Drop-In Items

Jack Link's Jerky [100 CP]: When no one believed you, Jack Link's Beef Jerky did. They supply you with a lifetime worth of Jack Link's Beef Jerky for free. And the best part is, they have the type of Jerky for almost any flavor.

First Aid Kit [200 CP]: A box full of first aid kit that is always full and replaces anything that is used.

Power Replicating Robot [400 CP]: A giant robotic suit, that allows you to fire lasers that upon hitting a super-powered individual, allows the robot to replicate the superpowers. The power replicator does not work on magically powered individuals or super-humanoid technology.

The Weeping Angel Stone [600 CP]: A special stone that can bring anyone and anything back to life provided their cause of death was not natural and they still have their body relatively well preserved, i.e. would work in a fossil but wouldn't work on someone's ashes.

Government Agent Items

Agent Car [100 CP]: You possess a formal car, the car is your choice as long as you can buy it in real world.

Mind Control Immunity Glasses [200 CP]: Slick sun glasses, that protects the wearer from occular based mind control.

G.O.O.S.E. [400 CP]: You replace Joyce Mandrake as the head of G.O.O.S.A. , or better known asGovernment Office of Superhero Affairs, the organization who oversees funding for The Awesomes and other Superhero activities.

Destroyall Bullet [600 CP]: A replica of the bullet that can kill anyone, even the likes of Mr. Awesome and the Perfect Man. This bullet can only be used once a Jump or once every 10 years. Out of Jump, this bullet is capable of killing the most powerful being in the setting you are in, as long as you manage to hit them. Don't miss it. (The one you can find inside the jump will not scale in your next jumps)

Retired Items

How to Talk 1940's Billy Wilder [100 CP]: You got a signed copy of a book that explains in detail the lingo used in the 1940s.

Gadget Gal's Weapons [200 CP]: Every Weapon used by Gadget Gal herself. You can probably sell this stuff for a hefty sum of money in this setting.

Rejuvenation Ray [400 CP]: A ray gun that when it hits someone will turn them into their prime physical condition (Age 25). You can instead purchase this item for 100 CP for one-time use on yourself (50 if discounted).

Space Station [600 CP]: You gain a copy of the Space Station Mr. Awesome lives in. This station has state of the art laboratory that is fully stocked with anything a scientist could ever need.

Hero Items

Hero Suit [100 CP]: A super suit that can protect the wearer resistant to slash and fire, as well as install hope and awe to people that sees you.

Umbrella [200 CP]: You have a way to contact the Umbrella organization. They are a secret organization that sends people to hiding. Out of the jump, you will have a way to contact a similar organization in that setting.

Metal Fella [400 CP]: You gain a state-of-the-art super suit that is capable of super-strength, durability, flight, advanced weaponry, electrokinetic blasts, and a low-level A.I. to help you operate it.

The Vault [600 CP]: You have exact replica of The Awesomes Vault in a location chosen by you (can be your Warehouse), this Vault houses many dangerous if not powerful artifacts for your use. The only item missing from the Vault appears to be the most powerful and dangerous item in it, the De-Powering Spectrum Ray.

Villain Items

Villain Suit [100 CP]: A super suit that can protect the wearer resistant to slash and fire, as well as install fear to people that sees you.

De-Powering Spectrum Ray Immunity Pill [200 CP]: You receive a dozen pill that makes you immune to power removal affects. The effect lasts for a week. You also receive the formula to make more.

Power Serum [400 CP]: A dozen vial of Power Serum that gave Dr. Maloquio his powers, as well as the Formula to create more of them. This serum gives a powerless individual a random power, however, it has the side effect of turning them evil. It is possible to find a cure for evilness, but why would you want that?

De-Powering Spectrum Ray [600 CP]: A powerful ray that is capable of robbing people of their powers. However, the ray requires phenomenal energy levels, enough to run a city to operate and remain functional.

COMPANIONS

Companion Import [100 CP]: Import one companion from your previous jumps. They gain an origin of their own and 600cp.

The Awesomes [200 CP]: Import six companions from your previous jumps and make your own Super Hero or Villain Team. They each gain an origin of their own and 600cp.

Canon Companion [Free/100 CP]: Within a few weeks after you arrive you'll meet a canon character, the two of you seem to hit it off. If you can convince them, they can come to your next jumps. You only get one companion for free, rest you have to pay 100 CP.

DRAWBACKS

Injury Prone [+100 CP]: Within a week of entering this jump you will somehow break your right arm, and for the remainder of this jump your arm will have to stay in a cast. This doesn't have much effect except having to wear a cast all the time.

40s Slang [+100 CP]: You talk with 1940's Slang. You will appear racist even though you don't mean it.

Terrible Name [+100 CP]: You will gain a Nickname (Hero or Villain) such as Dissapoinmnet Man, Weak Weakling, or Prock, and will not be able to shake it off for the next 10 years.

Ape [+200 CP]: Do you feel a craving for the bananas? Well, it should kick in soon because for the next 10 years you are stuck as an ape.

Prock Curse [+200 CP]: Despite being one of the most powerful and intelligent men on the planet, no one will take you seriously. This can be overcome through an extreme event or throughout years of good/evil work, but good luck with that. This does not make your enemies underestimate you.

Crazy Exes [+200 CP]: For the duration of this jump you can only date one person at a time. If you try to date more than one person or cheat on them in any way, they will find out and break up with you. What makes this drawback worth 200 CP is that after someone becomes your ex they'll turn into a homicidal rage monster with the only goal of tormenting you. The second part does not affect your companions, meaning you can date them, they can become your ex, but they won't turn into a homicidal rage monster.

Pride [+300 CP]: You are too prideful for your own good. You believe in your capabilities more than you should, believing yourself to be the Perfect Man/Woman for any job, and as a result, you chew more than you can handle more often than not. You will almost always work alone.

Red-Eyed [+300 CP]: You seemed to be infested with the Power Serum of Doctor Monoqio, which turned you into an Evil Villain. A steal all the gold in the world to make the largest watch in the world type of silly comic book villain who is evil for the sake of being evil.

Mother Issues [+300 CP]: You love your mama. Your mama is your inspiration. She gave you the encouragement to be the man/woman you are. So… Your relationship with your mama is similar to Impresario. If you are a Drop-In, choose an older female canon character to be your 'inspiration'.

Doctor Monoqio [+400 CP]: A few days after you enter this world, Doctor Monoqio will take control of you. Any resistance you might have had against his power is gone, and for the duration of this Jump, you will be his henchman. The only way you'll be free if your companions or the heroes of this world can break you out of his control.

De-Powered [+400 CP]: You lose access to your outside jump perks, powers, and items. You also lose access to your warehouse as well as your body mod. You only have what you buy in this jump.

Earth IV [+800 CP]: You will eventually be sent to a world that is taken over by an opposite version of yourself with all your powers, perks, items, and abilities both from this jump and out of it, and none of your drawbacks. Unless you put him/her down and put the world into relative peace, you cannot leave this Earth. They will do their best to kill you and won't listen to reason.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but this universe has reminded you of the importance of family... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here. Besides, with the resurgence of Superheroics in full swing, it's bound to exciting.

Move On: You've had your fun here, but now it's time to move on. There's other worlds to see, explore, and perhaps even save. Good luck.