A Jumpchain CYOA
by YJ_Anon



Heroes! Villains! Sidekicks! All manner of super-being has passed through the halls of Sky High, from the dastardly likes of Baron Battle, Exo, or Royal Pain to paragons of justice like the Commander, Jetstream, or Sonic Boom.

These caped crime-fighters (or crime-causers) may not sound familiar to you, but to the people of this world they are among the elite- the movers and shakers of the super-powered world stage.

Superpowers first became relevant two generations ago. Through random mutation, exposure to toxic waste, radioactive bug bites, and other strange phenomenon, the population of first gen supers grew to the point where special institutes were created to teach their children, who often- but not always- had powers of their own.

Sky High is one such institute; located far above the clouds of the metropolis known as Maxville, Sky High is one of the world's foremost high schools for powered youngsters. You will be attending this school sometime during your stay here, either as a student or as a teacher. Or you could play hooky.

In any case- here's **+1000 CP** to help you out.
Don't forget your lunch!

Origins

You can be a "Drop In" for any of these Origins. Drop Ins will be invited to attend Sky High if they are the right age.

Sidekick

Or "Hero Support" as some prefer to be called. Sidekicks are basically assistants for other heroes (or villains) that either lack powers of their own, or more commonly have lame ones. Whether your powers are lame or not, you've ended up in the Sidekick curriculum. If you were holding back during Power Placement, or were a late bloomer, it would be trivial to get into the Hero Class if you wanted to- though you may prefer to stick with your friends.

Hero

Heroes, in Sky High, are the students who have impressive or powerful, well, powers. Whereas a Sidekick level shape-shifter may only be able to turn into a ball or a guinea pig, a Hero level one could mimic anyone they wished. Regardless of actual morality, this is where you've ended up; lets hope your powers are a match for the added difficulty- and danger- of your classes.

Villain

Although Sky High is meant to be a school for future superheroes, there are a few kids who are more… antagonistic, than would be expected of a hero. Bullies are a problem, though oddly enough the staff of Sky High seem unconcerned with them. And of course, with the huge variety of powers out there it isn't out of the question that a real super-villain might sneak in, somehow…

Teacher

If you don't feel like reliving high school, there's another option available to you- you could become a teacher, instead, or some other member of Sky High's staff. A super-powered janitor, maybe? Your subject might be related to super powers, or it might be something more mundane like math or English. Drop Ins will be offered a job despite their lack of history, or training. You don't have to go through puberty again either way, so it's a win-win!

Other Details

Age and Gender Swap

For students, be they Sidekick, Hero, or Villain, pick an age between 13 and 18. Your age will determine whether you are a freshman, sophomore, junior, or senior at Sky High. If you're a really late bloomer, or a Drop In, you may still be new to the school; otherwise older students will have already attended a year or more of school at Sky High.

For adults, pick an age between 19 and 100. Your age will determine how hip you are with the kids, or maybe even if you have kids of your own.

If you'd prefer not to attend Sky High as a Sidekick, Hero, or Villain, you may also choose an adult age as one of those origins. If you go this route, you may have attended Sky High in the past, or another super school, or not at all. Gender swap is free.

Location

You start in Maxville, one of the biggest cities in the world with a super population to match. On any given day the city may face giant aliens, giant meteors, giant robots, giant monsters, or bank robbers (who may or may not be giants). Of course, there are supers in other parts of the world- such as King Kamehameha, who nearly destroyed Hawaii by causing a volcanic eruption.

Do I Have to go to Sky High?

No; Drop Ins are free to refuse their invitations to Sky High. If you are of High School age, you might be home schooled or go to regular school instead, or you may choose not to attend any school at all- though you may have to dodge super-powered truancy officers in that case. Adults are, of course, free to do as they will, so long as their will isn't world conquest or other criminal activities, in which case they will most likely face people with powers as well.

Sidekick Perks

Partner in Crime-fighting (100 CP, free Sidekick)

It's unfortunate that so many heroes forget about their sidekicks once they outgrow them- even the Commander forgot about his sidekick, All-American Boy, once they stopped being partners. Fortunately, you're not Mr. Boy- your friends and allies appreciate the things you do, and will make sure you're recognized for the part you play when possible, and are kinder in general.

Gadgetry (200 CP, discount Sidekick)

While it's likely any hero could use some technological assistance every now and again, this is especially true for sidekicks. Luckily, you're not only more than capable of working your way around a utility belt, but you could even make your own- while you're no super scientist, you can make minor gadgets like grappling hooks and launching nets, and stuff them all in a belt with ease.

Inventive (400 CP, discount Sidekick)

So, maybe your powers aren't all that great. Maybe you can only melt into a puddle, or you glow in the dark. That doesn't mean you're useless, though; it just means you need to know your limitations, and how to be creative with what abilities you do have. You have a nearly perfect assessment of your own strengths and weaknesses as well as how flexible they are. You're also more creative- able to think of clever uses of your power on the fly, and can easily bring out your full potential with time and training.

Hero Support (600 CP, discount Sidekick)

When it comes down to it, you're amazing in pretty much any support role- you're not 'just another sidekick', you're basically THE sidekick! You excel, in spite of any of your own shortcomings, at bringing out the best in other people. They'll fight and *be* tougher, smarter, and better in almost every way. When helping your own allies, your own skills and prowess will also be greatly boosted, especially if they are stronger than you- proving that you don't need to have great powers to be a great hero!

Hero Perks

Super Good Looks (100 CP, free Hero)

You knew it was coming; in the tradition of all great heroes, you're very pretty- or handsome- and have the chiseled physique of a super hero.

Save the Citizen (200 CP, discount Hero)

Heroes are stronger than sidekicks, and much stronger than the average person. Despite this, non-powered bank robbers are still a thing- and of course, it's still in vogue for super-villains to grab screaming hostages. It'd be a shame if you accidentally crushed someone with your super strength while trying to incapacitate or rescue them. Fortunately, you have perfect control over your powers, meaning you won't make embarrassing mistakes like ripping doors off their hinges or melting your lunch tray. What's more, when you're using your powers to save lives in some way you become slightly more skilled and creative with them.

What Would We Do (400 CP, discount Hero)

…without you? Whether it's true or not, most people see you as a heroic figure- someone to look up to and be inspired by. Others will hold you in high regard, and will put more stock in your opinions and beliefs; they may also wish to emulate you in some way. Villains won't be as impressed by you, but they'll still have a healthy dose of respect for what you're capable of, and naturally if you prove that you aren't as heroic as people think they won't like you as much.

Defender of the World (600 CP, discount Hero)

When it comes to heroics, you have to act fast- there's no time to waste when lives are at stake! When you're aware that others are in danger and want to save them, it seems that you always have the time to thwart the villain's evil plan- it might be a small window, but you'll have enough time to gather your allies to fight back. Defeating a villain also tends to unravel their plans somehow, even if they're in progress.

Villain Perks

Ham and Cheese (100 CP, free Villain)

MWAHAHAHAHA! YOUR PLANS ARE NEARLY COMPLETE- AND IT'S ALL THANKS TO THOSE ACTING CLASSES YOU TOOK! YOU CAN DO AN EXCELLENT VILLAINOUS MONOLOGUE AND CHEW SCENERY LIKE NO OTHER! TREMBLE, FOOLS!

My Loyal Henchmen (200 CP, discount Villain)

How many villains have been undone by the actions of their henchmen? Either through sheer incompetence, or through their own treachery? You know how to avoid this fate; you can easily train your henchmen and subordinates to ensure their stupidity doesn't undo your hard work, and you know how to test their loyalty to the point you're certain they can be trusted.

Master Plan (400 CP, discount Villain)

Every great villain needs an equally great plan, whether it's to hold the city ransom, conquer the world, or just rob a bank or two. Your skill at plotting and manipulating others would put Machiavelli to shame. Bizarrely, your plans are extremely unlikely to be foiled by random chance, and will sometimes even progress greatly due to good fortune. Naturally, you're also a good strategist both offensively and defensively.

Mad Scientist (600 CP, discount Villain)

Although heroic types such as Mr. Medulla use mad science as well, everyone loves a good tech-based villain. Exo, Royal Pain, Ticranium- there's seemingly no shortage of them. Perhaps you are one, as well? From the silliness of the shrink ray to the devastation of the death ray, you are a master of super science- creating heat or cold rays is child's play for you, and more impressive inventions are possible with enough time and resources. You could even build your own Sky High for minions and villains, if you wanted. You also know the difference between beams and rays- rays being the foundation of mad science.

Teacher Perks

There Will Be No Whiner-babies (100 CP, free Teacher)

Teenagers. Miserable little pile of hormones and awkwardness. Other teachers might abide their antics, but not you, no sir! You can whip the funniest of class clowns into shape, and can maintain order in the classroom as good or better than you can in the streets.

Super-helpfulness (200 CP, discount Teacher)

You know what these kids need; you have the amazing super-power of super-helpfulness. Essentially, you're almost supernaturally good at helping other people work through their problems. Between all those kids, you might not be as good as a sidekick- but you'll be able to identify who needs the most help, as well as what you might be able to do to help them out.

Good Morning, Class (400 CP, discount Teacher)

Beyond whatever subject you teach, you're an expert at- well, teaching. Even the most brainless of brutes can learn something from you with time. People actually learn things when you teach them, rather than relying on their memories to help them muddle through tests. You're also preternaturally skilled at whatever field you choose to teach (mad science can't be chosen, but other fields of science can). While this skill won't quite be a super power, you'd be surprised at what you can do with amazing math or language skills.

Power Placement (600 CP, discount Teacher)

The art of arbitrarily splitting the student body between those with cool powers and those with sucky ones is surprisingly deep. It's not just a matter of "You can only turn into a goldfish? Sidekick!"; you have to assess the full breadth and depth of a person's powers with just a glance. You are capable of this; you can tell how powerful someone is just by watching a simple demonstration of their powers, as well as how versatile their powers are. Naturally, this is helpful for dividing them into categories, such as Hero, Sidekick, Strong, Weak, Threat, or Non-Threat.

General Perks

Quick Change (50 CP)

While all heroes and sidekicks learn this technique in their freshman year, you're able to take it a step further- you can change out of any set of clothing and into another one in only a few seconds, including sets of armor- no matter how bulky they are.

Secret Identity (50 CP)

Another cornerstone of caped life; you're very good at maintaining and, if need be, creating a secret identity. Luckily enough, it seems that it's rather uncommon for your dual lives to intersect unless you want them to, for some reason.

Bus Driver (50 CP)

Sky High isn't your average high school, and the buses aren't average either. Neither are the bus drivers; you have the skills and knowledge required to pilot the buses that the school uses, and you could probably translate this aptitude to other flying vehicles as well.

Master Martial Artist (200 CP)

Having powers is great and all, but even they won't do you any good if you're going up a more skilled, similarly empowered opponent. With this, you become a master of several forms of unarmed combat of your choice, such as karate, boxing, judo, or taekwondo.

The Greatest Family in the World (400 CP)

It's unfortunate, but occasionally the children of supers don't end up with powers of their own. A dip in toxic waste is too potentially lethal to fix their lack of power, so it's good that you don't have to worry about this. Any powers you possess that are based on genetics are guaranteed to be passed on to your children, as are the ones your partner possesses. This also applies to clones and the like, not just children conceived traditionally.

Powers

You have an additional +100 CP to spend in this section only.

You can only purchase one power, unless you purchase "Extra Power". You can choose the "source" of your powers, as well; note that most powers seem to be based in science (genetics, exposure to toxic waste, radioactive animal bites, etc.) and not things like magic, which might not exist at all.

Extra Power (50+ CP)

Purchasing this gives you the ability to purchase one additional power. This can be purchased multiple times, but the price increases by 50 CP each time. Most powered people only have one power; the only exception to this are children who have two powered parents, and even then there's only one confirmed case of this happening- in fact, people with two powers are generally considered to be an impossibility.

Glow (50+ CP)

You can glow in the dark, like a glowstick. That's it. **For an additional 50 CP,** you can glow even when it's not dark. You'll still probably end up as a sidekick if it's your only power, but it's a little more useful at least.

Shapeshifting (50+ CP)

You can turn into a single animal or object, no larger than a beach ball. You retain your human intellect and instincts as whatever you transform into. Examples include a puddle, a guinea pig, or the aforementioned beach ball. **For +150 CP,** you can instead choose to mimic other people- this will turn you into a perfect copy of them, minus their powers but including their voice and clothes. **Alternatively, for an additional +350 CP,** you can transform into any non-supernatural animal OR object, so long as it's no bigger than an African elephant. **For an additional 200 CP on top of that,** you can add the other category (animal/object) as well; this will also allow you to mimic other people. With a lot of time and practice, it's possible that you'll be able to create hybrid forms or increase your size limit slightly.

Animallinguism (50 CP)

You can talk to animals! You can't control them or anything, but you might be able to persuade them to do something for you. They also really don't like being eaten, for your information.

X-Ray Vision (50 CP)

X-Ray Vision acts exactly like an actual x-ray machine, removing most of the use that a high school student could get out of it. However, it is useful for medical professionals. There's also no risk of giving someone cancer while using it.

Extra Arms (100 CP)

You can grow up to four more arms on your body that work just as well as your other arms. Each arm works just as well as your original arms, so if you're ambidextrous you could write with six arms as well as you can fight with them.

(Element)-kinesis (200+ CP)

You can control and manipulate one of the four classical elements; either fire, water, earth, or air. You will be able to create small amounts of fire if you choose it as your element; enough to engulf your arms in flame and throw fireballs the size of snowballs. Your abilities will grow in power and versatility with time. **For an additional 50 CP,** you can instead manipulate an element related to the ones listed. Ice, crystals, plants, electricity, steam, etc. You will also gain the ability to generate small amounts of your element naturally, regardless of what it is; **for an additional 50 CP on top of that,** you can control your element in all its forms- water would let you control ice, water, and all forms of water vapor, for example. **If you'd prefer something weirder than that, you can instead pay an additional 200 CP** to generate and control a naturally occurring element, from Carbon to Zinc. **If you want to go even weirder than that, you can instead pay an additional 400 CP** for something like gravity or light manipulation. You won't be able to go too esoteric with this option, and no matter what element you choose to manipulate it will cap out in destructive potential at around the size of a small house.

Laser Eyes (200 CP)

Your eyes can shoot frickin' laser beams, which you can vary in strength from 'laser pointer' all the way up to 'melts through steel'.

Acid Spit (200 CP)

Your have the ability to spit at a great distance- no, wait, this isn't a sidekick power! Once your saliva leaves your body, it becomes a powerful acid that's strong enough to melt through steel and concrete.

Size-shifting (200+ CP)

You can alter your size, either shrinking until you're the size of a rat or growing until you're twice as tall. While shrinking, you'll retain the strength and durability of your full sized body while growing will increase your strength and durability proportionally. **For an additional +200 CP,** you can either shrink to ant-size or grow five times as big, **while an additional +400 CP on top of that** will let you either shrink to microscopic size or grow to the size of a skyscraper. **You can also pay an additional +200 CP** to be able to both shrink and grow in size.

Radioactive (Animal) Bite (300 CP)

You were bitten by a radioactive animal, or were bitten by an animal and then exposed to radiation, giving you powers based off of that animal- both surprisingly common occurrences- such as a spider's ability to crawl on walls and spin webs of any size, or a tiger's claws, as well as proportional strength and durability. You can choose if this has altered your appearance or not.

Elasticity (300 CP)

This might be a bit of a stretch, but you bend and extend your body like rubber. This greatly enhances your mobility, as your elastic body will easily be able to cartwheel around, and your reach will also be greatly extended- letting you reach across a cafeteria or gymnasium with ease. Your body is naturally more durable as well.

Elemental Transformation (400 CP+)

You can transform into earth, water, air, or fire, or something related to those things like ice, crystals, plants, electricity, etc. This will increase your bulk greatly if you are made up of a solid material, giving you greatly enhanced durability as well as the strength to easily lift cars. If you aren't solid, then you will instead have the ability to deal damage by making contact with something else using your body- shocking someone with electricity or sending them flying as air, for example. Non-solids will be about as tall as a person, but spheroid, while solids will be half-again as tall as an adult male. Like Elemental-kinesis, **you can pay an additional +100 CP to become any naturally occurring element, or +200 CP to become something like light or gravity.**

Sonic Boom (400 CP)

You have the ability to enhance the sound waves that your voice makes greatly. You could easily toss people around with the force of your voice, and by going full out you can shake the foundations of a building. Despite how destructive your voice is, you can also control what it damages to a point- you would be able to avoid hurting the people in front of you for example, but not the windows on the buses outside.

Super Speed (400 CP)

You can run at speeds that leave your body a blur. Your reflexes and durability are enhanced as well; just enough for your body to account for your super speed so you don't splatter yourself.

Super Strength and Durability (600 CP)

You have one of the greatest powers there is- the ability to take a beating, and dish it back out in spades. As an adult, you'll have the ability to one-shot giant robots or shatter meteors into a million pieces, and will be durable enough to survive similar amounts of force. As a teen, you'll still have much of your strength- enough to create shockwaves nearly the size of a high school gymnasium, at least- and you could even lift and move Sky High itself (with the help of its propulsion system, but still!)

Supersonic Flight (600 CP)

Like Jetstream, you can fly at speeds around Mach 1. In addition to these powers of flight, your reflexes are enhanced to let you react to what's happening around you, and you have mildly enhanced strength- enough to carry a full grown man while you fly around the world. Your durability is also increased to the point where you suffer no ill effects due to the forces that flight puts on your body.

Self-Duplication (600 CP)

You are capable of creating and uncreating up to seven clones that share all of your powers, memories, personality traits, and skills, and that are a part of a hive-mind with yourself. However, while they will generally do what you would do they also retain their own will to a point. They won't stab you in the back short of being controlled somehow, but they will value their lives as much as you do yours making it hard to use them as cannon fodder. They also can't exist too far away from you; though it's possible for this range to extend with time, to start with they'll disappear if you go further away than a few city blocks from them.

Advanced Mind (600 CP)

Your brainpower has been greatly increased, basically giving you superhuman intelligence with advanced mental processing, a perfect, photographic memory, and more. Although you won't start out with knowledge of this world's science, you could easily become one of this world's foremost inventors during your time here- and if you DO know a thing or two about Mad Science, your inventions are sure to be amazing. Your advanced brain also brings another peculiarity, namely telepathic powers that allow you to read minds. You have to do so actively, and can only manage one at a time.

Technopath (600 CP)

You can innately understand technology and control it with your mind, letting you easily understand or recreate just about any device you come across; you can also dismantle and assemble small devices with ease. You'd be a royal pain for inventor types.

Sidekick Items

Ron Wilson's Business Card (100 CP, free Sidekick)

You have a business card with the phone number of the always reliable Ron Wilson, bus driver. By merely calling the number- which works even in places without telephones or cellphone service- Ron will come and pick you, and anyone else who can fit in his flying bus up and take you wherever you need to go. Although he's ready to answer your call at any time, attempting to harm Ron or his bus (or trying to steal it) will make both him and his bus unavailable until the next Jump.

Training Room (300 CP, discount Sidekick)

You have access to a variety of equipment that is compatible with your powers and useful for training. For example, you might have weights that are difficult to lift even if you have super strength, a treadmill that can keep up with super speed, etc. Using this equipment will help you train your abilities and master them faster, and will also cause your appearance to gradually become more in line with what you feel your ideal body is.

Gadget Belt (600 CP, discount Sidekick)

The best friend to any sidekick, this belt contains everything a hero could ever possibly need- from grappling hooks, inflatable rafts, and nets to the more unusual items like wooden stakes, a crossbow with silver tipped bolts, and the always useful shark repellent. Essentially, so long as it isn't too out of the ordinary, you can find it somewhere on this belt.

Hero Items

Hero Sandwiches (100 CP, free Hero)

Not for sidekicks; you have an unlimited supply of delicious hero sandwiches, with any ingredients you could desire (and that could be found in an average supermarket).

Civilian Business (300 CP, discount Hero)

You work for some sort of business, like a real estate agency or a restaurant. While this might not seem all that great, the work is surprisingly easy, and you make a good amount of cash either through your normal paycheck or through tips. Eventually, you will come to own a similar business once you are promoted or graduate, which will let you make even more even more money and will follow you on your adventure.

Secret Sanctum (600 CP, discount Hero)

You have your very own secret hideout! It might be a part of your house or some other building you've brought along, but this sanctum is completely undetectable, and can only be accessed via a biometric scanner that is keyed to you, and can be programmed to allow access to others. Inside your secret sanctum, which is stylized in a way of your choice, you'll find numerous gadgets and monitors for detecting trouble all over the world, as well as a trophy room for storing mementos, and some fun stuff like a pool table and pinball machines. If you'd like, you can move all of this stuff into your Warehouse as an add-on, instead.

Villain Items

Secret Lair (100 CP, free Villain)

Every villain needs a lair, and this dark, well-hidden place will work just fine. Though it's barren right now, there's a lot of room to grow, much as there is room for your influence and domination over the world to grow. It follows you from Jump to Jump.

Giant Robot (300 CP, discount Villain)

A giant, building sized robot; while it's intimidating to the average citizen and more than capable of defeating any number of cops or soldiers, a real military response or even just a small group of quirky individuals with special powers could put it down. Despite this, it's still strong enough to tear down buildings, and it can be remote controlled or piloted directly.

Royal Pain's Pacifier (600 CP, discount Villain)

The strange ray-projecting weapon that Royal Pain used against the students of Sky High, the Pacifier rapidly reverses the aging process turning anyone hit by it into a baby. Its most notable feature is that it can work on seemingly anyone; even the Commander was pacified by the weapon's might. Although it's not infallible, it certainly seems that most beings in this world are vulnerable to it. Unlike the version used by Royal Pain in their attempt to raise an army of villains, this one has a reverse function. When someone is turned back into a baby, unless they possess great intellect their mental age will regress back to that of a baby and their memories will be repressed. Turning them back into an adult removes these side effects, but if allowed to grow up normally they will likely suffer memory loss

Teacher Items

Cold Fusion Powered Jetpack (100 CP, free Teacher)

A jetpack; what more could you want? It's got lights so you can see where you're going when you're flying at night, and it's fast enough to commute to Sky High without taking the bus.

Glowing Green Rock (300 CP, discount Teacher)

This is the same type of rock kept in Sky High's science class. As you might've guessed, when people with powers are exposed to it they find their powers weakening, with the weakest of super beings also being knocked unconscious by it. Although you're not necessarily immune, it comes in a case that can be opened away from you that will insulate you from whatever energy causes powers to be neutralized. It's only effective for a few yards, but if it's lost or used up you'll get a new rock a few days later.

Super High School (600 CP, discount Teacher)

Your very own Sky High! Well, not necessarily; if you'd prefer your school to be hidden underground, in the seas, or even in a volcano you can. The facility will have a similar level of secrecy and technology that Sky High has, and can come staffed with teachers and support staff if you or your companions don't want to fill those roles. It will also have students, who will all be exceptional in a way that is appropriate for their world- in normal worlds, this might mean they're all geniuses or that their parents are filthy rich, while in other worlds the school might teach wizards, superheros, or monsters. In those cases, any staff will also be exceptional in the same way. The school will also come with appropriate transportation for students and faculty, if necessary.

General Items

Costume (50 CP)

Although students at Sky High are only assigned codenames and costumes once they graduate, you might've started your career early. You've got a well made costume that can look however you'd like. While it's hard to damage and adaptive to your powers, it doesn't do much to protect you. **Free Import.**

Flying Bus (200 CP)

One of the very same buses that shuttles students to Sky High, this seemingly normal bus is capable of high-speed flight via hidden rocket thrusters on the back of the bus. It also has seat belts.

Power Armor (500 CP)

A suit of highly advanced combat armor, similar to the type worn by Royal Pain, with an appearance of your choosing. It greatly enhances the strength of the wearer, allowing them to go toe to toe with people on the level of the Commander for awhile; however the suit's durability is far less than what the Commander possesses. It also has rocket boots that allow its wearer to fly, and can easily be modified to add more weapons or gadgets onto it. **Free Import.**

Companions

Sidekicks (Free)

You can import or create up to eight companions for free, giving them the origin of their choice and the associated free perk as well as the 100 CP stipend for powers. I hear that jester themes are quite popular for sidekicks right now.

Heroes (50+ CP)

You can import or create one companion for 50 CP, giving them a free origin with all that entails and 600 CP to spend, as well as the 100 CP stipend for powers, up to eight in total for 400 CP.

Canon Companion (100 CP)

Want to bring someone from this world along with you for some reason? Maybe you want to bring your friends along for the ride? In any case, for 100 CP you can bring one person from this world with you. This can be purchased multiple times.

Super Parents (400 CP)

Want to bring dear old mom and dad with you on your adventures? It turns out that your parents in this world are famous in the super community, either as Heroes, Villains, Teachers, or peculiarly powerful Sidekicks due to the 600 CP they get to spend on powers. They also get an additional 300 CP to spend on perks or items. **In addition, you get a discount on any powers that your parents also possess, unless they would cost less than 50 CP.** Drop Ins can still purchase this, though they might just be adopted or came into contact with two mentor figures that happen to be married. They'll also still get the discount on powers that their "parents" possess… for some reason.

Drawbacks (+600 CP Limit)

Glory Days (+0 CP)

Maybe you'd rather go to school with the Commander, Jetstream, Baron Battle, and the other old school heroes and villains before they became heroes and villains? If you'd like, you can take this drawback, which will instead put you in the world sometime in the 70s or 80s. You can choose to stay until when the Jump would normally end, or you can end it after ten years.

Butt-kissery (+100 CP)

You're the most sycophantic suck up to ever walk the earth. Whenever you see someone who's above you in power or position, you can't help but try and get into their good graces- which will often come off as highly annoying.

Hormonal (+100 CP)

You might not be a teenager, but you sure act like one. It's almost impossible to keep your emotions and priorities straight for long, and you'll often be distracted by other people's… assets. This is a world of superheroes, so just try and keep a clear head.

Late Bloomer (+100 CP)

You have powers- or you will, someday. Your powers, both from this world and not, are sealed away until you're in real danger that you didn't get into on purpose. Until then, you'll be like everyone else… well, everyone who doesn't have powers that is. If you take this with "One Small Problem", you'll be wimpy and weak even for a regular person. Prepare to get bullied, sidekick.

Gritty (+200 CP)

Normally, this world would be somewhat campy, like an old Silver Age comic- the main villain wants to turn everyone at Sky High into babies, for goodness sake! Now, though, it seems this world takes more inspiration from the 90's. Instead of bright costumes and gadgets you've got leather and machine guns. All the heroes are edgy and willing to kill, and the villains are worse.

Big Trouble (+200 CP)

You seem to get in trouble… a lot. If you're a student at Sky High, you'll spend a lot of time in detention. If not, you'll be chewed out by your boss. Most of the time, it won't even be your fault! This also means you'll probably get into more fights due to these misunderstandings, so be warned.

Radioactive Zombies (+200 CP)

Well, not just them. You'll have to contend with gargoyles, slime monsters, aliens, tentacled beasts, and all sorts of other weird things that were too expensive to show on screen as anything other than drawings a lot more often then you would 'normally'.

One Small Problem (+300 CP)

…you don't actually have any powers. Like, at all- even the ones from outside this world. While you can still buy them, you won't actually have them until ten years are up. Despite your lack of powers, you're now also being forced to go to Sky High as a student or teacher.

Archenemy (+300 CP)

You've got your very own nemesis! Opposed to you in every way, they have a large amount of resources to use against you and are very powerful- one of the top heroes or villains in the world. They're sure to be a thorn in your side more than once.

Pacified (+300 CP)

You've been hit by Royal Pain's Pacifier; however, it has a much more potent effect on you for some reason. While you're still only a few months old, you retain your memories and mental age; however, you can't change your new form at all. You can't age yourself up through accelerated time or other methods, nor can you use shapeshifting or alt-forms. You still have your powers, but that doesn't change the fact that you're stuck as a baby.

Ten Years Are Up. You Have One More Choice To Make.
Effects of Drawbacks disappear.

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