FLCL

Created by Yorokonde - Jumpchain Compliant

From the outside looking in, this world seems to be a pretty ordinary affair. Modern steel and glass buildings, paved streets, supermarkets, airplanes, video game, as well as anything you could come to expect from a present-day Earth. Sure, the people seem a little more odd than you're used to seeing, but that could just be the city you're in. You could be easily forgiven for thinking that there was nothing special about this world at all. But then your eye catches the building set on a hill just inside the edge of town.

Is that… a giant iron? Yes, yes it is. A factory shaped like a household iron without windows, doors, entrances, or exits. It is the Medical Mechanica factory, said to produce all kinds of marvelous devices to improve daily life for everyone. If you actually pressed people, you would find that no one could ever remember actually seeing one of these devices for themselves. And yet no one finds that odd. Even stranger, none of them find the siren going off once a day and massive cloud of steam that erupts from the factory to temporarily shroud the town in any way unusual.

It only gets weirder from here.

You slide into existence a few weeks before a six-grader is going to get brained in the head by a Vespa riding, guitar wielding, alien. The next few months after that are going to be interesting. Giant Robot battles, arsons, rigged school plays, and giant eyebrows shenanigans. It should quiet down after that, once the town rebuilds from the chaos. Or maybe not, depending on your actions. Of course, if you get bored, there's always space. I hear it's really wild once you leave the atmosphere.

Pirates the size of small cities that are capable of stealing entire solar systems, Medical Mechanica as a multi-planetary organization dedicated to wiping out all thought in the galaxy, and Vespas flying through space kind of wild. Maybe you're better off on this under-evolved rock after all.

Gain 1000 CP!

Location

You arrive on the outskirts of Mabase City, looking in towards the center of the city. The landscape behind you is shrouded in mist as thick as a barrier. Is there even anything outside of this one town? Are you brave enough to find out?

Origins

Drop In (Free) - Apparent Age: 1d8 + 17: You may as well have dropped in from outer space for all the memories and connections granted to you. It's entirely possible you actually are an alien, but at least you look Human. You *can* look Human, right? Just remember to act at least vaguely normal if you don't want people looking at you funny.

Normal Kid (Free) - Age 1d8 + 7: You've grown up in Mabase city, living in the shadow and steam of the Medical Mechanica factory. You go to school, hang out with friends, and have a fairly standard home life. Your parents are a little strange, but it's no big deal. Nothing really happens here. It's a pretty boring place all things considered.

Agent (Free) - Age 2d8 + 21: You've been through basic training, spent years patrolling the streets of Mabase City as an officer of the law, but it was never enough. You always had the faint feeling you were being watched, that there was something going on in the background you were just a few hints from understanding. That's when you were approached and offered a job working for a top secret military division. Your mission? To track visiting aliens and investigate Medical Mechanica.

Medical Mechanica (100 CP) - Build Date 1d8: You were built by Medical Mechanica several years ago, but were discarded after all attempts to program you failed. You wake up in a bin covered by several layers of other broken and misprogrammed robots. Ones and zeroes cling to the edges of your mind, only to fall away as you slowly scramble your way to the surface. Escaping from the Medical Mechanica facility will take effort and cunning, but you will manage it. What you do after that is entirely in your own hands. But one thing is for certain, you'll never pass for Human.

Perks

All Origins receive their 100 CP Perk for Free and a 50% discount on their others

Drop In

"**Master the Guitar in One Millisecond Class!"** - 100 CP: Guitars are a big deal here in more than one way. They're instruments, weapons of war, scientific instruments capable of opening channels to transport matter across the stars, and occasionally dick jokes. While you may not have any memories, at least you won't have to go in completely uninformed about this vital aspect of the universe. You gain the ability to play the guitar, bass or otherwise, well enough to be in a popular band. Additionally, you have learned how to swing guitars of all kinds as weapons to inflict maximum damage as an improvised weapon. Just beware that ordinary guitars will not be able to take the punishment of more than a few swings, at most.

"**What are you doing?!"** - 200 CP: Let's just be honest here for a minute. Jumpers are weird. You pick up powers from across realities, make fourth-wall snapping jokes, and know either far too much or far too little about a setting. Normal people are going to notice. Except, now they don't. Anything you do that is odd and/or unusual will be casually brushed aside by a majority of the people who witness it. Specifically eye-catching events like giant robots or huge explosions will get blamed on a faceless rogue instead of yourself. You can toggle this off, if you want to impress/scare the locals, but it's not retroactive. Also, while people will not remember your weirdness specifically, it will tend to stick around in the form of rumors. If too many rumors start floating around, the sharper individuals may start piecing together the clues and realize the truth behind them. Particularly observant individuals may see through this entirely.

Wildly Strong - 400 CP: Look, I'm not sure where you came from, but it sure as hell wasn't here. People around here just can't do the things you can. I've seen you shrug off blows from massive robots with just a few scrapes and bumps. And then there was the time you lifted that bus! Well, tipped it and then the bus driver hit the gas. Point is, you're strong enough to slap baseballs into orbit and knock around the medium class robots.

Guitar Summoning - 600 CP: How do I explain this to an under evolved monkey like you? Okay, look, inside every person there's a Guitar. Yes, everyone. Even the one you're thinking of right now. Well, with this perk, you have the ability to pull that Guitar from their forehead. The process is slightly disgusting and causes the individual a mixture of discomfort and pleasure as you bury your arm up to your elbow inside their head and root around. The more the entity struggles, the longer it can take to complete the act.
The model and color of the Guitar depends on the person themselves. No matter what it looks like, the practical effect is always the same and can be used in one of two ways. You may give the Guitar to the person you took it from, giving them a sharp (20%) overall boost to their powers, abilities, physical traits, mana, etc while they hold it.

The other way to use this ability is to keep the Guitar for yourself. Some people will no doubt object to this and may attempt to take it back from you. Should you or anyone else hold entity's Guitar other than their own, they may access a portion (20%) of the original entity's powers and abilities. Beings of truly massive strength and willpower will offer up significantly less of their power if you manage to obtain their Guitar.

Either way you choose to use this power, the original entity will not be weakened in any way. They may be disoriented for a few moments, but otherwise they will be unaffected. You may, if you wish, put the Guitar back inside the person. Doing so will not offer them any kind of power boost. Each entity only has one Guitar inside of themselves, no matter who pulls it out.

Normal Kid

"**It's No Big Deal"** - 100 CP: Look around you. It's just another boring town with more boring people going around their boring lives. Nothing ever happens here. Day in and day out nothing changes except the number on the calendar. I mean, there was that giant robot battle on tuesday and last week an alien secret agent came to live with us as our "maid", but besides that? It's a pretty boring place. Keeping your head down has given you a slight bonus to your ability to focus on the task at hand and tactfully ignoring the weird details of your life allows you keep your sanity a bit better.

"**Nothing Ever Happens..."** - 200 CP: It doesn't matter how hard you try not to think about it, there is something odd about you. Adventure seems to dog your footsteps, shenanigans appear on your doorstep overnight, and that mysterious stranger who assaulted you yesterday has invited herself to join your circle of friends. Quite simply, your find yourself in the company of "main characters" much more often than before. The perk is geared towards keeping you from being bored, but you'll still find time for yourself and your own interests if you want it.

"**...Until You Swing The Bat"** - 400 CP: Seems like such a straightforward turn of phrase. But when faced with a decision that could save, or doom, thousands it can be hard to pull the trigger. For a lot of people, it doesn't even take stakes that high. They just remain frozen, walking in place, trapped in the habit of surviving until an outside force makes the choice for them. This perk doesn't offer you an solution, it doesn't divine the correct answer for you or point you blindly down the right path. Instead, at moments where your conviction fails and indecision strikes, it simply offers you the opportunity to grow into the best version of yourself that you can be. Over time it can help you confront issues you may not have known you had. You may even be able to console friends and allies through theirs, if they're willing. This ability works best under high stress situations, but even peaceful introspection can bring wisdom to light.

N.O. Utilization - 600 CP: N.O. Channels are a marvelous inventions by alien races far more advanced than Earthlings could even imagine. It allows items to be sent across truly massive distances in an instant. Usually through the heads of one or more people. Unfortunately, asking those alien races for the secret of this technology is rather hard considering they're on the other side of the galaxy at the moment. Still, this ability offers you a special version of the N.O. Channel, linked directly to your Cosmic Warehouse. No more will you have to open portals or find a door when you want a snack, weapon, or giant robot from your Warehouse. Simply dig your hand into your own forehead and pull the item in question out. It's that easy! Everything from pocky to the diesel-punk warmachines can be retrieved at a moment's notice. And yes, you can put things back into your warehouse through your forehead as well, as long as you actually have room inside for the item to go. Just keep in mind, this is all going to look pretty weird. Especially if you decide to pull several kilometers of spaceship out.

Agent

“**Where are your eyebrows?”** - 100 CP: You’re an adult. The adultiest adult that ever adulted their way through life. As such, very little surprises you. Or, at least, you manage to keep it from showing. After all, you’ve seen all this before. Whatever emotions you feel inside, you are now capable of keeping them there and letting your face show whatever emotion you want. Truly shocking events, like a giant alien robot sprouting up in the middle of town, may temporarily overpower this ability. But don’t worry, you’ve always got more eyebrows.

“**Target Acquired!”** - 200 CP: As an adult, you know that the world around you is a dangerous place. There are violent people, monsters in the shadows, and those creepy people at corners who smell like pee and want your change. Well, thankfully, you always come prepared to deal with life in the way it deserves. With firearms. Specifically, two light pistols can always be found just by reaching your hands behind your back, loaded, cocked, and ready to make your problems go away. Toss them aside? Lose them when you did that fancy heroic dive through a window? Just reach behind your back and two more will appear in your hands. Even if you’re stripped naked and tossed in a hole, you’ll still find your problem solvers ready and waiting. After this Jump, the pistols will shift to match the weaponry of the universe around you.

“**Confirming Status!”** - 400 CP: Like we said, the world is a weird and unusual place. Aliens are running around, giant robots are appearing, and parts of town are being targeted by a serial arsonist. Thankfully, as an adult, you know all about these things. Adults are always well informed individuals that can be counted on! Practically, this perk allows you gather information on a wide range of topics with ease. Want to know who the main players in a city are? A few hours of work. Want the names of everyone who works for a criminal organization? By the end of the day. Details on interplanetary shipping lanes and who used them during the last month? Might take a few days. Generally the more specific and obscure the information you’re looking for is, the longer it will take you to obtain it. The information doesn’t magically appear, but you can choose how you want to obtain it. Hacking into databases and spying through cameras, a few small bribes to locals and interviews, or perhaps you simply tap into a government agency’s own spy network and listen in. Whatever the way, it will be exceedingly rare for you to catch any criminal trouble for hunting up your information.

“**I can buy my own Insurance now!”** - 600 CP: Somewhere between 20 to 30 goons spring to your aid from across dimensions and time, popping out from behind closed doors, air vents, or even just appearing behind you. They’re highly trained individuals, a.k.a. Special forces, but still ordinary humans packing modern weaponry (for the setting). When called, they will always appear with the weaponry on hand to deal with the task at hand. Trying to capture a target alive? They’ll show up wielding net guns. Need a plane shot down? Rocket launchers are the armament of the day and they’ll have enough ammo to get the job done. They’ll only stick around for an action sequence or two before disappearing back where they came from. Soldiers falling in the line of your shenanigans will in no way decrease the number that show up the next time you use this power. They might not be able to take down a main character, but they can certainly wear them down quite a bit. Limited to once a day or so for combat purposes, but calling on them to help you move or clean up around the house can be done at any time.

Medical Mechanica

Housekeeping Skills - 100 CP: Medical Mechanica is proud to reveal a brand new line of multipurpose robots designed specifically for the modern home owner. Each model comes pre-loaded with a variety of software designed to make it the perfect homemaker and they're guaranteed to do it 30% faster and better than a professional Human maid or your money back! Cooking skills sold separately.

Part Redundancy - 200 CP: Every Medical Mechanica robot is made to function even in the roughest of conditions. While we do not recommend treating our models violently, we have tried to ensure that they will be able to fulfill their duties no matter what minor technical issues plague them. Practically speaking, this allows them to continue functioning up to the point where critical damage has been taking. Missing an arm or having a hole blasted through the chassis will only cause minor impairment to the unit's operation. Of course, this works best in forms made of non-organic materials. In organic forms it will still grant a sizable boost to your toughness.

Plug and Play - 400 CP: Medical Mechanica robots each have a core, a central unit that acts as the "brain" of the machine. To fully destroy one you would have to rip out and destroy the core. Not that you would want to do that, but Medical Mechanica understands that sometimes these things happen. Normally this core is not removable unless the exterior casing is extremely damaged, but you have purchased a top of the line model! The core of your unit is removable and can even operate in a severely limited fashion on it's own. You won't be able to access any of your powers as just a core, but you'll be small and able to move fairly quickly. The practical upshot of this is that you can transfer your consciousness between unattended (i.e. non-sentient) robotic devices fairly easily.

Part of Something Larger - 600 CP: Medical Mechanica strives to be on the forefront of robotics technology and desires to develop models to suit needs you didn't even know you had yet! This rare, prototype unit you have purchased has the ability to devour other technological devices to repair itself. Never worry about paying for a mechanic again! Just feed it several cell phones and watch the dents and dings pop themselves out. Of course, there are a few side effects. The unit does tend to absorb the properties of the technology, which may or may not be a good thing. Having it ingest a laser rifle may cause it to develop a transforming arm or a shoulder mounted laser cannon. There are a number of warning labels and cautionary stickers that came included with this, but don't worry, we peeled those off for you.

Undiscounted

Epic Soundtrack - Free to All: The Pillows will now add their alternative rock music to the background of your life. You might not understand the words if you don't know Japanese, but it will always be deliciously mood appropriate. You can choose to take this, or not, to turn it on or off, and even if you want others to be able to hear this music as well.

Fooly Cooly Skills - 100 CP: What is FLCL anyways? A massage technique? A way to knead bread to bring out maximum flavor? Something far dirtier? Kuri-kuri? Furi-kuri? The only thing that's for certain is that no one knows what they're talking about, including you. You now gain a boost to your ability to talk around a subject while really saying nothing sensible at all.

Great Photography Skills - 100 CP: Photography is an easy skill to pick up but a difficult one to truly master. The best can take a perfect shot with any kind of camera, but true mastery of the art comes from knowing *when* to take the picture. Now, you have a perfect sense of timing and artistic sense when it comes to taking photographs.

"**A Panda with a Mean Face"** - 200 CP: Life can be a callous place. There's disappointments, pain, and anger waiting around just about every corner. But you've discovered a way to make it all not seem so bad. Just by taking a moment to think about a few things you truly like, whatever they may actually be, you can push aside just how much the world sucks and focus on the good. The practical upshot of this is a surge in mental fortitude and willpower for a while. The worse the world is around you, the shorter the boost will last. Trying to push this ability for too long may just make matters worse as the strain and denial catches up to you.

Items

Bunny Suit - 50 CP (Free Drop-In)

Exactly what it sounds like. This skin tight Bunny Suit will fit on your body, no matter what the proportions happen to be. Female, male, robot, dragon, multi-dimensional tentacled being, whatever floats your boat.

Sunglow Yellow Piaggio Vespa SS 180 - 200 CP (Discount Drop-In)

Can outpace any normal car with ease, survive crashes that would twist an ordinary vehicle into a pretzel, and even fly through space. The only downside is that the few repairs it will need require small, plastic, robot figurines to complete. Don't think about it too hard.

Left-Handed Rickenbacker Bass Guitar model 4001 - 300 CP (Discount Drop-In)

A copy of the infamous Haruko's Guitar. Has a pull-cord motor attached to the back that may or may not add extra power to each swing. The neck opens up to reveal a rifle barrel fully capable of firing machine gun rounds or shotgun shells. It also contains a rocket launcher in the neck… somehow. It is also an excellent club and will never break, need reloading or refueling. Should you happen to lose it or have it stolen, it will appear in your Warehouse the next day.

Power Tracking Bracer - 400 CP (Discount Drop In)

This wide, thick metal cuff is made to be worn on the left wrist just above the wrist. A small loop is welded to top and a small, square link of chain attached to it. For all intents and purposes, this bracer will look and read as a perfectly normal item. Not magical, technological, or otherwise to any detection. However it has the unique ability to track power sources of any kind. All you must do is mentally designate a power source that you have knowledge of and the chain link will point in the direction of such sources. At the outer edges of its tracking range, a dozen miles, the chain link will merely rattle noisily in the vague direction of the power. However, as you draw closer it will point with ever increasing accuracy.

The more vague or common the source of power you ask this cuff to track, the less likely you will get the specific source you are looking for. Atomsk's power is fairly unique, but asking it to track magic in a high magic universe will just net you the closest wizard of any power.

Shirt and Sweater Collection - 50 CP (Free Normal Kid)

A random assortment of shirts and sweaters like those the various characters of FLCL can be seen wearing. These clothes are strictly ordinary, though they fit you very well and are comfortable no matter your proportions. They do seem to repair themselves when you're not looking though.

Fire Starter Handheld Video Game - 100 CP (Discount Normal Kid)

Fire Starter is a handheld video game about burning down a massive city while avoiding being noticed or contained by government officials. You play as Lord Kanti, God of Flames, who desires to see the whole world dissolved into ash. People claim it is impossible to beat. Perhaps you can prove them wrong?

Gibson Flying V - 200 CP (Discount Normal Kid)

Comes in a variety of funky colors. While it doesn't have all the fancy add-ons like the Rickenbacker, it's still an impressive instrument, capable of amplifying an ordinary person's strength several times over. Works less well on those with already impressive gains. Will never break, no matter how much punishment you put in under. Should you happen to lose it or have it stolen, it will appear in your Warehouse the next day.

Family Bakery - 300 CP (Discount Normal Kid)

This delightful little shop looks, smells, and in fact is a normal bakery. During your time here it will provide a small, if constant, source of income as well as a few rooms for you and your friends to stay in. Don't worry about running the place, we've included a basic Medical Mechanica robot to do that for you. Don't try to move it from behind the register though. It will harmlessly collapse to pieces and remain utterly unrepairable for 24 hours.

When you leave this universe, you may choose to allow this property to follow along with you, popping up wherever you choose and continuing to earn you a small, steady income. No one will find the robot behind the counter odd no matter where you go and each morning the bakery will fill itself with bread all over again.

Alternatively, you may attach the bakery to your warehouse, where it will continue to produce a wide assortment of delicious carbohydrates for your consumption. It will no longer generate money, instead generating a new "Mystery Bread" each day that incorporates ingredients of all kinds that you have encountered in your travels. Everything from Hydra Meat Rolls to LSD-laced tarts and even more exotic edibles have a possibility of appearing each day on a small silver tray. The Mystery Bread cannot be harvested for the strange ingredients it may hold, only eaten. It may or may not be poisonous, digestible, or even chemically considered food.

Medical Mechanica, Home Model - 100 CP (Discount Robot)

While this robot looks an awful lot like Canti, it is in fact a basic home model of the Medical Mechanica Maid series. It can perform any basic household chores, run for groceries, cook fairly well, and perform a number of medical scans like x-rays and cat scans. It is not nearly as combat ready as other models, but still very useful to have around the house or your Warehouse. Comes with no personality installed.

Cool Shades - 50 CP (Free Agent)

You can't keep the world safe from destruction while you're squinting from glaring brightness. It doesn't look cool. These shades, which you can design, will never break and always appear fashionable. Should you lose them you'll find a fresh pair in your pocket the next time you find yourself squinting.

Absolutely Massive Sniper Rifle - 200 CP (Discount Agent)

Similar to an ASVK, this large caliber sniper rifle comes with a handy carrying case to hold it when not in use and breaks down into several easy parts for quick storage. While the magazine is *supposed* to only hold five rounds, you'll never find yourself running out of bullets. While the gun has no safety, it does have a switch to change from normal to explosive to armor piercing rounds. Safety is overrated anyways. Should you desire a different model sniper rifle, you may feel free to pick the one you prefer.

Little Prince Curries - 50 for one variety, 100 for all three

These small boxes include not only the powdered spice you need to make curry, but all the ingredients to make the entire meal. That's right, meat, rice, veggies, the works. Never needs refrigeration and can stay fresh basically forever. Comes in Very Sweet (Mild), Mont Blanc (Medium), and Manhattan Style (Dragon Breath). For 50 CP, pick one flavor. Pay 100 CP and you get all three! Three for the price of two! Each day you'll be given enough to feed eight people one dinner-sized meal. These appear in your Warehouse each day when you're not looking.

Scandalous Towel - 50 CP

This pink, fluffy towel almost certainly came from a much dirtier planet. It's extremely soft, will always be completely dry when you go to towel off, and is perfect for wrapping up in after a hot bath. Unfortunately, it likes to grow and shrink in length according to the mood of the room. It will just barely cover, or uncover, necessary areas for maximum comedic effect and frustration when seen by others.

Pellet Gun Arsenal - 100 CP

What first appears to be a duffle bag stuffed with a small arsenal of firearms soon proves to be nothing more than plastic pellet air-soft toys. While they all fire at rates that would exceed any expectation of simple springs and produce mildly realistic noises when fired, the plastic pellets they fire will never do more than sting a target and leave small red welts. They never need reloading, so at least you don't have to bother tracking down all those little yellow orbs after your "battles".

Gibson EB-0, 1961 Model - 300 CP

Only comes in a bright, cherry red color. This is almost certainly a copy of the real thing, but no less powerful for being so. Infused with a sliver of Atomsk's true power, this bass guitar is a weapon few beings can withstand being struck by. Armor of any thickness is no barrier to the might of this weapon. Beings with sufficient strength will find themselves able to cleave chunks off starships with this terrifying weapon. As with the others, it is utterly unbreakable and will withstand any level of punishment. Should you happen to lose it or have it stolen, it will appear in your Warehouse the next day.

Companions:

Tiny Cat - 50 CP: This tiny black kitten, called Takkun, is a lovable goofball and a bit of a moron. It's gender is indeterminate and if you want to rename it, it will answer to pretty much everything. Guaranteed to love you forever and alternate between bouts of wild, playful energy and loving lap cat modes.

Fat Cat - 100 CP: This big old fluffball has no known name, the ragged ears of a tom cat that has spent years defending his territory, a tail with three kinks in it, and a Russian Blue coat with white patches on the face, belly, and paws. His face bears an eternally smug look, as if he knows all your secrets and your taking care of him is his payment for keeping quiet. He also may or may not be an interstellar communicator. Tests unclear. Ask again later.

Road Trip! - Free or 200 CP for 8 Companions: What's a wild ride without a few friends to scream and laugh along side you? Feel free to bring along up to eight Companions at absolutely no cost to yourself. They can take any free Origin they wish and receive the free Perk and Item that go with it. If you wish to give them a little something extra, for **200 CP** your Companions can choose their Origin, their free Perk and Item, and also have 400 CP to spend on whatever Perks they wish. Companions may not buy Items or take Drawbacks. You can use either option to create new Companions for any empty slots you currently have.

Naota Nandaba - 200 CP: The angsty pre-teen protagonist himself bumps into you in the street shortly after you arrive, muttering an apology and hurrying away from you. Over the next few days, you will find yourself running into him more and more. The poor kid could really use a sane friend in the midst of the madness that is coming. While it is not guaranteed that you will be able to convince him to join you on the Chain, by buying this you ensure his friendship and that he will seriously consider the offer. Naota will start with the "**It's No Big Deal"** and "**Nothing Ever Happens"** perks. Over the course of your time here, he may also gain "**...Until You Swing The Bat"** should you help him overcome a few of his personal issues. He will likely also pick up a Gibson Flying V of his own along the way.

Haruko Haruhara - 200 CP: This wild card is an alien from outer space who has dedicated herself to tracking down and stealing Pirate King Atomsk's power for herself. She's unpredictable, energetic, sensual, but there's a sweetness lurking beneath the crazy. Or maybe it's just more crazy. Who knows? You'll meet her a few days after she encounters Naota unless you seek her out. At first your interactions will be fairly strange, but slowly she'll come to regard you fondly as one of her favorite under-developed primates. She'll even offer to take you with her after the events of the story unfold and she heads back to space. It's sure to be a wild ride, no matter which way things go. She will be fairly easy to convince to join you, though making her stay is another matter. Haruko starts with "**Master The Guitar In One Millisecond Class!"**, "**What Are You Doing?!"**, and "**Wildly Strong"**, though she will not gain anything else. She also comes with her Vespa and Rickenbacker, but will refuse to give you either of them no matter how much you ask.

Canti - 200 CP: The strong, silent type if there ever was one. He is a Medical Mechanica robot of indeterminate model that will erupt from Naota's head and promptly beat the snot out of a massive robot arm a few weeks after you arrive. He is seen to have a curious nature, exploring the town on his own in his free time, as well as a willingness to serve others. While no one knows his inner thoughts, he does have heroic instincts and needs no orders to save those around him or leap into danger. Conversations with him are going to be a little limited unless you modify him, but he is none too eager to let others tinker around in his innards. He will still live with the Nandaba household, but visit you on a regular basis for a whole spectrum of reasons. He starts with "**Housekeeping Skills"** and "**Part Redundancy"**. He will also display all the signs of having "**Wildly Strong"**, but only when engaging a foe. Should you convince him to tag along with you Post-Jump, he will also gain "**Plug and Play"**.

Commander Amarao - 200 CP: Outwardly he is a tough, imposing individual that easily sets an example for those who work around him. He exercises, is a crack-shot investigator, and has some absolutely epic eyebrows. However, under the surface, he's a less like a rock and more like a damp sponge. He loves sweets and tends towards childishness under pressure. Plus, his Guitar is hilariously weak. He has some serious skills under the hood, even if he is ***WAY*** out of his depth in this adventure. Amarao comes with all four Perks under the Agent Origin, though his use of "**I can buy my own insurance now!"** is limited to once a week to give the minions time to heal. He will likely be very open to the idea of joining you on your adventures, but may need some help acclimating along the way.

Mamimi Samejima - 200 CP: A troubled high-school student with a lot of issues to deal with. She tends to come off as mopey, distracted, vapid, and just a little bit stupid. This is alternated at times with bursts of high energy and a certain sensual dependency. She also has a problem separating reality from fantasy, tending to blend the two and live in her own little world. She starts off with the "**Arsonist"** and "**Overflow"** Drawbacks, but with your help she may overcome her issues. Should you manage it and convince her to come along with you at the end of your ten years here, you will gain **800 CP** that you can use to buy her Perks from this Jump before you leave. She counts as having the Normal Kid Origin for the purposes of discounts and freebies.

Drawbacks:

Take as many as you want, only 800 CP can be gained

THOSE EYEBROWS! - +100 CP: Maybe it's not your eyebrows. It might your large feet, pointed ears, or even your massive tracts of land. Whatever it is you can be guaranteed that everyone is going to notice your one distinguishing feature. It's going to be so distracting that you'll have a hard time getting people to focus on what you're saying, even in dangerous situations. I hope you can snap your fingers. You're going to be doing it a lot.

Ugly Hat Syndrome - +100 CP: Who let you out of the house like that? Did you just roll around on your floor and wear what stuck to you or something? Ugh. Whatever. You will be utterly incapable of dressing fashionably during your years here. Ugly hats, unsightly color combinations, bizarre shirts and sweaters. Just get used to comments from everybody, including your Companions, on your fashion sense. Don't expect to get others to pick out clothes for you either. Everyone has long since given up helping you out in that department.

Strange Forehead Horns - +100 CP: Roughly once a week or so a random assortment of flesh-colored "horns" will grow from your head. Their shapes and size will vary widely and you'll never get the same combination twice. They can be pushed in and held down with bandages, hats, and a variety of other methods. Unfortunately, these have a habit of slipping off at the worst possible moments no matter what you do. The horns will stick around for several days, then disappear, only to reappear again and again.

"**What's going on with your head?"** - +100 CP (Requires Strange Forehead Horns) - Your head is now a strange, magical surface that is not limited to mere horns. Cat ears are the least weird thing you can expect to see perched up there as everything from fire extinguishers to living horse heads to entire tank cannons sprout from you on a regular basis. This is a constant effect with the exact items shifting daily. You will also find devices, items, weapons, even robots from your Cosmic Warehouse included in the mix, which will make them awkward, if not impossible, to use for that day.

Eva Novelist - +100 CP: It's not what you did that people mind, it's that you won't shut the heck up about it that annoys those around you to no end. Come up with a story from your past adventures. Now, you will never stop talking about it. At every opportunity you can find you will squeeze in at least a small mention of your exploit. Even of you know everyone in the room has heard the story hundreds of times. Given half a chance, you'll launch into an energetic retelling of the tale, to the horror of those around you. You can be interrupted, of course, but expect your social skills to take a dip because of this habit.

Bullied - +200 CP: No no no, not physically. As a Jumper you can probably kill nine ordinary people with a wave of your hand. For the duration of your time here you will find yourself under a near daily barrage of emotional teasing, passive aggressive snark, and unwitting mockery of your personality. While a few people will do this on purpose, a majority of the bullying you will encounter will be unintentional. Companions will make a comment about your hair and you'll take it personally. A kindly old man will passingly suggest that you'd look better if you smiled, only for you to feel it like a stab to your heart. Even the attempts to convince you otherwise simply further proves, to your mind, the harassment hidden under the words.

Traffic Accidents - +200 CP: Cars, trucks, semis, SUVs, Vespas, hybrids, boats, trains, even light aircraft all seem to have a sudden hatred of your general existence. Through twists of fate, your own stupid actions, and/or the incompetence of others you will have a daily problem with vehicles of all kinds. Trying to ride on, in, or on top of any kind of mechanical transportation is a sure way to cause an accident. Even just walking down the road you will occasionally find a way to cause problems. You'll see a dollar bill and instinctively reach for it, only to realize you stepped in traffic with cars skidding wildly around you. Barricading yourself inside your home won't save you for long, as the universe is will most assuredly find a way to drive a truck through your living room. Expect to have problems at least once a week, if not more often.

Arsonist - +300 CP: It's you, Jumper, even if you don't remember. During your time here, the area around your home will have a constant problem with sudden fires. Strings of them will break out in the span of a few days, stop for a week or two, then start up all over again. You're the firebug behind it and while you may be able to keep yourself from getting caught you will not stop burning buildings for the ten years you are here. You will experience roughly an hour where you will black-out only to wake up in front of a building on fire or if caught in the act. This will tend to happen when you are asleep, but staying awake will not stop it. You tend to target vacant, abandoned buildings whenever possible, though if nothing around fits that description you will torch whatever is at hand. Living outside of town will not stop the arsonist inside you. I would not suggest living inside your own Warehouse. That could be very disastrous.

Constant Scandal - +300 CP: There's just a certain quality about you that the media seems to find absolutely irresistible. Paparazzi will wait outside your house for hours just to snap a picture and yell a few questions in your direction. You'll find your face in all the trashy magazines and even a few of the smaller newspapers on a weekly basis with some new travesty assigned to your name. Are you a Harem Jumper? Expect the public to be constantly speculating on your various relationships with a fervor that would do credit to a Spanish soap opera. Vacationer? The media just can't seem to get over that mysterious wanderer and ruin your relaxation by popping up every time you sit down. You will be famous for your ten years here. You will not enjoy the kind of fame you are saddled with. You will be harassed and badgered and genocide will only add to the volume of the questions. It's as simple as that.

Brother's Shadow - +400 CP: Why didn't you tell me you had a brother? Oh, that's right, because literally everyone already knows. He may be off in America playing baseball, but somehow you will find yourself constantly compared to your older, successful, and all around better big brother. What's worse is that it's actually true. Your brother *is* actually better at you at everything. Yes, even that. Expect your powers to be severely dampened (i.e. 20%) for your time here. You're also going to have to get used to everyone around you comparing your deeds to your big brother. Save an entire bus of children? Instead of praise you'll be greeted with stories about how your big brother once saved a whole orphanage worth of kids from a raging fire. Use a magical guitar to bat a giant satellite-bomb back into orbit? People will still be asking about your brother and saying how he could have done it with less collateral damage.

Overflow - +400 CP: Life is a terrible, awful, horrible place full of disappointment, failure, and grief. It's a hard, hard place to deal with at times. So you've developed a defense mechanism. A broken, awful one, but now that you've acquired it, you can't seem to deactivate it. When reality becomes inconvenient for you to deal with, you just shut off. Too much emotional stress simply causes your brain to take a holiday. It causes you to blackout for an hour or two at a time as your brain scrubs out the offending event and reboots. Lacking emotions is not an automatic pass on this Drawback, as your protections will be overridden or you will be handed emotions if you had none previously. It is not merely negative emotions that you will cause you to blackout, excess positive emotion will also cause the same effect. Even isolating yourself from people will be no guarantee of avoiding the issue either, as the loneliness will quickly turn into emotional distress as well. Expect to lose a lot of time while you are here.

Blow to the Back of the Head - +600 CP: Shortly after you were inserted/reincarnated/spawned in Mabase City, an alien by the name of Haruko Haruhara speeds by you on her Vespa, clipping you in the head with her guitar as she passes. She barely notices the impact and, if questioned, will not remember the incident later. The impact has a strange effect upon you in addition to the throbbing pain. It has activated a partial N.O. channel link in your head. This broken channel cannot be used for anything useful, ever. If you bought the N.O. Utilization perk, it will not function while you have this drawback. You will grow "horns" as per **Strange Forehead Horns** (while giving you no additional points). Additionally, any powers you did not purchase here will fluctuate wildly every time you try to use that. Each time you attempt to use an out-of-Jump power a range of possible malfunctions will happen. The power may not work at all, work erratically, activate an entirely different power, go off at double intensity, work only half as well as it should, drain far more energy than it should, or any one of a hundred different possibilities. The outcome may not always be negative for the current situation, but it will be far more often than not.

The End

Another Morning

So, you made it through without too many bumps and bruises. Good for you. I'd hand you a cookie but I ate them all already. Shall we be off to your next decade in another part of the multiverse?

Crazy Sunshine

Oh, you want to stay? Well, if you're sure. Have a good life then. I hope what you found here was worth giving up the multiverse for.

Last Dinosaur

I get it, you've had enough and you want to hang up your instrument. You will be returned to your home dimension with all the powers, items, and Companions you have gathered so far.

Notes

- **N.O. Utilization Clarification:** You can also use N.O. Utilization to pull living things out of your warehouse. However, the N.O. system was not truly intended for living matter, so you will be unable to put them back through the same way. The exception to this is Companions, who you may pull in and out of your forehead as you please. Do not expect them to be particularly thrilled at this method of travel.
- **Further N.O. Utilizations Clarifications:** You may pull items out of your Warehouse from any direct Warehouse add-on you have picked up on your travels, such as shuttle bays or giant robot hangers. They will automatically be returned to their designated location if you choose to put them back through your head as well.
- **Concerning Medical Mechanica Perks**: They are not locked to the origin and can be taken by anyone of any background. The fluff is supposed to read like an advertisement and is just fluff. However, you will be an oddity if you take them as any other background. How exactly you explain it, I'll leave up to you. Maybe you're an experimental cyborg, a prototype biological unit, or just a crazy person with a knife that shoved technology in where it doesn't belong.
- **Normal Kid Origin**: You can come up with the details of your family, with a few guidelines. Having no parents is not an option considering your starting age. You'll have to have at least one parent and they will be a little odd. Other than that, have fun.
- **Guitar Summoning:** Determine which model and color guitar an individual gives you for yourself. It's a completely aesthetic choice and will alter nothing no matter what you come up with. I'm not going to yell at you if you don't want them all to be guitars. Maybe Darkseid has a saxophone hidden deep in his soul. Again, this is a purely aesthetic choice and will not change how the power functions.
- **Guitar Summoning, Further Notes:** Just use your best judgment when it comes to the powers and strength of said powers you gain from individual entities. I'm not going to answer questions until the end of time on each and every character from across the multiverse. Mother Winter from Dresden is a good estimate, in my opinion, of the tier of entity that will be able to resist this ability.

- **Canti:** He will not come with access to Atmosk's power Post-Jump. He won't have it for more than a few weeks anyways unless you dramatically alter the story. If you do, just figure something out. He never has full access of it anyways.
- **Arsonist:** Creating building for yourself to burn down is a viable option, but they will only be targeted in the absence of ***any*** other unoccupied buildings in the area around you. Unoccupied buildings you didn't build favored over Unoccupied buildings you built favored over Occupied buildings. I think this is a pretty fair compromise. Kodos to ParanoidAnon for coming up with this out of the box solution.
- **Brother's Shadow:** Your "brother" may or may not actually exist, at your choosing. He could even still be in Mabase City if you really wanted. He will still be vastly better at everything you can do and more. You cannot, however, steal his power or any such nonesense. It will just not work. You can, if you wish, make him a Companion at the end of your ten years. He will be completely depowered, completely. No ifs, ands, or buts.