

*Come one, come all, it's a wide **Omniverse** out there, after all.*

Generic Ben 10 Fanfiction Jump v1.0

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Welcome again, Jumper, into the Omniverse this time. Do note that crossover fanfictions are allowed to be taken for this jump as well. With that, it's ***Jumping time!*** Take these **2000 Chili-Fry Points (CP).**

Starting Location:
Wherever and whenever the plot may take place, Jumper's pick on the house.

Age and Gender:
Whatever you feel is appropriate, suit yourself, no judgement here.

Origins:
You can have any combination of up to 3 origins that can be taken here, so you are limited to 7 discounted perks, 3 free 100 CP Perks, 3 free 100 CP items, and 6 discounted items no matter what combination of origins are taken.

Drop In -(free)
You are a blank slate, entering in without any prior attachments.

Tennyson -(free)

You are a member of the Tennyson Family. (You can choose whether by blood, law or bonds).

Trix Wielder -(1000 CP)
You wield an Omnitrix or one of its many variations.

Magician -(500 CP)
You have the ability to wield life energy, also known as mana and cast spells.

Protagonist(s) -(200 CP)
You are one of the main protagonists, with all the action tending to be aimed at you.

The Side Cast -(free)
You are part of the supporting cast, and won't always be caught up in all the action.

Supervillain -(200CP)
You are part of the Evildoers.

Time Walker -(800 CP)
You are a Time Walker, through whatever means, you exist outside of time, able to travel through it at will, manipulate your personal time-space to some extent, and are immune to ageing unless you want to.
Also allows you to visit alternate timelines and the wider Omniverse.

Species:
You can purchase a species from the list below to be your starting species, you will be a prime specimen of your species as if you were transformed by the Omnitrix. Any sort of necessary equipment for your species to walk around normally, suit, gravity projector etc are included even if not specified. All species will include whatever instincts and muscle memory needed to use your body/powers without any sort of issues. Any Species with explicitly lower lifespans than Humans will have their lifespan raised to equivalent to humans when purchased. Species without given names will instead have their prominent representative as the name. **Time Walkers** must pay 1.5x more for any race they select.

Hybrid- (variable, Half the sum of the total of the two species)
You gain half the potency of abilities and weaknesses of your two parent races.
For Celestialsapien Hybrids, this only lets you match the capabilities of Reboot Alien X but you don't get additional personalities.

Human -(Free)
You are a homosapien, no outstanding abilities except the potential to cross-breed with other species viably and possibly gain superpowers via mutation.

Anodite -(800 CP) (only Discounted for Magicians)
You are a being made out of energy, wearing a skin of whatever species your non Anodite parent was. Your kind is very inclined to magic, naturally possessing very high mana reserves and rumoured to be able to supposedly take down even a Celestialsapien with your

magic. After gaining access to your Anodite form, it will take 80 cumulative years for you to master it to the point you can defeat the Highbreed Armada by yourself.

Osmosian -(800 CP) (only Discounted for the Protagonists and Supervillain)
You are either a specific type of mutant or descended/hailing from Osmos 5 depending on which continuity you believe.You gain minor enhanced strength and durability, being able to lift more and survive more than a regular human. You have the innate ability to absorb and manipulate energy, however, storing energy long term drives you insane with a hunger for more energy. You also can absorb matter, creating an armour around you or others, creating weapons from your limbs and making more of a specific material you absorb, becoming a living version of that material, taking on it's properties. You also gain the ability to absorb the DNA of a being, gaining their abilities at 1/10th their strength. However, this will fade over time unless you drain the being to the point of death. Doing this also increases the chances of your sanity destabilising.

Technopathic Mutant (Cooper) - (300 CP)
You were born as a mutant, an outlier amongst humanity. Your gift is the ability to control and manipulate technology, being able to mentally control it ,disassemble it, and communicate with it, regardless of how advanced it is. With enough study, you can even repurpose technology into technology of your own design. For the purpose of your powers, anything that has an electrical flow through it is counted as technology you can interact with.

Absorption Mutant (Michael Morningstar) - (600 CP)
You are a human leech. Your powers enable you to drain the life force/energy of other beings and things both from touch and using black beams. This extends to plants and animals. Once you've drained some energy, you are able to use it in the form of flight, energy blasts, force fields, shockwaves and the like. If you absorb enough energy, you turn golden, increasing your potency and strength and durability. If you drain someone too much, they are reduced to a zombie-like state and they hunger for the energy you stole from them. If you use up too much energy, you enter a shrivelled up state and can only use the draining part of your powers. If you manage to enter Ledgerdomain, you gain access to an unlimited source of mana and thus don't need to feed, however this doesn't work outside Ledgerdomain.

Aerophibian -(400 CP)
You are a being that can move so fast you can enter hyperspace when flying, surpassing the speed of light. You can breathe in air and in water and can survive space. You also have the ability to fire Neuroshocks from your eyes and tail, potent enough to hurt even a vaxasaurian.

Amperi -(500 CP)
You are a alien that has the appearance of a giant jellyfish. You are a master of electrokinesis, being able to fire deadly electrical beams and bolts, can turn into living electricity to travel through wires and you can absorb energy based attacks. You can breathe underwater and use your powers there with no issue, however you shock yourself if you try to use them partially submerged. At full mastery, you can read the thoughts of other beings and even swap minds of two individuals with the right equipment.

Apploplexian -(Free)
You are a giant anthropomorphic tiger with massively enhanced strength, durability, innate martial art knowledge, and sharp claws that cut through even alien metals. However, the species is prone to raging at anything that inconveniences them or angers them, legendary for going berserk on even the smallest of things.

Arachnichimp -(200 CP)
You are a blue monkey like alien with multiple limbs and a tail. You can shoot webs from your tail, strong as steel cables. You also have enhanced strength, speed and durability.

Arburian Pelarota -(300 CP)
You possess a thick, yellow armour on your back and on the back of your hands. You can curl up into a ball, making only your armour be exposed, letting you destroy things by rotating quickly and launching yourself as a projectile. Your durability is astounding, being able to survive atmospheric reentry.

Argit -(300 CP)
You look like a humanoid cross between a rat and a porcupine. When threatened, you shoot out spikes that put others to sleep.

Atasian (Highbreed) -(400 CP)
You possess vast amounts of strength and durability, being able to match a Vaxasaurian in combat. You can fire darts from your claws. You have wings for flight and can open up your chest to reveal roots for obtaining water. Your biology favours the cold, being weakened in very hot areas.

Atomix -(800 CP)
You are part of an unknown species that controls a type of nuclear energy. You possess amazing amounts of strength, being able to send people into orbit with a kick. Your energy is no joke either, being able to subdue even Ultimate Aliens with ease.

Atrocian -(400 CP)
You are a short, pudgy invulnerable alien. You are indestructible, resistant to poison and you are immune to lava and heat. You can still feel pain though.

Basalt (Rocks) -(200 CP)
You are made out of stone, you have enough enhanced strength to cause earthquakes and are resistant to heat. You cannot swim, and will weaken over time in water.

Bashmouth -(300 CP)
You have massively enhanced strength,speed and durability. This is added to by your ability to generate metal armour on parts of your body like your arms and jaw. However, you share the same instincts as dogs from Earth, being distracted by meat, sticks and patting.

Biosovortian -(400 CP)
You are made of living metal. You possess immense magnetic abilities, being able to generate magnetic waves through your claws that can repel, attract or tear apart metal. You

can use your magnetism like telekinesis, make other things magnetic, make force fields and even regenerate from nothing after being blown up.

Cascan- (200 CP)
You have an armoured exoskeleton and can launch pressurised water from your forearms. You have a decent amount of control over your water, being able shape it into weapons, fly with it and even freeze it. You also breathe underwater and swim at high speeds.

Celestialsapien- (1500 CP) (2000 for no other personalities)
Originating beyond any universes, these beings are from the Forge of Creation, possessing the ability of reality manipulation.Their passive durability is enough to tank point blank annilarghs. They normally come with 3 personalities to regulate this, and at least 2 personalities must agree to do something before it can occur.

Cerebrocrustacean -(500CP)
You are an crab like being with an oversized head. Your skull can open up to reveal your bulging brain, that shoots elec

Chimera Sui Genesis-(400 CP) (500 for Laser Vision included).

Chronian -(300 CP)
Note: overuse of temporal abilities will rapidly age and weaken user.

Chronosapien -(1000 CP)

Citrakayah -(300 CP)

Conductoid -(800 CP)

Crystalsapien -(600CP)
Note, upon your first death per jump, return as a Petrosapien.

Detrovite -(300CP)

Dragon -(400 CP)

Ectonurite -(600 CP)

Ekoplektoid -(400 CP)

Florauna -(400 CP)

Fulmini -(600 CP)

Galilean -(600 CP)

Galvan -(400CP)

Galvanic Mechamorph -(500 CP)

Geochelone Aerio -(500 CP)

Gimlinopithecus -(300CP)

Gourmand -(500CP)

Gutrot -(600CP)

Ickthyperambuloid -(free)

Incursean -(200CP)

Insectoid (Ball Weevil) -(200CP)

Kickin Hawk -(200CP)

Kineceleran -(300 CP)

Kraaho -(100 CP)

Lenopan (Mudpuppy) -(200 CP)

Lepidopterran -(200 CP)

Loboan -(200 CP)

Merlinisapien -(100 CP)

Methanosian -(400 CP)

Mystaxians (Mole-Stache) -(100 CP)

Necrofrigian -(400CP)

Nemuina -(400 CP)

Nosedeenian -(500 CP)

Opticoid -(200 CP)

Orishan -(200CP)

Orthopterran -(100 CP)

Oryctini (Eatle) -(500 CP)

Petrosapien -(400 CP)

Piscciss Volann -(200 CP) (includes breathing brace)

Plankchaküle -(300 CP)

Polar Manzardill -(200 CP)

Polymorph -(300 CP)

Portaler -(400 CP)

Prypiatosian-B -(700 CP) (Comes with suit with a latch)

Pturbosaurian -(400 CP)

Pyronite -(600 CP)

Revonnahgander -(Free)

Segmentasapien -(400CP)

Slime-biot -(200CP)

Sonorosian -(400 CP)

Spheroid -(100 CP)

Splixson -(100 CP)
Note: each duplicate and original share senses and can share thoughts in a telepathy-based pseudo hivemind. However, the sense of pain is significantly weakened between the clones and the death of one clone does not kill other clones nor the original.

Talpaedan -(300 CP)

Tetramand -(400 CP)

To'kustar -(1000 CP)

Toepick -(200 CP)

Transylian -(300 CP)

Trumbipulor -(400 CP)

Uxorite -(300 CP)

Vaxasaurian -(500 CP) (includes reboot sonic tail mace).

Ventrilosquid -(300 CP)

Vladat -(500 CP)
Note: Burns in sunlight. Not lethal.

Vreedle -(Free)

Vulpimancer -(Free)

Xerge -(Free)

Zaroffian -(200CP)

Perks:
General Perks:

Drop in perks:

A jumper's food is their castle -(100 CP)
You gain the ability to create any normal food for a meal on demand. Cannot be used in an offensive manner.

Just visiting -(200 CP)
You can render yourself unable to be noticed by people at will during the first hour of you arriving in a specified location.

Jumper Ability Access-(400 CP)
You are able to learn the local power systems without issues, for Ben 10 this means you learn how to manipulate Mana, and this extends to Aura, Chakra, Hamon and the like in this (if it's a crossover fanfiction) and future jumps.

Jumperverse shenanigans -(600 CP)
You gain the ability to determine in any jump if you exist only in the universe you reside in or if you have multiversal variants. You also gain the ability to announce a team up with any variants of yourself you encounter, reducing any internal conflicts and increasing the chance of learning something new from them while also being able to teach them what you know easier. Toggleable.

Omniversal Self Trademark -(800 CP)
Copies/Clones/Variants of yourself can only exist if you give your approval, if anyone attempts to replicate you without consent, the resultant duplicate dissolves into a cease and desist notice that you get alerted where it's located. If you encounter a variant of yourself you dislike, you gain the ability to remove them from your universe/timeline and into either a random one or their original by voicing your disapproval.

Tennyson Perks:

Infinite Tennyson strength -(100 CP)
Once per day, you are able to do one feat that is 10X Stronger than it should be. For example, if you can normally lift up to 10 tons, you can invoke this to lift a 100 ton Boulder.

A Family Tradition -(200CP)
You are granted skills that pertain to joining the Plumbers, including knowledge of local and extraterrestrial law's, actual plumbing knowledge to maintain your cover, accurate shooting and how to use and operate any level 7 or lower technology device. (To clarify for reference, basically, everything that was commonly used by the Federation in Star Trek is level 7 and below with FTL Spaceships being level 7).

Tennyson Name -(200 CP)
Your family name, whatever that may be, is regarded highly wherever you go, with the respect that brings. (Is toggleable, you can choose any part of your name instead of your family name to use this with.)

Tennyson Luck -(400 CP)
The odds are truly in your favour, Jumper. Those who you care for that are non-combatants never seem to get harmed directly by those you call foes, games of chance seem to favour you a bit (by about 10% more) and luck boosting artifacts become 150% more powerful when used by you.

Tennyson Charm -(800CP)
You have significantly more success in your love life, being able to romance anyone you want and be able to reproduce with them, no matter if they are a different species with entirely different biologies. Any children you have a guarantee to perfectly inherit their Parent's abilities without any genetic defects. (You can pick which ones you want them to inherit at birth).

Trix Wielder perks:

All in the manual -(100 CP)
You get a complete user manual on how to use any item of your choice once per month.

So simple a child could use it -(200CP)
You gain proficiency over any object you use in combat 10 times as fast. For example a sword, a bow, an omnitrix.

Make it up on the fly -(400 CP)
You gain an increased ability to improvise successfully, letting you use new abilities easier or to leverage existing ones to far greater effect.

Shout it out with pride -(600 CP)

By announcing the name of your transformations or that you are about to transform, you gain a 2 times multiplier to your powers in that form. May also strike fear into your enemies if you wish.

I built my own! -(800 CP)
You are able to build copies of any item you own, and add additional customisations, features and upgrades that you want to these copies. Doesn't require materials for just copies but can only be used once per year per item. Upgrades require relevant materials. You know what is needed for any upgrades or features you want to add.

Magician Perks:

Language isn't an issue -(100 CP)
You are able to comprehend and speak any spoken or readable language, and can directly understand the meaning of any text even if it was cyphered or encrypted.

Never too much gear -(200 CP)
You are able to gain benefits from and use the abilities of equipment even when not wearing or wielding the equipment in question, but at 1/10th the strength/potency. The equipment in question must be recognised as belonging to you.

Rock on demand -(400 CP)
You get the ability to summon up to 10 of the Golems from Ledgerdomain that Charmcaster uses every day. These Golems can be made to be as smart as the average human or animalistic, can take any form you wish but have a maximum size limit of 8 meters, in height length and width, and are capable of using basic mana manipulation such as shooting beams if you wish. You can also fuse with them to make a suit of armour that multiplies your magic strength by 120% , and redirects damage to itself up to a city level attack, which will shatter it.

Tremendous Bargains -(600 CP)
Increases your chances of success when attempting to negotiate a deal with a being that is stronger than yourself, or that is recognized as divine in nature. They won't instantly accept, but they will at least hear you out fairly. Also ensures that if a deal is made, they will comply to the best of their ability.

Ledgerdomain Whitelist -(800 CP)
Your magic is treated as if you were in Ledgerdomain, becoming 10 times stronger, increasing to 100 times stronger if a Spellcaster of roughly equal to your base strength or above works with you. When in Ledgerdomain, your bonuses from this perk are doubled.

Protagonist(s) perks:

Property damage free pass -(100 CP)
You will not be charged for any property damage you didn't mean to cause, and any owners will be fairly compensated.

Secret Identity Insurance -(200 CP)
Your secret identities will not be able to be correlated to your real ones, anyone bringing the idea up will be dismissed as looking too much into it. Can be toggled by doing a public identity reveal.

Let me tell you something! -(400 CP)
You're not someone that boasts idly, Jumper. When you make a threat, people listen. With this perk, any threat you make (that you can enforce) will be treated with full regard and seriousness. Anyone with a weaker will than a typical shonen protagonist will back down and be more persuaded by your threats.

Ally Knockout Guarantee -(600 CP)
Any allies that fight alongside you, will only be rendered unconscious in battle and will not be killed unless you are first. (Can only be applied to 10 people at a time).

Heroes United -(800 CP)
Ten times per Jump, you can invoke this perk to summon any ally you have made from this jump or previous jumps to aid you. They will be there until you dismiss them, counting as one use.

The Side Cast perks:

Super Shenanigan Insurance -(100 CP)
You are fairly compensated for any damage inflicted by others onto your property.

Not appearing this episode -(200 CP)
You can choose to completely skip the events of a day every month, making it so you aren't caught up in any events from the plot that day.

A day in the limelight -(400 CP)
Once per jump, you can gain the plot armour of the/a main character for a day.

But a simple merchant -(600 CP)
You get to purchase items from places you visited before, including from previous jumps, for whatever they are valued at (any currency can be used, just needs to have an equivalent value), anytime, anywhere. You gain an innate ability to know the financial valuation of any object.

Celestialsapiens got em -(800 CP)
You get to retcon one thing per jump.

Supervillain perks:

I called Chadzmuth -(100 CP)
You are unable to be imprisoned or restrained for more than a month. After a month passes, you instantly reappear at a in-jump location of your choice.

PHD in Villainy -(200 CP)
You get to choose one subject that you want to specialise in (for example, biology, cybernetics, politics) and gain proficiency in it equivalent to Dr Animo's proficiency in biology.

I know a guy who knows a guy -(400 CP)
You are able to acquire outlawed/illegal items with almost supernatural ease, all the black market vendors and arms dealers willing to sell to you for discounted rates.

The enemy of my enemy -(600 CP)
You can declare emergency team ups with any in-jump person whenever there's a strong mutual threat or someone that both sides can agree needs to go. Heroes will not attempt to catch you, focusing on the bigger threat while fellow villains will not betray you during the declared team up. This immunity lasts until 24 hours after the threat was neutralised.

Conqueror of 10 Worlds -(800 CP)
You get the ability to challenge the greatest hero/warrior of a planet you are on (each version of a planet is considered distinct from each other) and gain their abilities and rulership over the planet in question if you win. (Can only hold the abilities of 10 champions at a time, requiring a day to change abilities to use previous ones, rulership will be retained until someone from the planet defeats you.)

Time-Walker Perks:

Bored of Insanity -(100 CP)
You are unable to be driven insane by any means, always possessing sufficient willpower to resist.

A walk in eternity -(200 CP)
You will never grow tired of the things you enjoy, no matter how much time passes.

Retcon Immunity -(400 CP)
You are unable to be erased/killed/altered directly by reality warpers, gods, time travellers and the like. You also gain immunity to any abilities that involve breaking the 4th wall or affect the story in a meta way [toggleable]. (For example, Brett Conn and the self referencial 6 from Rick and Morty)

An exclusive behind the scenes look at eternity -(600 CP)
3 times per Jump, you are able to give someone an exclusive behind the scenes look at eternity. This ages/de-ages them to their prime (physically) and makes them come out more enlightened and prone to reason.

Let's do this time war again -(800 CP)
You gain 10 times your physical strength when fighting enemies that are outside the regular/proper flow of time. This extends to enemies you forcibly transport out of their proper time.

Items: All items will regenerate after a week (can be toggled for certain items)

Only for purchase by Trix Wielders:
You choose if the Azmuth here is the same one who created your watch. You pick the clothing your forms wear.
(You can apply your discounts here as well.)

Carnitrix -(Free)
The one that turns you into murderous deformed monsters
Zombietrix -(Free)
Infects you with a zombie virus that makes you hunger for flesh, your transformations are all horror based.
Nemetrix -(200 CP)
Transforms user into 10 predators of Omnitrix aliens. Cannot be used by someone with human level intellect or above or will be driven insane.
Keldatrix -(200CP)
An Omnitrix that contains prisoners, they can converse with you and you take over their body when in use, all aliens have restrictive equipment on so they will be weaker.
Unitrix -(300 CP) (Can choose whether you are it or if you just have one as a companion)
Eunice from UA.
Altertrix -(400CP)
Every Alien has reversed powers after their DNA samples suffered damage during the crash to earth.
Cincotrix -(400CP)
Clyde 5's watch.
Prototype Omnitrix -(500 CP)
The version from the original first series
You are the Omnitrix(Omnitrix Ben AU) -(500 CP)
Includes glitches and bugs you have to deal with and a shorter battery but you get the abilities of Skurd on yourself in addition to no mistransformations.
Chaquetrix -(600 CP)
Just why? (Summons female versions of the aliens that are in love with the user and that are genetically compatible for purposes of ensuring extinction does not occur)
Ultimatrix(Show) -(600CP)
Ultimate Alien's version
Reboot Omnitrix -(700 CP, includes keys)
The 2016 reboot's version
Rebooted Prototype -(700 CP)
Alien Force's version
Completed Prototype -(800 CP)
Omniverse's version
Ultimate Ultimatrix -(900 CP, includes every rebooted and completed Omnitrix feature, including the playlists and doesn't need primus)
The version seen in 50% of crossover fanfiction.
Biomnitrix-(900 CP)
Omniverse's future
5YL Omnitrix -(1000 CP)
The Omnitrix featured in the webcomic.

Perfected Omnitrix-(1200CP, is modular, has master control unlocked from the start, can help complete Potis Altiare without it breaking, has every DNA sample from every show, can be upgraded with any feature you want).

General Items:

Omniversal Outfits (free): You receive a collection of outfits in various colours/styles suitable for your species. You get enough to wear for an entire week,(with clothing changes daily).

Food and Drinks (free/100 CP): You receive a basic set of MRE-like food packages in a single large box suitable for your species with enough food and drink for one individual for a week, replenished weekly. Included are small disposable utensils, drinks, spices, disposable cleaning towelettes, candy/desserts. The MRE packages have assorted flavours and different meal-plans of varying quality and taste.
The first one is free, but purchasing the 100CP version gives you enough MRE/Drink packages for ten individuals, who can be different species. You can purchase this multiple times.

Proto-Truck - (400CP)
It's a small **space-capable** shuttle/vehicle with a shape-shifting interior and exterior. Exterior can shift into a large commercial step-van to drive around less-developed worlds. Has a fast FTL drive, shields, small blasters and missiles, but isn't very capable in a fight.
Slowly auto-repairs itself, and has infinite fuel.
Interior contains:

- Navigation/Communication center
- Prisoner transportation which can hold four human-sized people
- RV-like interior with bathroom/sink/cooking appliances//bed

Drop-in items:
A legal identity-(Free)
A legal identity, you choose whether it shows as a human one or alien one. But no one will question it regardless of what species you are.
Infinite Chilli fries! -(100CP)
Infinite Mr Smoothie's -(100CP)
Ben 10 extended media collection -(200 CP)
-House of your very own -(400CP)
Can be as opulent as you want, limited to only mundane human technology though.
-**Regenerating Taydenite supply (600CP)**
Infinite Money!
-Your own Spacecraft -(600CP)
The size of 3 incursean grand ships. (comes with a planet destroying conquest beam free! And infinite fuel)

Tennyson Items:
Sumo Slammers media collection -(100CP)
Ben's favourite.
Max Meals -(100 CP)

(An infinite supply of Grandpa Max's cooking)
Blaster mounted on the wall -(200 CP)
A laser gun strong enough to incapacitate a Highbreed. Comes with infinite ammunition.
Legal Plumber Badge -(200CP)
An all purpose translator and communicator.
Null void projector! -(400CP)
Opens portals into the null void or out of it.
Rustbucket IV -(500 CP)
Space Jet version of the Rustbucket that turns into the motorhome and back. Includes all the alien tech features shown from the series of both the Rustbucket and the spaceship version. (Comes with infinite fuel and spaceflight capabilities but no planet destruction ray).

Magician Items:
Cool magic robes -(100 CP)
Cool magician outfit that fits your style.
Magic Bag of Holding -(200 CP)
Can store up to a 10x10x10m room's worth of items.
Magic Book Collection -(400CP)
A copy of every magical tome shown in the series arranged in a library room for you that appears wherever you live.
Staff of Ages -(600CP)
Amplifies your spells by 3 times their normal potency and lets you fly and recall the staff at any time like Marvel's Mjolnr**.**
Charms of Bezel -(1000 CP)
All the charms of Bezel.

Protagonist items:
Signature outfit -(100CP)
An outfit tailored to you that won't be destroyed easily by battle and regenerates.
Your own Ride -(200CP)
Any car of your choice, but limited to Earth technology.
DNA repair gun -(400CP)
Fixes any genetic damage of the person it is shot at.
Proto-Tool -(500CP)
A custom version of the Proto-Tool just for you. (You can pick the colour scheme).
Omega-1 Nanite injection -(600 CP)
How did this get here? You gain the powers of Generator Rex. (Does not include the Meta Nanites).
Ascalon-(1400 CP)
This sword can do basically anything short of manipulating reality. Absorb all the Dagon's power and it will be able to kill even a Celestialsapien.

The side cast items:
Extranet device -(100CP)
Lets you connect to the alien version of the internet. In future jumps, works with any alien internet.
Hoverboard -(200CP)
Just like Ben's.

ID Mask -(200CP)
As seen on the show.
Infinite supply of Alien Clothing/Food/Drink -(400 CP)
A wide variety of pre-packaged commercial-grade food, drink and clothing, stuff that you would normally find in (insert grocery-store name here) What better to sell?
Your own store -(600CP)
It's immune to damage and attracts alien customers. These properties are maintained in future jumps.
Help me, Ben Tennyson Badge -(800CP)
A plumber badge which when activated, summons a version of Ben Prime to help you for 24 hours 10 times per jump.

Supervillain items:
Robot Assistants -(100CP)
Vilgax's drones from the original series but loyal to you.
Mega Spaceship -(200CP)
Infinite fuel and has lasers capable of destroying any other ship you hit (not planets though).
DNA Transmodulator -(400CP)
A copy of Dr Animo's signature tool.
Tachyon Cannon -(400CP)
Erases any DNA signature that is similar to the target in a 100 mile radius.
Galvanic Mechamorph Armour -(600CP)
Super Armour that enhances your strength and durability by 10, allows you to integrate more armour and weapons, fly and much more.
Vox Peniculus-(800CP)
A machine that can absorb the energy and abilities of others and transfer their abilities and power to the user.

Time Walker items:
Infinite Gumballs -(100CP)
The favourite snack of Paradox.

Map of infinity -(400CP)
Allows you to enter the Forge of Creation.

Annilargh -(600 CP)
When armed, it will explode, destroying the universe it's in. If there is no universe present, it will create a new one.

Chronosapien Time Bomb -(800 CP)
Explodes in a Retcon level event, wiping out any timeline and universe with a version of the individual it is keyed on to, in the multiverse except for the current universe/timeline it's in. (Only regenerates once per jump, can be undone by a Chronosapien).

Chrononavigator -(1000CP)
A map through time and space that allows anyone that wields it to enter anywhere in space and time, however, if used improperly, can destroy a local multiverse.

Companions:
(Anyone you convince to accompany you of their own free will doesn't cost anything to recruit, the paid companions option just guarantees they will come with you.).

10 Free Imports -(Free)
10 imports with 1000 CP to spend, on the house**.**

10 more imports -(200 CP)
Can be taken more than once

Guaranteed recruiting prices.
Ben Tennyson -(600CP)
Gwen Tennyson -(400CP)
Kevin E.Levin -(500 CP)
Alien Force Bundle -(1000 CP)
Includes Ben, Gwen and Kevin.
Grandpa Max -(200 CP)
Rook Blonko -(200 CP)
Paradox -(800 CP)
Azmuth of the Galvan -(600 CP)
Extra Allies Bundle -(1200CP)
Consists of Paradox, Grandpa Max, Rook and Azmuth**.**
Skurd- (300CP)
Ship -(300 CP)
Zed (no nemetrix) -(200 CP)
Small Alien Bundle -(500 CP)
Contains Skurd, Ship and Zed.
Ester -(100 CP)
Julie (with Ship) -(300 CP)
Kai (with Excalibur) -(100 CP)
Attea -(200 CP)
Looma -(200 CP)
Ben's exes bundle -(500CP)
Ester, Julie, Kai, Attea and Looma.
Albedo -(600 CP)
Animo -(400 CP)
Aggregor -(600 CP)
Vilgax -(800 CP)
Ma Vreedle -(400 CP)

Drawbacks:
All drawbacks are removed at the end of the jump.

An Extra 10 Years -(100CP)
You have to stay another 10 years. Can be taken multiple times.

Bring Me Chilli Fries! -(100 CP)

You have an unhealthy preference for Chilli Fries.

The Vehicle Destroyer Curse -(200CP)
The consequences of your battles always end with some poor dude's car getting smashed and the property damage free pass perk won't function on this individual.

Bill Gax syndrome -(200 CP)
You remind people of someone, someone who has done many heinous things and thus people will distrust you more.

Jumpertrix restriction -(300CP)
Your alt-forms are hereby restricted from being accessed unless through this copy of the Omnitrix appearing on your right wrist that has a 10 minute time limit and mistransformations.

Alien Princess Bait -(400CP)
For some reason, you keep attracting Yandere space royalty after you, who intend to either use you as a trophy husband or a consort. Either way, they may even threaten the planet if they have enough fleets.

Will Harangue Victim -(400 CP)
Some people just don't get the message.
You will be slandered constantly on cable TV and on social media no matter how much you try to disprove the allegations or how much good you do. If you're a villain, it gets worse as people blame you for any crime ever, even ones you didn't do!

The No-itrix (only available to non-humans, Incompatible with Jumpertrix restriction) -(500CP)
You cannot change into any other form through any means, you are stuck as your non-human species that you picked for the duration of this jump. Alt-forms, shapeshifting(from non-jump sourced abilities), and technological devices (Like the various Omnitrixes) that allow you to change species all do not work for you for this jump.

Appoplexian Anger -(500CP)
You now have the anger of a typical member of the aforementioned species.
(Unable to be taken if you already are one)

Saturday Morning Enemies -(600CP)
Where do these people keep coming from? From bigoted knights to random bank robbers with alien technology, every week, you are guaranteed to be put in a situation where you have to fight your way out.

No Kill Rule -(700 CP)
You are not allowed to permanently kill, no matter how thoroughly you defeat an enemy, they come back at a maximum of 2 years later depending on how thoroughly you beat them before. You let them bleed out? Turns out some cult nurses them back to full health. You toss them into a black hole? They time travelled into the future. You blow them up with a

nuke? Some mad scientist accidentally revived them. Better watch out, Jumper. They always come back.

Im(mortal) Enemy -(800 CP)
At least once per year, you will run into your not so mortal enemy. They will have an IQ rivalling that of Albedo's, the strength of two Vilgaxes, the endurance of Ma Wreedle, and the durability of a To'kustar. No matter how thoroughly you destroy or imprison them, they will be back next year through some convoluted means. Every time, they come back stronger, with more powers and gadgets.
Their goal is the exact opposite of yours, if you are a hero, they want to destroy whoever you protect, if you are a villain, they want to remove you permanently.

End
So you've survived your time here? Impressive. You now have a choice to make.

Stay here, and continue your residence.

Go Home, and end your chain, return to your world of origin with everything you've gained.

Continue on, there is yet more to come. (Move on to another jump).