

Jumpchain Compatible CYOA - Version 2.7
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PS238 is a comic book by Aaron Williams, available in print and online

Well, it looks like you've wound up at Public School #238, the only public school for meta-prodigies, a.k.a. kids with superpowers. You'll spend ten years learning to master your new abilities, saving or threatening the world, making friends, and receiving an education appropriate for your level of learning (No point in giving a super-genius the standard fifth-grade treatment, right?).

This world is largely based on the silver-age of superhero comic books and, despite the fact that several individuals seemingly have the power to end the world or erase significant portions of reality, the world of PS238 is mostly (but not completely) harmless. While bad things do happen, death is seldom among them, even in the midst of full scale alien invasions. For all its apparent dangers, this setting is about elementary school kids. If you don't want to save the world, it will (probably) be saved without you doing much, if anything. If you want to save the world, then more power to you.

While in this world, you are fully protected from any attempt to change history so that you cease to exist and, as long as you remain in the main PS238 timeline, the universe will not spontaneously cease to exist.

You now have **1000 CP**

The Time: a time very much like the start of our own 21st century. Well, kinda. Super powers (both scientific and magical) have already improved on a few things - such as the basic standard of living - but the cultures are still quite recognisable. Just less (mundane) crime and more superheroes.

The Place: Since this jump is about PS238 you're going to be going to be living in Wonderberg (a city in the USA with a relatively high concentration of super-powered beings) unless you have an excellent way to commute long distances. You should really read at least the start of the comic.

Background, Age, and Gender

If you're going to be attending PS238 you'll find options have been arranged for you to do so as a student or as a member of the faculty. If you choose to be a **Student**, you'll be **1d8+4** years old, the gender of your choice, and you'll need to pick a **Homelife** and a **Homeroom** so that the paperwork can be arranged for you. For **50 CP** you can set your age within that range.

If you choose to be **Faculty**, you'll come in as an adult of whatever gender and body you had last (or your BodyMod body, if you prefer it or your last body would be hazardous to the students), and again the paperwork will be flawlessly arranged for you - including the option of a small leased apartment in Wonderberg and two weeks advance on your salary! For **50 CP** you can pick any age, gender and (teaching-appropriate) body you've previously occupied.

Homelife (Students Only)

Ward Of The State (Drop-In) [Free]: You don't get a home life, you don't get a family, you don't even get a past in this world (unless you want one). If you have a past, it's one full of hardship, loss, and a series of foster homes and government institutions. But either way you get free room and board at Wonderberg's orphanage if you want it. You never know, maybe somebody will adopt you at some point during your stay?

Average Folks [Free]: You come from a perfectly normal American family. You are the first super of your line and can expect a fair amount of comfort, love and support. Just remember that the "Iron Wear" clothing that even low-end superhero outfits are made of is still very expensive and your parents might not have such an easy time replacing it.

Heroic Legacy [100]: You are the child of a hero of this world, with a family history of service and a legacy to live up to. Not only do you gain a deeper understanding of how the world of superheroes works and a support network of adult heroes who can help you learn to use your powers in new and interesting ways, but you gain a slight boost to your powers. Unfortunately, your family's principal antagonist has a kid attending school alongside you. Depending on how you handle things, you could end up as arch rivals continuing the feud for another generation, or you might - if you're able to put the past behind you - overcome the past and become lifelong friends.

Villainous Legacy [100]: You are the child of a villain of this world, one with a long and (for the most part) successful career. Not only to you know just how far you can push the "Juvenile Super-Villain Statutes" without crossing into "Tried as an Adult" territory, your family has amassed enough of a fortune from sources legitimate or otherwise, and they'll be willing to bankroll your various endeavors if you can show a profit or advantage… plus, they'll give you a weekly allowance of $2,000. However not only is your family fairly distant, often aloof, but they have extremely high expectations of you.

Homelife Complications

We've Got Each Other [+0]: … and that's enough. You come from a rather impoverished, but quite loving and involved family. You have a combination of parents who somehow managed to get a home-cooked meal for dinner every night, who genuinely care about you and your happiness, and who will do everything they can to keep you safe, loved, warm and secure. The constant rounds of games (from thrift stores), museum trips (whenever there is a free day), public library runs, genuine phrase and hugs, more than make up for the fact that you'll never be able to afford so much as a cable bill. This complication can taken with any **Homelife** except **Ward Of The State**. Taking this also locks out all out-of-jump sources of money, whether from out-of-jump powers or pawning off stuff from your Warehouse.

Homelife Notes

Your choices of **Homelife** and **Homeroom** have a way of building on each other, if there's a strong enough connection. This is called "Synergy". When a Homeroom complements your Homelife, it means that you'll learn to utilize your powers faster and more easily reach the national or even global scale if you work hard enough, though it's still going to be a long climb to the top, probably on the order of seven years or so. So consider the following Homerooms carefully.

Homeroom (Students Only)

Wayne Miller [Free]: He is a nice enough guy, but he is not quite used to teaching yet and he can get pretty excited about geeky stuff, definitely a positive educational experience, if not an incredibly productive one. **Average Folks** and **Heroic Legacy** will find Wayne to be an outstanding teacher, ready to give that extra push and plenty of encouragement.

Madam Vashti [Free]: A mistress of the mystic arts, Madam Vashti is a fair and balanced woman who genuinely wants to teach the wonders of magic to her students. Madame Vashti can be a little… severe at times, and her methods might seem inscrutable, but **Villainous Legacy** and **Ward Of The State** will do very well in her classroom.

Herschel Clay [Free]: Don't let his shade-tree mechanic act fool you, Herschel one of the greatest living minds on the planet or off it. Semiretired exoskeleton-clad superhero and multibillionaire founder of Clay Industries, Herschel Clay is the teacher of the hyper-intelligent and mainly runs the shop class at PS 238. Herschel is a self-made billionaire and thus he relates very well to those people who have had to work their way up from nothing… but he's also a bit of a Mad Scientist, so **Villainous Legacy** and **We've Got Each Other** types will flourish under his expert tutelage.

Ms. Oberon [Free]: Ms. Oberon's class is often the focus of derision and mockery, a classroom full of those whose powers aren't (on the face of them) particularly useful in the heroic world. Some of them are exceptionally useful for mundane tasks, and some of them are spectacularly powerful, but by and large, the Rainmaker Kids aren't the types to save the world. Her students are relatively humble, **Average Folks** and **Ward Of The State** tend to do best in her class, since her philosophy is not about how powerful your ability is, but rather how well you use it.

Cristina Kyle [100]: This is where the excitement is, you're sure to get into hijinks anywhere you wind up. Miss Kyle's class is always at the center of the action and Miss Kyle herself is a great teacher with plenty of patience and experience. Cristina has an almost mystical connection with her children (perhaps because she's the only person on staff who actually trained as a teacher before becoming a Superhero?), but whatever the reason, she can bring out the best in **any Student**, no matter what his, her or its homelife might be.

Homeroom Complications

Detention [+200]: Of course, some people don't care about applying themselves… and you're one of them. Looks like you'll be spending homeroom in detention! Maybe you can't keep yourself out of trouble, maybe you're an existential threat to the entire human race… maybe you just keep insisting you're a 50,000 year old immortal who doesn't have to "stay in school" or "do homework". Whatever the reason, you won't be allowed to socialize or have fun. Instead you're stuck working quietly behind a desk until the class bell rings. Synergy? Not likely. **This replaces whatever Homeroom you took above** (so no, anon, you **don't** get to keep its discounts!) and essentially locks you out of all the plot and fun stuff like parties… also no one's parents want to invite you over and you don't get to go on any field trips. Maybe you'll do better in college.

Faculty

A Homeroom To Call Your Own [Free]: You find yourself wearing a ludicrous* costume, shaking hands with a man wearing a rather technologically advanced looking headband. “Welcome aboard ‘Jumper,’ I think you'll find a PS238 a good challenge for someone of your unique and varied abilities.” Apparently you’ve recently arrived in Wonderberg and PS238 has offered you a teaching position. You should probably make sure you live up to your alleged credentials… teacher.

Support Staff [Free]: Rather than being a teacher you’re one of the support staff at PS238. Maybe you’re a councilor, or a janitor, or security. Maybe you’re a child welfare advocate or a nurse. You may have less responsibilities or at least less hours but also fewer chances to shape young minds, and when you are called on it may be for make or break emergencies. Or not. Anyway, try not to get fired.

Faculty Complications

Special Needs Teacher [+100]: The simple fact of the matter is that Metakids are still kids and PS238 is still a school. This means there are going to be kids with special needs, either mentally, physically, or emotionally challenged. These kids are more at risk, as their various issues make them both harder to deal with and more likely to lash out. That’s where you come in. As a Jumper, the school has seen that you might just have what it takes to handle these kids. The only price of failure is destroyed lives. Will you take up this challenge? This can, in theory, be combined with **Support Staff** if you can figure out how that would work, perhaps as a security guard assigned to look after super-powered delinquents, or a physical therapist for special needs students.

Contractual Obligation [+200]: If you’re certain you can be a good teacher (or other member of the faculty), you may take this complication. However, if you quit or are fired from PS238 (or choose to do anything else that makes it impossible to fulfill your duties, e.g. blowing up the school) you fail the jump.

Faculty Notes

No, the options here do not mean you can become or replace any canon character.

Both types of Faculty can be taken as a Drop-In; the background checks and paperwork will be taken care of either way. And I suppose you could immediately change your mind and resign, but where’s the entertainment in that? Besides, that would mean you’d miss out on all those tasty discounts and have to return the two weeks advance on your salary.

*What? You think it’s great? Well, I suppose there’s no accounting for taste…

Perks

If a discount applies, you get 50% off the price.
If multiple discounts apply, you get 75% off the price.

Mystery of the Mask [Free]: There's something about a costumed identity that changes people's unconscious perceptions of a person, even a person they know quite well, that keeps them from recognizing them. Why, you could even fool your own parents by putting on a helmet and some shoulder pads, just remember this doesn't work on folks you were to purposely reveal your identity to them.

The Mouth [50]: On this kid, oy. Super snark may not be the greatest power, but when you're dealing with megalomaniacs who think they're super important, it can be a great tool to bring them down a peg or two.

Age Appropriate [100]: Being an adult sucks. Literally. It sucks the fun out of things. Or is that Figuratively? See, it's things like this that make being an adult suck. You know too much, have seen too much, have forgotten how to just be a kid. Sure, the lack of power over your own destiny can be frustrating, and some things are legitimately worrying no matter what your age, but in general, kids have more fun. With this perk, you can compartmentalize your consciousness into age appropriate brackets, then switch between them as you get older. If you're in a 6 year old's body, your personality would be the 6 year old's version of your personality, interested in 6 year old things and worried about 6 year old problems. You will see things as a 6 year old would, fresh and new and wonderful (or terrible. There are some downsides to this.) Conversely, you could also use this to set aside childish wants and needs when you need to. This can be toggled on and off once you leave this jump, but if you buy it here, it shifts you into an Age Appropriate persona for the duration of the jump. This also protects your cognitive functions if you are deaged against your will.

Happy and Content [100] (Free for We've Got Each Other): Even after all the hardships you've endured, all the suffering you've been through, all the horrors and losses you faced, you are able to find happiness and contentment with yourself and your life. You can adapt to major life changes and withstand immense amount of stressors before you start to feel down. Even if you move on to a new life into a new body, you still will remain happy and content… or at least be able to keep things in perspective. Only the most outlandish and horrible circumstances will be able to overcome your ability to find the best in even bad situations. You will become aware if anything manipulating your emotions, though this doesn't confer any special resistant to such effects.

Meta Lore [200] (Free for Heroic Legacy, Discount for Villainous Legacy): You have a near encyclopedic knowledge of superheros, supervillains, their weaknesses, powers, politics, and copious amounts of useless metahuman related trivia. This updates to any setting where superhuman abilities are possessed by a sizable section of the populace and the existence of such people is common knowledge.

Born to Privilege [200] (Free for Villainous Legacy, Discount for Heroic Legacy, not available for Ward Of The State or We've Got Each Other): You're a natural debutante or gentleman, accustomed to fitting in with the upper crust and knowing how to comport yourself so as not to embarrass yourself or your patrons/parents/friends. Moreover, you have established a good rapport with (or perhaps blackmailed) a few notable members of high society, and may call on them for favors from time to time. If you find yourself in another world, you'll have similar connections and relationships among the power elite.

Strong Because I Need To Be [200] (Free for Ward Of The State): You've gone through a lot and you have a more resilient mind becomes of it; your willpower is easily at the limits of what humanity can produce .

Blending In [200] (Free for Average Folks): You're really good at going unnoticed and fading into the background, as long as you don't do anything exceptional or have an appearance that defies the norm you'll almost always be overlooked for just about Anything.

Save the Day Syndrome [200] (Discount for Average Folks): No matter how trivial your powers might seem to be in the vast cosmic theme of wherever you find yourself, there will always be some way that you can help. It might not be a lot, maybe just being there for a friend in a time of need, but you will always know you at least contributed in your own way. At least with this you won't be completely useless.

Collector [300]: Somehow, wherever you go, you always seem to find the coolest souvenirs. Maybe it's a trench-coat that grows spiders in its pockets. Maybe it's a helmet that whispers lost secrets. Maybe it's a snowglobe of atlantis. This perk makes you lucky at finding interesting and bizarre and possibly useful items. Doesn't help you find macguffins.

Hidden Weaknesses [400] (Discount for Average Folks): People with the ability to detect weaknesses are all too common… and detectable weaknesses are also pretty common. With this perk, people attempting to discern your weaknesses will always receive false information, unless they see those weaknesses in action first hand. And even then, there's a good chance that they might misattribute what the cause was. Say you get hit by lightning in the rain and lose your ability to fly temporarily. They may assume that you're weak against lightning, but the reality is that you can't fly when wet.

Good Morning Class! [100] (Free for Teacher): You're good at teaching. In addition to a baseline of knowledge in every baseline academic field from pre-k to high school, thanks to Mr. Clay's tutorial machine, you've being given a complete basics of education package, enough to handle any teaching position in an american public school… and discovered you're a natural at it. Whenever you try to teach something normally teachable you'll find you do it a little bit quicker and a lot more enjoyably. You don't have to take this, but if you don't and you suck as a teacher, you've no one but yourself to blame.

Good Morning Professor Jumper! [100] (Free for Teacher): Your students like you. If you are in a position where you regularly and formally teach someone something (such as master to apprentice or sensei or professor, etc.) and as long as you don't abuse the position, you can instill in your students a great fondness for you and a commensurate love for the subject you're teaching. Of course, if you do abuse your position, you can easily instill a hatred of you and of the subject in your pupils, but why would you want to do that?

Jumper Sensei [200 or 600] (Discount for Teacher or Support Staff): Physical education should never be neglected, especially as many of your pupils will go on to become superheroes and lead lives of copious combat. With that in mind, choose a normal martial art or physical discipline such as CrossFit or Parkour or Dodgeball. You now have enough skill and experience with it to be a qualified instructor of it (roughly equivalent to a fifth dan black belt). For an additional 400 points, you may choose a supernatural martial art / physical discipline of your own devising, such as what one might find in a Wuxia film or Kung Fu Hustle.

A Job Well Done [400] (Discount for Teacher or Support Staff, and see text): Much like the Good Morning Class! perk you've been plugged into Herchel Clay's tutorial machine to get a complete course in a field such as school maintenance, administration, student counselling or even the workings of the government and its agencies and laws as they relate to both education and metahumans. It can be purchased more than once, and if you're Support Staff your first is free.

● If you're a janitor, you're a super janitor, able to maintain and repair any piece of technology you come across, no matter how alien… as well as the knowledge of how to get alien goop stains out of anything.
● If you're a councillor, you're a super councillor, able to understand the motivations of the most transhuman, subhuman, abhuman, and inhuman of beings and to help them realize why they might be acting out. Works best on kids, but even adults (or cosmic entities) can use a little help from time to time.
● If you're an administrator, you're a super administrator, perfectly organized and on the ball with forms, permission slips, and legislation. Byzantine governmental regulations become transparent to you and you always seem to have filled out the paperwork before hand… even when causality might have been a little… bruised in the process. Also applies to Child Care Advocates.
● If you're a medical professional, you're a super nurse/doctor, an expert in the care and treatment of unusual injuries and illnesses, and able to diagnose alien mind control as easily as you could a hangnail.
● If you're security, you're super security, with a mind full of tactics for dealing with any common metahuman emergency, from demon invasion, to out of control robots, to alien invasion, to out of control alien demon robots… it happens more often than you might think. Of course, having a tactic and making it work are two different things…

Learning From Your Students [300] (Discount for Teacher or Support Staff): the thing about the student-teacher relationship is that, despite the teacher usually knowing more than the student, it doesn't mean the teacher can't also learn from the student. Either by examining about things in new ways when a student fails to understand your original explanation, or being inspired by a student's actions or questions, your capacity to learn from others is drastically increased. With this, you'll be sure to pick up a few things by osmosis from any group of people you spend a significant amount of time around, be they your peers, pupils, or friends. Additionally, if you are training someone in any physical discipline, be it a martial art, yoga, or dodgeball, you'll find that your gains are increased by a faction of theirs. Please note, you cannot use this to copy your students' powers, but if your powers are similar you might learn new power tricks. Unless it's something you could have learned from them normally you won't be able to gain it.

A Little Privacy, Please [300] (Discount for Teacher or Support Staff): A superhero needs to put their super suit on somewhere and, with this, whenever you are not directly being observed, you'll be able to find a rectangular space just big enough to change your clothes in that will remain unmonitored and overlooked by everyone for up to ten minutes. This can't be used to hide from enemies (or school kids) actively seeking you, but if you have some other reason to desire a little nook where you won't be disturbed, this will do the trick.

A+ Work [400] (Discount for Teacher or Support Staff): You possess the ability to engage with your students, to inspire in them an eagerness to learn and learn well. It seems like no matter what you're teaching them or what kind of limitations or setbacks they may have, you can help your students transcend their limitations and grow to your level of knowledge and strength.

SUPER POWERS

If you're in Miss Kyle's Homeroom you gain 1 Discount on any Super Power.
Teachers and Support Staff may Discount any 1 Super Power for yourself.
If you also took the Contractual Obligation Drawback, that Super Power is also discounted for your student companions.

If you end up with more than four Super Powers from this section, you must take the Balance of Power drawback. Each purchase of Miscellaneous Meta counts as one Super Power and FISS (no matter what the rank) is only counted once. Really Minor Meta counts as half a Super Power.

Really Minor Meta [50]: You possess a tiny (not particularly useful for anything) power. Like the ability to control small amounts of table salt, the ability to make your eyelashes grow, the ability to make hair fall out or stand on end, or to scintillate like you're the electrode in one of those novelty plasma ball toys.

Rainmaker Kid [200] (First free for Ms Oberon): You have your choice of any superpower useless in offense or defense (so strength, toughness, speed are right out, but so enhanced processing, reflexes, luck, super intelligence, etc, as well as more esoteric things like regeneration, healing, and super senses.) There is a reason the Rainmaker Program children are nicknamed "the stupid powered kids;" the new Rainmaker Program includes such people as a boy who can dig faster than most kids can run, another who can turn any non-living organic matter into edible substances with whatever flavor or nutrition profile he wants, and a goddess of the hearth, who in her present state can do little more than find someone their soulmate and cure infertility, and a boy who can reproduce any music he has ever heard. These powers or more are at your fingertips! The more specific the superpower, the more powerful it is, and you are free to use these powers in combat, if you can figure out how. You can purchase this more than once, but each purchase must be for a different power, though the powers can be linked to each other and probably should be. These powers grow with time and practice. Please note that powers that change the meta of jumpchain are outright forbidden. You cannot have a power that changes your origins or history in other jumps, allows you to copy or grant powers, or changes the way CP or companions work or the amount of either you get / can import. Time Travel in the world of PS238 is a closed causal loop and Time Travel powers are strictly limited to no more than a few days tops.

The Price Of Power [+300] (only for Rainmaker Kid): Some of the Rainmakers powers are a little… too powerful. Maybe they drive the user insane, maybe they have a crippling side effect such as constant migraines or hallucinations, maybe they just itch like crazy, maybe you're bound to certain ancient laws which make your powers much harder to use outside of very specific circumstances or with very complex rituals. If you take this Drawback (which does not count against your Drawback limit), the power of your Rainmaker ability increases drastically. This must be an issue you cannot easily circumvent to be worth the points. This cannot be purchased more than once and only applies to a single Rainmaker ability.

Boy/Girl Wizard [400] (Discount for Madam Vashti): Whether from possession of some arcane talisman, being clever enough to figure out those dusty old books your weird grandpa left you, or being the latest member of a great mystic bloodline, you know a more than reasonable for your age amount of magic. People in this world tend to be best at one kind of magical effect, so choose something like illusions, enchanting, necromancy, evocation, or warding that you are really good at. You can still learn other things; you just won't be quite as amazing at them.

Alpha-Technological Skill [400] (Discount for Herschel Clay): You are a very clever child; in fact you have such a brilliant and inventive mind that you are able to design and develop proofs, devices, and theorems at least seventy-five years ahead of the (already highly advanced) local technological curve for one field of science. Alternatively, you could have the equivalent of a PhD/MD for almost every major area of study, not counting specialty degrees and subfields. If this were any other school, you'd be the under ten-year-old prodigy in the postdoc program, but thankfully you're receiving a decent education under the tutelage of someone you can actually learn something from.

Always A Plan Ahead [400] (Discount for either Ms Oberon or no other Super Powers): Some say that a perfect body is the best super power. Some say that money is. In reality, as the Revenant and a certain Rainmaker Kid knows, the ultimate power is planning. Having a contingency for every eventuality, a fall back position, a go to if-then, can make saving the day orders of magnitude simpler. With this power, your mind is always in motion, stacking probabilities, sorting for ideas, prepping for things that might or might never happen. This is a second thread of consciousness that does nothing but plan for things and, when they happen, as they inevitably will if you live long enough, hands your conscious mind the contingency. It will also make suggestions to your conscious mind, such as “We really should buy a second jet… just in case.” or “extra flashlight batteries are always a good idea and should be stored in a floodproof box next to our survival gear.” or “It looks like it might rain today, put your umbrella in your bookbag.” This power does not register on meta-detectors.

Miscellaneous Meta [400] (Discount for Wayne Miller): Maybe you are really stretchy, maybe you have a mysterious force keeping you safe and out of trouble, maybe you can jump extremely high and talk to insects. If there's a superpower that doesn't quite fit in with the other categories you can get a reasonable amount of it here, definitely not national level power, but certainly enough to rule the streets. You may choose up to three thematically related abilities, though choosing fewer than three will make the remaining power(s) more powerful but only a little bit (the power curve will look something like this {1+1+1, 1.25+1.25, 2}). The strength of these powers grows with practice and time, but begins roughly on par with Peter Parker Spiderman in his original silver age comic book appearance (lift car, cling to walls, highly acrobatic). Temporal manipulation is acceptable, but Time Travel powers are hard limited to a few days back, maximum. Under no circumstances can you take a power that interfaces with Jump mechanics directly (nothing that modifies origins, CP, or allows you more companions, freebies, or the like), nor can you take an ability duplication or granting power. You can purchase Miscellaneous Meta multiple times, and even stack the same theme(s), but the diminished returns still apply if you do the latter.

Canonical examples include
● A boy with anger-based super strength, toughness and regeneration.
● A boy who can teleport himself or others to anywhere he’s been.
● A girl whose whole body is rubbery and stretchy.
● A boy who can control and communicate with bugs, cling to things like a bug, and has the agility and toughness of a bug.
● A speedster.
● A girl with angel wings who can fly and generate energy blasts.
● A teacher who can control her own density, thus making her smaller as it increases her strength and toughness.
● A teacher who is made of living metal.

FISS [300/rank*] (Discount for Detention): You are a FISS, an annoyingly common sort of super. You have the powers of Flight, Invulnerability, Super Speed and Super Strength... but you do have to select the “Nothing Special” Drawback (though it doesn’t count against your Drawback Limit). Unfortunately, the boosts granted by FISS are entirely based on meta-ability and can't be improved in any conventional way, nor are you necessarily a very powerful FISS (and many aren't). With one rank you can fly at up to 80 MPH, can have a proportionate amount of super speed and reaction time (about double the human norm or making it look like everyone else is moving half as fast), your skin is able to shrug off small arms, and you can lift about one ton over your head. Each additional rank means all of these superpowers increase in potency, albeit with some diminishing returns. Apart from the invulnerability, which is passive, it's up to you how much of your power you use at any time, and as a student at PS238 you'll be taught the finer details of your power and how to use it skillfully.

Rank	Flight	Invulnerability	Super Speed	Super Strength
1	~ 80 MPH	Small Firearms	~ 2x	~ 1 Ton
2	~ 280 MPH	Anti-Material	~ 7x	~ 3.5 Tons
3	~ 840 MPH	High Explosives	~ 21x	~ 10.5 Tons
4	~ 2100 MPH	Battleship Main Guns	~ 52.5x	~ 26.25 Tons
5	~ 4200 MPH	Tactical Nuke (10kt)	~ 105x	~ 52.5 Tons
6	~ 6300 MPH	Strategic Nuke (1Mt)	~ 157.5x	~ 78.75 Tons

* Some FISS may be stronger in certain traits, and this costs 100 per extra rank in each affected trait - no discounts. This is also the only way Rank 6 can only be achieved and in only one single trait. So in terms of result for your valuable CP, if you just want to be (for example) a pure speedster you should probably be stacking the **Miscellaneous Meta** super power instead.

Also, if it's not clear from the above, the "Super Speed" of a FISS does not increase your Flight or your Strength, instead it effectively gives you more subjective time in which to react at that speed and apply that force. You are still super fast, it's just the "how" is a little more complicated.

How Your Super Powers Grow

With Time and Practice: as you grow up from childhood to adulthood during your ten year stay, you can expect your new super powers to double in raw potential, but if you laze about doing nothing then that "potential" won't get turned into "results". It's a lot like being a student. Surprise!

With Further Training: after your stay here (or you're already an adult) you can continue to develop these powers, but once you hit that initial maturation point it gets much harder to eke out more raw growth to train further. It's a bit like deciding to do post-graduate work, I suppose. Unlike the other super powers, FISS doesn't increase in potential this way (but you can still train what you do have).

With Further Time: as the years turn to decades these powers will continue to get a tiny trickle of potential growth, and whatever your powers you'll still always be able to realise that potential if you work at it.

Synergy: finally, don't forget that if you pick the right Homelife and Homeroom you can realise your potential faster. If you missed that detail, it's described in the Homelife Notes sections above.

Gear

Official Forms [Free/50]: Every metahuman, hero, villain, or otherwise, has to fill out official forms, registering their “Name” and “Costume” design. The original forms are provided by the school, allowing you to skip the expensive processing fees (though you’ll still have to get both past community standards. No one wants to be rescued by the Incredible Fartknocker. For 50 CP you can get a stack of these forms which allow you (or others) to apply for a change of identity without paying any fees or dealing with red tape; after this jump, you can use these forms to bypass any form of governmental form-related bureaucracy.

Allowance [50] (not available for We’ve Got Each Other): Your parents (or the state) provides you with $20 each week for spending money. If you purchase this with a Villainous Legacy, your allowance is instead $10,000 each week.

Communicator Watches [50]: This set of nine watches is linked via quantum entanglement to allow real-time audiovisual communication, just aim at whatever it is you want video of and turn the knob to the appropriate other watch. Also records up to three hours of high-def video with sound.

Holographic Disguise [Free]: Changing in and out of costumes takes a while and there just aren't enough locker rooms to let a whole school of metahumans do so in a reasonable amount of time… not to mention that some students couldn’t look human if they tried. To deal with this issue, the students at PS238 have each been supplied with a free holographic disguise that will make each of them look like a regular kid, no matter if they’re a giant blue muscle head, stuck in a hover chair, or little more than a pair of glowing eyes and a seething mass of darkness under a cape. You have one too. No matter how outlandish, inhuman, or horrifying you may normally look, this will make you appear as little more than an average human of your general size and shape, both visually and auditorily. This won’t change anything about you to other senses, and vision/hearing far outside the human norm is going to see/hear right through the Hologram.

Basic Super Suit [100] (Free for anyone not in Detention): You’ve been granted a standard ”Iron Wear” superhero outfit. As long as it remains intact it's rugged enough to take most of the punishment the life of an active superhero/villain would require but, once the surface tension is broken, it’s only as strong as good denim. This includes free design consultations for a unique superhero symbol and costume design which you will think is cool and enjoy wearing, although it might eventually look dated.

Nanofiber Super Suit [200] (Discount for anyone not in Detention): This superior alternative to the Basic Supersuit is made of custom nano-weave, tailored to your specific power set and able to grow as you do (in size). It is just as strong as the Iron Wear outfit, but has extensive self-repair capabilities and will automatically resize itself to fit any humanoid shape. Additionally, if you have a Signature Item and use it to make Power Armor, these capabilities are integrated into the Armor.

Nth Dimensional Lunchbox [100] (Free for Average Folks): This is your lunchbox. It contains lunch. That’s a given. It contains your homework too (assuming you did it). It contains your deck of PokeGo the Gathering cards, your Gearboy, your gym clothes. It’s like some freaky Lunchbox of holding. Sure, it doesn’t come with any of those things… besides the lunch. It always has the lunch… even if you’ve already eaten the lunch, it still has lunch. Granted, it’s a school lunch, but better than eating whatever they’re serving in the cafeteria, right? The cafeteria (do remember) is the one for the school above PS 238, the normal kids school, the one where ketchup is a vegetable. Regardless, the NDL can contain pretty much anything that will fit through its standard lunchbox size hole… and if you

leave your thermos of milk in there for a long weekend, it will still be nice and fresh and cold, and not evolve into a hideous monster that makes your mom freak out.

Fill-In-The-Blank-Arangs [100] (Free for Ward Of The State): You have a selection of throwing weapons themed after your superhero identity, each with a special payload. Some might explode, give off EMPs, serve as smoke bombs, release puddles of acid, contain sleeping gas, leave behind adhesive traps, or just be extremely sharp and durable. You can only fit so many of them on your person, but the box that they come in will never empty, although it is too bulky to carry around in a combat situation.

Power Glove [200]: Angie randomly decided to make you a copy of her glove and it's so rad! This glove has an entire engineering section's worth of tools (minus metal lathe and 3-D printer) built into a gauntlet that weighs no more than 3 pounds. It is perhaps the most versatile piece of equipment in the world but it has a black box that cannot be Replicated.

Clay Industries Tutorial Machine [400]: This brilliant device, courtesy of Herschel Clay, teaches people to do things. Like speak a foreign language, how to play piano, or how to be a teacher. It doesn't instill a genius for anything, nor a passion for it, but if it's a skill that can be sampled from normal people, it can be passed on to others. Once the skill is installed, it's up to the recipient to figure out how to use it, to internalize the information and to personalize the result.

Utility Belt [600] (Discount for Ward Of The State): In addition to a PDA, additional pockets, standard and electronic lock picks, smoke bombs, fifty personalized business cards with your superhero symbol embossed on the face and contact info in microprint, this comes with a power assist grappling line and a bunch of other convenient gadgets stored in their own little pouches. Twice per day, you may find just the thing you need for any ridiculous situation and simply chalk it up to a combination of luck and prep time, at least so long as the needed gadget could conceivably fit in a belt and you could conceivably obtain it. If you need a can of shark repellent, you will have shark repellent. If you need a set of jumping jacks and a set of miniature high test jumper cables, you'll have them too. If you need a boombox stereo… you'll have to look elsewhere. The pouches restock themselves every day.

Portable S.I.I.T.S 9000 [800] (Discount for Teacher or Support Staff): This handy backpack-sized device will wrap anything smaller than the average adult Indian elephant in a powerful force field and send it zooming into the nearest star at 1200 km/s! Especially clever hackers might be able to get past the force field once, but it does have a learning algorithm and won't fall for the same trick twice.

Signature Item [200-800] (Discount for Heroic or Villainous Legacy, Discount for Alpha Tech or Boy/Girl Wizard): Zodon has his Hoverchair, Prospero has his Poink Gun, Captain Clarinet has his Indestructo-Clarinet, Emerald Gauntlet has his Emerald Gauntlet, USA Patriot Act has his Pocket Bike, Angie and Victoria have their Power Gloves, Cecil has… a lot of things… but mostly his Winged Coat. You get your own signature item. For 200 this is a powerful, hard to destroy item with a single defining ability, such as the Clarinet, the Gun, the Pocket Bike, or the Coat (or the Shrink Ray). For 400, it's as all around useful as the Power Gloves or Victor's "Hat". For 600, it's something as customizable and game changing as Mantium's Armor or Zodon's Hoverchair (without the time travel pack). For 800, it's something as impressive as the Emerald Gauntlet, an alien Clarketech item that generates shaped energy fields. If your discount comes from Alpha-Technological Skill, the item is technological. If it comes from Boy/Girl Wizard it is magical. This can be purchased no more than twice. Signature items can (for the most part) only be used by the person they are signature to. If they can be used by others at all, they are noticeably less effective.

Companions

Preteen Superteam [300] (First Free for We've Got Each Other): You have allies here to help you along! You may choose to import up to eight of your companions or gain up to eight new ones; either way, they gain 600 CP, which may only be spent on perks, powers, & signature items (that only they can use) and have a background and homeroom of equivalent cost to your own. This can be purchased multiple times. This cannot be used to create a Teacher. If you are a Teacher importing your companions through this, your companions get a free choice of any homeroom and homelife besides Teacher. You can discount any one power for your companions, with double discounts not possible. This power is the one you discounted for yourself.

Teacher Teacher [100]: For an additional cost, you can import your companions as Adults. This allows them to be Teachers or Support Staff in their own right, but it means you cannot discount a power for them. They still discount a power of their choice.

Professional Educator [400] (Discount for Teacher and Support Staff): the faculty of PS238 were some of the best superheroes of their day, back before they moved into the teaching profession, and they're excellent, conscientious teachers. Still, no one stays a teacher for ever, and they're not getting any younger. With this, one of them will join you on your voyages… maybe you have some kids they could teach?

Schoolmate [400] (Discount for We've Got Each Other if you didn't import companions): Assuming you're not a total goober, you're liable to make some friends at that school of yours, and if they're good enough friends, you can invite them to come along with you on your journey. Choose one of the kids attending PS 238 or Praetorian and gain them as a companion. If you buy this and your first choice turns you down, you can always ask someone else.

Cecil Holmes [400] (Discount for Ward Of The State): Cecil Holmes is a great kid (if a little paranoid and very kleptomaniacal), and the only known Metahuman detector. With this purchase, Cecil won't assume you're an alien, demon, or other hostile / weird entity and will be open to the idea of becoming your Companion once you move on. Due to his history of dimensional travel and unique luck at picking up trinkets and absorbing strange energies, he has a tendency to pick up strange powerful objects or weird abilities and has incredible luck in doing so. He is quite impulsive and very much a "type-A personality", but he's a good kid and is loyal to his friends. Cecil has the ability to detect abnormal abilities, a coat that allows him to fly, a personal cloaking field, a dependable Shrink-Ray, and an impressive talent for lateral problem-solving. He doesn't like to share, although he will happily help whenever he can. Note: any usage of methods other than peaceful negotiation to get these toys will result in him being returned to his home dimension immediately taking everything with him.

The Revenant [400] (Discount for anyone who took Always A Plan Ahead or didn't buy a Super Power): Tutor extraordinaire and memetic badass, the Revenant is a cowled everyman, an unpowered vigilante who operates above the law in the best tradition of Batman, Moonknight, Owlman and many, many more. A master combatant, Xanatos level planner, and billionaire (several of them in fact, since he goes through identities like kleenex), the Revenant manages to remain not only relevant, but on top of his game as a normal in a world bursting at the seems with superhumans. And somehow you've convinced him to come with you. If you're extremely lucky, he'll tell you his real identity. In addition to being extremely skilled, he has "Always A Plan Ahead" and his signature items are a phantom stealth jet, an even more aggressively asspull utility belt (his has 6 uses per day), and a multi-million dollar credit card.

Drawbacks

You may take up to three drawbacks for a maximum of +800 CP.

Special Needs Student [Variable]: You are, as the modern vernacular would put it, differently abled. Perhaps you have rage issues, perhaps a congenital defect that makes it hard for you to walk, perhaps a neurological issue that scrambles letters when you look at them. There are as many special needs as there are geniuses, possibly more. The value of this drawback is set by how much of a challenge it provides. +100 would be a minor difficulty such as severe ADHD, a missing limb, or dyslexia. +200 would be a major difficulty, something like being confined to a wheel (or hover) chair, a violent and uncontrolled temper, or limited mental retardation. +300 would be crippling difficulty, such as life threatening allergies to common items, a lack of impulse control, or severe epilepsy. If you are Faculty, you can't choose something that would render you ineligible to be employed in your position.

Barry Ween Chip [+100]: You've been implanted with a Barry Ween chip. This makes it literally impossible for you to use profanity of any sort, obscene hand gestures become spasms, obscene words are replaced after the first syllable, and tirades of profanity become show tunes. Don't want to corrupt the kiddies!

Too Cool For S-zzzzzzz [+100]: You get very, very fatigued in classrooms and anytime you try to do schoolwork or study. You have a tendency of just falling asleep or not paying attention; only through strength of will and effort will you actually learn anything.

Mixed Legacy [+100]: One of your parents is Hero, one of them a Villain. Neither side trusts them any more and that means their kids don't trust you. If you are a Legacy Hero, you were raised by your Heroic Parent. If you are a Legacy Villain, you were raised by your Villainous Parent (and your Heroic Parent may have been ignorant of your existence). If you're a Ward of the State, perhaps your parents aren't around, or are off waging cosmic wars against each other, or are both dead. If you're Average Folk you may not take this.

The Good Guys Always Win! [+200]: No matter what you do, it feels the good guys always win in the end (Whether they're actually victorious or not). If you're evil, this leads to a massive inferiority complex. If you're good, this leads to massive overconfidence in your abilities, either way the effects on your confidence are Staggering.

Praetorian Prospect [+200]: The Headmaster of Praetorian Academy has decided he wants you as a student, and so he will have you as a student, even if it means repeatedly sending squads of power-armored goons to capture you. Expect to regularly face-off against these enforcers, at least their armaments are designed to be non-fatal but they are very skilled and more powerful you are the more he will want you in his Program. Of course, he's also not above using more sneaky, underhanded or bureaucratic measures either.

Nothing Special [+200] (Mandatory for FISS): You've got power alright, else you wouldn't be here. But for some reason, people look at you and go "meh, you're just like a weaker X." You won't enjoy the fulfilling novelty others might get as a result of their powers; other supers might even look down on you because of how common your powers are.

Jinx [+300]: Bad Luck seems to follow you around. It never really affects you too badly, but it's always getting other people into trouble… and they'll notice. You aren't immune to this effect, but it is definitely worse for others.

Parody is Fair Use [+300]: You become a mockery of whatever you intend to be, no matter what it is. Grim anti-heroes who want to end the evil forever always fail to kill their enemies, bright and noble heroes of justice kill people left and right on accident, and that neutral guy who doesn't care keeps ending up being the figurehead for various Causes.

Playground Bully [+300]: Some smarmy brat of a classmate has it out against you. They're not necessarily more powerful or even smarter, but their powers are a hard counter to yours. No matter what you do or say, they have an irresistible urge to be an asshole to you.

New Kid [+400]: You find yourself with no memories other than those of your Background here (or none at all if you're a Drop-In) and no access to your Warehouse or any abilities not from this world. Any Companions you may bring along are similarly affected.

I've Made A Huge Mistake [+400]: On a particularly distracted day you signed minion pledges to both Zodon and his arch-rival Victor Von Fogg. Naturally, they see this as you trying to trick them into a direct and open confrontation, and they determine that you must secretly be plotting against them both. They are a pair of evil hyper-intelligent gadgeteers, and now they are coming after you. While they won't actively ally with each other, they'll spend all their time trying to one up each other in the constant battle to destroy you.

The Balance Of Power [+400]: For every good action you take with your powers, the universe will balance it with something negative. The reverse is true if you try and do anything evil (though in that case you'll also have to deal with Superheroes, Teachers, and Law Enforcement). If you throw the Balance of Order & Chaos too far out of whack, you may end up being banished from Earth by the Meh. Have fun in space.

Powerless [+600]: You have no powers for the duration of this jump, even if you buy them here. This means no Alpha-Tech or outside hypertech, no FISS, no Magical powers, nor anything overtly like a super power. Mundane skills you've trained in personally (nothing you've gained from perks) and memory abilities (though not the actual memories of how magic or hypertech works) are fine. This affects your unimported companions as well. Imported companions get only their powers from this jump. You can buy items or perks as normal.

Ending

Congratulations, you've survived ten years here and (presumably) graduated PS238! Now you've got to figure out what you're doing next. In any case, all Drawbacks are revoked, and any Background memories fade into simply memories you can draw upon as needed.

Homecoming: You're done. You've lived through ten years of PRIMARY EDUCATION, who knows where you might end up next? Best not to risk it. You wake up at home, finished with your journey.

Up A Grade: You've built a good life (and a good Permanent Record) in this world. Why waste it? You can stay here, spending the rest of your life in this world.

Endless Adventure: There are always new places to go and new people to meet. With all you've learned here, surviving wherever you end up should be a snap.

Notes

● Generally, assume that if a perk allows you to do something that might overlap with something another perk can do, then point-for-point the more "on focus" perk will be much better at it.
● The discount to any one super power does apply to multiple purchases of that super power.
● No, you can't take the same power multiple times with Rainmaker Kid to make it stronger.
● Homerooms and backgrounds will provide appropriate bonuses, stacking them together can get you up to national level.
● Rainmaker Kid doesn't have nearly the same conceptual limits as Miscellaneous Meta, you are classmates with a goddess so if you want to be like "Danny The Street" go nuts.
● If it's not already clear, if you choose to be an adult you'll already have the raw potential students grow into, you'll just have to reach it the hard way as per the "With Further Training" paragraph (since you decided not to enrol at a school specifically intended to bring out the best in meta-prodigies).
● No, you can't use anything generic to enhance anything specific.
● Using the S.I.I.T.S. while on the Earth's surface would, on average, result in the package reaching the Sun in about 35 hours (partly because it doesn't reach top speed instantly, partly because the Earth's orbit around the Sun is elliptical).
● Victor Von Fogg has designed and built what is essentially a low end the cosmic cube by himself and an operates numerous multimillion dollar businesses. Zodon created a time machine out of salvage, and doesn't have his rivals money so he tries harder. Both are likely to be global level threats once they get out of school... for now they just mess with each other. Victoria on the other hand...
● It doesn't matter how many tricks you have, how strong, fast, smart, or good at magic you are... you will “somehow” be able to learn, train and improve from the teacher's lessons here... as long as you’re a student and you apply yourself.
● Yes, you can set up ambushes with “A Little Privacy, Please”. Yes, you can bring other people into the space “A Little Privacy, Please” creates for the duration without it disappearing.
● Yes, Super Speed, Super Reflexes, and Super Strength can be taught with ‘A+ Work’. It can be used to impart anything and everything you may know, but it's going to take a long time. Plateaus and diminishing returns are in full effect. The only real limitation is if the student lacks the required power pool. If they don’t have a Chakra system, they can’t learn Naruto Techniques whatsoever.
● To upgrade a FISS trait you must have purchased at least one rank of FISS. Invulnerability 5 or 6 means you can "shrug off" a small tactical or strategic nuclear weapon respectively. Bigger nukes can still stun, harm or even kill you. It's your chain, fanwank something.

Changelog

2.7 * Fixed the fix that anything free/discounted for Teacher is discounted for Support Staff, so it includes Super Powers. Oops.
* Removed discount for Good Morning Class! and Good Morning Professor Jumper! from Support Staff; now instead they get the first purchase of A Job Well Done for free.
* Redid the text for "How Your Super Powers Grow" to better explain how faculty are affected, but kept the explanation that was in the Notes for those who still don't grok it.

2.6 * Clarifying "How Your Super Powers Grow".

2.5 * Fixed so anything free/discounted for Teacher is discounted for Support Staff… oops.
* Fixed some bad prose, typographic errors, awkward formatting, etc.
* Added an explanatory Note about the S.I.I.T.S. device.

2.4 * Added a whole new explanatory section, "How Your Super Powers Grow".
* The editor keeps thinking of "MAKE MY MONSTERS GROW!" whenever typing the above.
* Place description now actually describes Wonderberg (a little); also added link to the comic.
* Clarified the Detention Complication. More Notes. More FISS cleanup. Formatting tweaks.

2.3 * More FISS clarification.
* Changed first entry in Notes to explain overlap between perks.
* Always A Plan Ahead discounted if you have either Ms Oberon or no other Super Powers.
* The Revenant is now discounted if you bought Always A Plan Ahead.
* Balance of Power requirements clarification.

2.2 * Clarify FISS; fix FISS table; Misc Meta purchases can be stacked.