Apex Ascended Jump

Okay, so this world WAS like our own, that was until a spaceship carrying a lone alien woman named Xara (Cobalt) and a device called the Ascender crash landed in a field in North Metro, Georgia and turned the world upside down. Basically it gives some people (mostly female) superpowers in a process called Ascending while turning others (mostly male) into monsters commonly called Malefactors (basically Doomsday-lite). There are exceptions to the Malefactor transformation though, most notably Trent Bently (Apex). These monsters are, as implied, extremely powerful and extremely hostile, so you're gonna need these **2,000 cp** if you want to survive. You will be here for 10 years so make your choices wisely, just because this is a harem-smut universe doesn't mean It's all sunshine and lollipops.

Location & Time

You will be relatively close to the crash site (if Ascended) or in a car driving to it (if Government). If N'Raga, you will be on Nemesis' homeworld (Oblivion). If Alien, you will either be in the ship with Xara, or on Oblivion (if Malevolent). The crash just happened and Trent is walking to the downed ship, wanting to help if he can.

Age & Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-in: You are dropped in this new universe with no background , memories, or documentation. (This option has no specific Perks or Items, but can take any and all from the others. Fanwank whatever explanation you want for this.).

Ascended [100, 150 if Male]: You've somehow been exposed to the Ascender. You've got superpowers now. By default you have Super Strength, Durability, Healing, Speed, and Senses as well as Flight. Purchasing these powers in the Powers section (which this unlocks) will enhance them. This is normally reserved for women. If you are a man, then you will be one of the only stable exceptions that managed to dodge the Malefactor transformation due to having the Catalyst, costing you an extra **50 cp**. (Can be taken solo or with any other origin, except N'Raga. Also mutually exclusive with the Malefactor and Malevolent Drawbacks).



Government: You are with the Government, either as an agent or a soldier. Nothing really special here baring Perks. Though you do get more authority with the humans. (Mutually exclusive with Drop-in, Alien and N'Raga).



Alien: Looks like Xara wasn't the only one on that ship. Like her, you risked and sacrificed everything on a suicide mission to get the Ascender the hell away from Nemesis. Though you were originally heading for the sun, the ship was knocked off course and landed on Earth instead. Well, hopefully you can make the most of this. You may choose between Xara's race (Qi'laarian) or Andromeda's (Negani), or just make up your own. (Mutually exclusive with Drop-in, Government and N'Raga)

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N’Raga [200]: So you drank the Nemesis Kool-aid,huh? You are a male alien who was exposed to the Ascender and instead of ascending or becoming a run-of-the-mill Malefactor, you are now one of his top-of-the-line attack dogs. Basically N’Raga are alien Malefactors, though they tend to be stronger than their Earthbound counterparts (possibly due to their alien heritage or experience). You are essentially Doomsday-lite, meaning you are ridiculously strong and tough, have a decent healing factor, and can adapt rapidly to overcome any opponent or obstacle. The only differences really are your fanatical loyalty to Nemesis (your godlike alien overlord) and an inability to resurrect. You’re also, obviously weaker than Doomsday. That goes without saying. (Mutually exclusive with Drop-in, Ascended, Government, and Alien. Also mutually exclusive with the Malefactor and Malevolent Drawbacks. Must take the Brainwashed Drawback for no cp.).



Perks

Origins get their **100cp** perks for free and the rest are discounted to 50%.

General

Charisma [Free]: You get a massive boost to your charisma. Now let's just say, you're a real charmer, capable of getting into bed with most people you're interested in at least once. But do keep in mind, this is not mind control.

Kamasutra [100]: This is more than just a massive boost to your sexual prowess (which it does provide, by the way). Just like the book that inspired this perk, it also enhances your ability to find and maintain a lasting, healthy relationship. You are now a hybrid of the archetypal Casanova and Romeo (or Juliet if you're a chick).

Harem Protagonist [200]: Congratulations, you now have carte blanche to have multiple partners, even wives/husbands, and almost nobody will find it weird. Those that do will be easy to convince if you have the Charisma perk. You also have a gift for harem management, making time for each of your lovers and making sure they never get jealous. You will still have to put the work in though, it isn't a 100% guarantee and they are still their own people.

Genius [300]: You are now a genius on par with Vanessa, who was able to recreate the exact radiation frequency that gives people powers and improve upon it by eliminating the possibility of Malefactor mutation (all while making the effect temporary for most to prevent supervillains from cropping up). She is also the one who prevented Agent Brauner (the character whose plight inspired the Malefactor drawback) from transforming, while still keeping his powers. Post-jump you won't need the Catalyst to keep this stable, if you can figure it out (it took her a long while and multiple sleepless nights).

At The Apex [400]: You now get a truly massive boost to your skills and abilities. This is a Capstone Booster.

Ascended

Sexual Ascension [100, Free for Ascended]: You can now, gradually, Ascend anyone you have sex with repeatedly, at regular intervals (or else the effects will fade, this continues until they pass a threshold, which is when they Ascend). If they are already Ascended, but still weaker than you, you can slowly bring them up to your level (unlike the effects stated before, this is permanent so the small boosts will never fade). (First part only works if you're a guy. If you're a woman and you try this, you will crush the dude's dick to paste.). You are also receptive to said amps yourself, if you're the weaker one.

Control [200, Discounted for Ascended]: You now have complete instinctive control of your powers. Now you won't be accidentally ripping doors off their hinges or slamming through pedestrians. This is not Instant mastery though, you still have to find your limits on your own. This just ensures that you won't have any accidents along the way.

Basic Training [400, Discounted for Ascended]: Your training was rushed as hell (most likely because you needed to get out there as quickly as possible) but it got the job done. Now you won't be fumbling your way through a fight and can actually contribute to the team. In short, you're not winning the UFC any time soon, but you're a decent brawler.

Powerful [600, Discounted for Ascended]: You're a cut above the rest, Jumper. Whatever ceiling you had before, triple it.

- **At The Apex Boost:** Okay, maybe I was underselling you a bit, quite a bit that is. You're not just powerful, you are at the top of the scales my friend, your potential is now equal to Apex and Nemesis. Effectively a borderline moon buster. You're still gonna have to climb there yourself, though. But once you do, you will be all but immune to Drain radiation.

Government

Cool Under Pressure [100, Free for Government]: This is a chaotic time to be a normal person. Take this perk to be able to remain calm no matter what problem or threat you're facing. As a side benefit, you're now more tactical than before. Good luck to anyone trying to outmaneuver you, you've likely got them pegged already.

Deception and Manipulation [200, Discounted for Government]: You are able to lie and manipulate so effectively that even those with super hearing will be unable to see through it.

Combat Training [400, Discounted for Government]: You went through the equivalent of Boot Camp at least once, and you took to it especially well. You are now very proficient with CQC and, more importantly, are an expert marksman. Get the right weapon with the right ammo, and you can reliably get the job done.

High Rank [600, Discounted for Government]: You're now high up on the chain of command for whatever branch you work for. If you're an agent of some sort you now have about as much authority as Agent Brauner. If you're a soldier, then you are a Colonel.

- **At The Apex Boost:** You are now either equivalent to Seth Mercer, or are a General.

Alien

Resourceful [100, Free for Alien]: Whether it's conquering the stars or scrambling to resist and escape a tyrant, you know how to make the most of what you have, no matter how expansive or limited.

Engineer [200, Discounted for Alien]: Unlike Xara, you might actually be able to get that ship running again, if you can find it that is. If there is mechanical work to be done, whether human or extraterrestrial, you will know how to get the job done as quickly and efficiently as possible while maintaining the highest quality.

Warrior Training [400, Discounted for Alien]: You're not being completely forthcoming with your full origins, are you? You are now a full fledged warrior, an absolute beast in melee combat. Put a sword, spear, hammer, or any other weapon in your hand, and you are a true nightmare to behold. Not that you NEED any to dispatch most opponents. You are essentially as skilled as Xara and Andromeda (Perhaps Wraith too, but she's not an alien. She is a better fighter though).

Strange Gifts [600, Discounted for Alien]: Don't lie. This is why you picked Alien, is it? Well, with this, due to your alien heritage, you don't need the Ascender to have powers. By default, you have basic Telepathy and Telekinesis, though you can pick any power from the Powers section to get a reduced version of it instead. Ascending will enhance these abilities.

- **At The Apex Boost:** Remember what I said about "basic" mental powers, or "reduced" powers? Yeah, throw that out the window. Whatever power you picked is now as described. And if you decided to stick to Telepathy and Telekinesis, they are now a match for nearly any Ascended. Though Ascending will still dramatically boost them.

N'Raga

Not gonna lie, there is not a lot to do here if I'm going to stick to the source material. I may have to take a couple of liberties with the established lore if you want anything of substance. We can just write it off as you being a particularly impressive beast. You're welcome.

Freakishly Strong [100, Free for N'Raga]: Malefactors and even other N'Raga will have to kneel to your superior might. For if they don't, you could very well rip them apart with minimal effort. Comes with the durability to match. Now you are a real tank.

Experience [200, Discounted for N'Raga]: Every N'Raga has experience in battle, at least all the ones we meet in the books anyway. Some of them may have very well been at this for centuries. Now you have this as well, and the skill that comes with it. This is *slightly* worse than Basic Training though, because N'Raga aren't really all that bright (combat-wise that is). You are the smartest (tactically) *among them*, but that's not a particularly high bar to begin with. The biggest boon, however, is that you now give off Drain radiation. You can now attack the powers of your opponents as you attack their bodies.

Spread The Plague [400, Discounted for N'Raga]: You can now turn almost anyone (baring women, Ascended and those infected with the Malevolence) into N'Raga. Normally you need external means for this, but this is one of the liberties taken. Now you just need to touch a dude, and not kill him.

Enhanced Adaptation [600, Discounted for N'Raga]: You now have a healing and adaptation factor that surpasses all other N'Raga before, or after, you. Normally you need to suffer grievous wounds to adapt from (or, you know, cannibalism), now it's almost preemptive with how quick it is. Still can't self resurrect though, so get that out of your head.

- **At The Apex Boost:** Ugggh, FINE! You can revive now. You still need at least 50% of you intact though for it to work. Happy now?

Powers

You are Ascended, so you get powers. Here they are. The baseline Powers are as stated before. Buying them here will enhance them. You get **1,000 pp (power points)** to get what you want. You can trade choice points with power points at a 1-1 conversion rate. If that's not enough you can instead "sell" your baseline powers to get a portion of their total worth. You will still have those powers, they will just be weakened hence why you're not getting the full amount (except Flight, but we'll cover why when we get to it). No, you're not reading the prices wrong, while upgrading your existing powers cost **100pp**, adding new ones is a little bit more taxing on me, so I need a bit more compensation. So **200pp** is the price for those. Keep in mind, these are only your starting levels. You will find that the more you push your powers, the stronger they get until you find your *real* limit. You are assumed around average, downgrading them will lower your ceiling, upgrading them will make it higher. Unless you purchased Powerful before

(especially the boosted version), then you are expected to be a real top contender eventually, even if you do sell.

Super Strength [100, +50 if Sold]: Strong enough to chuck a truck across a block with one hand with minimal effort initially. Upgrading this will increase that to a bus across half a city with the same amount of effort. Downgrading this will basically put you at MCU Captain America levels.

Super Durability {100, +50 if Sold]: Tough enough to withstand hails of gunfire while it affects you no more than a series of flicks. Upgrading this will make you nigh-indestructible, with Malefactors, or even N'Raga, finding it difficult to actually hurt you. Downgrading this will, again, put you at MCU Captain America levels.

Super Speed [100, +50 if Sold]: Baseline supersonic, with the reactions to match. Upgrading this will put you at hypersonic. Downgrading this will put you at roughly 300 mph.

Super Senses [100, +50 if Sold]: Your vision is boosted to see farther and clearer. Your hearing is boosted so much that you can now hear things that are in otherwise sound-proofed cases and rooms as though they were right next to you out in the open. Your sense of smell is boosted to the point of being able to track people like a bloodhound. Upgrading will increase the range for all of these considerably. Downgrading will just give you darkvision, make it so that whispers from across a large room are clear as day to you, and just make your sense of smell a little sharper.

Accelerated Healing [100, +50 if Sold]: Increases your ability to heal, but doesn't give an outright healing factor. Upgrading this does exactly that. Downgrading this will make it so that while you still recover faster, it's just not to the same extent (so you'd still need to seek medical attention).

Flight [100, +100 if Sold]: You are able to fly under your own power, able to hover or move at roughly your running speed. Upgrading this will enhance your agility midair. You will be able to stop on a dime and fly circles around other flyers. Selling this will get rid of it entirely.

Heat Vision [200]: Blast heat beams from your eyes Superman style just like Trent (Apex). These beams are strong and hot enough to burn and cut right through N'Raga hide.

Super Breath [200]: Blow gale force winds from your mouth just like Trent. As a side benefit, you can hold your breath for a REALLY long time.

Pyrokinesis [200]: Generate and control fire with your mind just like Ivy (Wildfire). The fire is nearly as hot as the heat vision mentioned above but not as precise, but arguably far more versatile.

Energy Blasts [200]: Fire concussive blasts of energy from your hands just like Dawn (Gold Rush). These blasts will be about twice as strong as your punches. You can also infuse this energy within yourself to essentially go Binary from Marvel. The color is golden by default but it's up to you.

Energy Shield [200]: Generate a forcefield around yourself and/or others just like Casey (Shieldmaiden). It is at *least* as durable as the baseline super durability, but likely it's more like the upgraded version. The color is up to you, but by default it's silver.

Shroud [200]: You can become invisible (to all senses bar touch) just like Jade (Wraith), and that's what happens if you apply it to yourself. If you do it to others, it does something to their mind that leaves them terrified. As a cool side effect, your eyes glow and change color based on how you use this power, white when you use it on yourself, pitch black when you use it on others. Your voice also takes on a more haunting, ghost-like echo.

Nullifier Blast [200, 300 if Upgraded]: You can fire blasts of energy that attack the radiation that gives the Ascended their powers just like Vanessa (Nyx). As a side benefit, you are now immune to the Drain radiation. Upgrading this will instead give you Nemesis's version, firing an ultrapotent blast from your chest capable of not only depowering most supers near instantaneously, but leveling anything in a city block.

Clones [200]: You can create a virtually unlimited number of clones of yourself that act under a hivemind directed by you just like Henry Gestalt (Doctor Doppelganger). You also have the same kill switch as him, allowing you to devolve or melt (you decide) the clone (or clones) if they get into a tight spot.

Electrokinesis [200, 250 if Upgraded]: Generate and control electricity (and minor Drain) with your mind just like Overload. You can even become a living bolt of lightning, allowing you to fly around even faster than you usually could with far more precision. If you want, you could

summon a thunderstorm to do with as you please. The Upgraded version lets you turn into living lightning in the shape of a person *and* change back, unlike him (he's stuck in lightning form).

Lava Form [200, 250 if Upgraded]: Just like Slaggoth, you have a form that can only be described as a living, humanoid volcano. This enhances your strength and durability immensely and gives you limited (but devastating) pyrokinesis. You can also encase yourself in a fire/magma ball made from the same material as you and fly it around like you're piloting a meteor. You can even split yourself into shards to move around faster and through narrow spaces without smashing through them. You can also throw magma balls from your hands (limited control over magma/lava). The Upgraded version lets you change back to a human form, unlike him.

Illusions [200]: You can now cast vivid and convincing illusions and hallucinations at your enemies (like Obscure), to the extent that you can make them do whatever you want (including fighting each other and giving you crucial information) with them none the wiser.

Size Control [200]: You now have Nemesis's ability to change and manipulate his size however you see fit. Go from normal to kaiju in mere moments and back again.

Items

All origins get their **100cp** items for free and all other purchases for that origin discounted by 50%.

General

A Change of Clothes [Free]: The name says it all. You always have a change of clothes with you, you decide how. Whether the clothes you were wearing got scuffed up in a Malefactor attack, or you need civilian clothes 'cause you're under cover, or you're a superhero who needed to tear off their outfit to reveal their suit, or a super got too frisky and tore yours off for some naughty fun. Comes with unlimited replacements.

Car [100]: Just some transportation, a vehicle to get you from point a to point b. You decide the make and model, just keep it humble (you only spent the minimum choice points for it). Never runs out of gas and never needs maintenance. Self repairing, no one will ever comment on it.

Money [200]: You're a billionaire. Whether you're just a trust fund kid or you have a successful company is up to you. If you're with the Government, then this is government funding. If you have Car, it is instead a supercar of your choice. If you're Ascended, this can be a *literal* super car.

House [400]: You have a modest house, nothing special just somewhere to rest your head. If Ascended, this is paid for by Remedium (a government founded shell company to manage The Vanguard, the team of superheroes that they made). If you have Money, this is your manor. If Government, this is instead your base.

Ascended

Super Suit [100, Free for Ascended]: You get a super suit of your own, you even get to design it (unless you replace a character, then you get their canon suit). It's nearly as durable as you and always clean, it even self repairs.

Gadgets [200, Discounted for Ascended]: You get an array of gadgets to assist you in ways not covered by your powers. If you want, you can combine this with the Super Suit.

Government

Uniform [100, Free for Government]: You have either a badass three piece suit or a military uniform (depending). Always clean. Comes with unlimited replacements.

Government Issued Vehicle [200, Discounted for Government]: A very intimidating vehicle has been assigned to you. Either a sleek black car or an armored military Hummer. You pull up in this, you will instantly command the room.

Drain gun [400, Discounted for Government]: You get a custom Drain gun, a weapon that (as the name suggests) drains the radiation that gives the Ascended, and Malefactors/N'Raga, their power. Comes with an additional gun of your choice with unlimited ammo.

Alien

Warsuit [100, Free for Alien]: This suit is designed for the rigors of war, therefore it may actually be more durable than you are.

SpaceShip [200, Discounted for Alien]: Okay, so maybe you weren't on Xara's ship, because it turns out you have one of your own. Hopefully you know how to maintain it. Should be simple with the Engineer Perk.

Energy Weapon [400, Discounted for Alien]: You have an energy weapon of your choice that can cut or smash through damn near anything. Never runs out of power.

N'Raga

Portal To Oblivion/Earth [100, Free for N'Raga]: Ok, you don't get the item in and of itself, but you do get the knowledge on how to build it implanted into your head straight from Nemesis. You also have the raw materials and the energy you need readily available.

Drain Tech [200, Discounted for N'Raga]: Same deal as before. If you have Experience you can feed the machine yourself.

Companions

Companion Import [50-200]: So you want to create your own crime fighting sidekick or family? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion: So you want to take any other existing character from this world. Well then this option is for you. If you can convince them that is, for some that is easier said than done, even with the Charisma perk.

Drawbacks

Supplement Mode [+0]: In case you don't really want to be here. Now you can take what you purchased here and go somewhere else, along with everything else this toggle usually entails.

Self Insert [+0]: So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot Is King [+0]: You may leave any time after the main plot is complete, unless any drawbacks are still in effect and incomplete.

Extended Stay [+100]: For each purchase of this your time here is extended 10 years. May be purchased multiple times.

Worship and Condemnation [+100, Mandatory for Ascended]: You now have some churches claiming you are an Angel sent from Heaven, and others asserting that you are a Devil from the depths of Hell. There are plenty of protests and street preachers spewing this left and right throughout not only the city, but the world. Nothing too bad will come of this, but it will annoy the hell out of you.

Body-swapping Cult [+200, Only available for Ascended and/or Alien]: There is now someone even claiming that all your power, even your very body, *actually* belongs to them. That they're merely allowing you to use it temporarily for some reason or another and will eventually take it back and give all of their followers powers as well. It's a very small cult, but creepy nonetheless. No, there's nothing you can do to prove them wrong.

Malefactor [+200]: Okay no, not really but you are currently transforming into one. The *only* thing holding it back is a battery pack that feeds a special radiation into your body that staves off the mutations. Should this battery be completely depleted, or destroyed, you WILL turn (which will result in an incredibly painful transformation and an immediate chain failure that kicks you back to your home reality with NOTHING that you purchased here.) The only silver linings are that you get the upgraded base power set that all Ascended get and should you manage to cure this affliction, you become a true Ascended. Though be warned, using your powers drains the pack faster, the more you exert yourself the faster the depletion.

Political Bull [+300, Not Possible for N'Raga]: Senator Harris, a politician looking to advance his career, has it out for you. He "wants justice for the families of victims of super violence". He has a section of the populace even believing that Malefactor attacks and their fights with supers are one big conspiracy to weaken the people. Sorry, is this Apex Ascended or Spider-Man? Either way, he will be an annoying thorn in your side no matter what you do.

Malevolent [+400]: You have chosen to sign up with Nemesis, but instead of becoming an N'Raga he decided that you were more useful with your mind intact. And so he infected you with the Malevolence (some kind of force or substance that turns you into the worst, most despicable version of yourself with all of your morals and empathy shut out.). As far as physical signs go, you get glowing yellow eyes, and any Strange Gifts you have are dampened. You are also completely ineligible for Ascension. There is a way to get rid of this however, there is a switch on your person. If you press or destroy it, you're free and your power is restored. But there's a catch, you've been told by Nemesis that doing so will turn you into an out of control lunatic. You won't remember taking this, and you will be forced to believe the lie.

Obligatory OOC Power Block [+600]: No outside powers, perks or items for you here.

Brainwashed [+800, +0 and Mandatory for N'Raga]: You are now hopelessly and fanatically loyal to Nemesis and worship him almost like a god. You have no choice but to do his bidding as you have little to no free will left. (The reason for the large cp gain is because, well, your free will is stripped away)

Ending Decisions

Go to the Next Jump
Have fun on your next jump, I guess

Stay
I knew you'd be tempted. Enjoy your new home.

Go Back Home
So, you're done with this whole Jumpchain business huh, ok. Go home with everything you got here.