

What has become of this city? There used to be laws, justice. Not anymore. Crime is out of control. Cats are missing. And people are being victimised. We were supposed to protect people who can't protect themselves. Now, superheroes are torn apart by political differences. We're two sides, at war. But war isn't going to save our city. Time-travel is my only hope now. Legends tell of an ancient time, when a new kid united a kingdom, torn apart by a powerful stick. I have to go back, change the present if I can and find this cat. And in doing so, perhaps I can change what has happened-to all of us.

So, yeah, welcome to South Park! It's a quiet little mountain town, but currently, there seems to be a bit of a cheesing problem going on, cheesing being when you get high off of the liquid cats spray when marking their territory. Maybe you can help out? Which side of the conflict are you on, anyway?

Independent: Ah, I suppose that's fine, at least for the time being. Much like the mysterious vigilante Call Girl (Wendy), the alien Mint-Berry Crunch (Bradley) or goth witch Henrietta (Henrietta), you haven't yet chosen a side in this war, but be warned; fence sitting won't be tolerated for long. Or perhaps you fancy yourself a villain, like Professor Chaos (Butters).

Coon and Friends: Coon and Friends are a local group of superpowered vigilantes led by, unsurprisingly, the Coon (Cartman). Other members include the Human Kite (Kyle), Mosquito (Clyde), Super Craig (Craig), Captain Diabetes (Scott) and Fastpass (Jimmy)

Freedom Pals: An off-shoot set of superheroes, splintered away from Coon and Friends in protest at how they were treated, this group, led by Professor Timothy (Timmy), seeks to bring about 'retribution, but with inclusion.' Other members include Mysterion (Kenny), Toolshed (Stan), Tupperware (Token) and Wonder-Tweek (Tweek)

Whatever the case, you are now 10 years old, and your gender and sexual orientation is a free choice. Seriously, I'm not going to walk you through Mr. Mackey's explanation of gender. You have your free pick of race, but check the drawback section. Finally, you can choose whether you have history here, or you're just a drop-in.

Perks

General

100CP Crafting Mechanics: You are now able to quickly create supplies for yourself. For instance, you could make a safe-to-drink healing potion out of some hand sanitizer, a bottle of sunblock and some personal lubricant. The five categories that the random junk you can find around town can fall into are meds, tech, biohazard, food and scrap, which seems to just be a general catch-all category.

100CP Four Kids With Actual Superpowers: Your powers are no longer just part of the game, instead staying active even after the kids aren't playing superheroes anymore.

200CP Microaggression: Whenever you hear any enemy make a comment that you could interpret as discriminating against others, you get to punch them once without anyone being able to intercept you.

400CP Ungodly Strength: You have had your DNA infused with that of Shub-Niggurath, the Black Goat of the Woods. As bad of an idea as that might sound, it actually ended up making your powers stronger than they normally would be. Optionally, you can choose to make this the origin of your powers, making them genetic, and thus, inheritable by any clones or children you may have.

Independent

100CP Ungroundable: You can now no longer be grounded by your parents, or anyone else's parents, although I'm not sure why other people's parents would even be able to ground you in the first place.

200CP Two Coonstagram Accounts: Since you might be an actual vigilante, it's important that you keep your two identities separate. As such, you now have the skills needed to keep a secret identity, provided you aren't under too much scrutiny, as well as being able to avoid revealing yourself by complete accident in casual conversation.

400CP Over A Zillion Followers: Sometimes, things happen for no discernable reason. An adult man makes a facebook profile, and finds he has gained a million followers in one day. Somewhere else, a lady finds the same thing occurs for her, but with Instagram. The child of these two, you gained over ten million followers the day you were born! Unlike the New Kid, your powers seemed to slow down over time, but you still have the ability to become at least

Facebook-level friends with anyone just by your general proximity; you don't even have to say anything to them! If you do decide to actually talk to them, instead of just remaining mute like you're hot shit or something, you'll find yourself able to easily create a bond of genuine friendship.

600CP Jesus Christ, Is That Their Asshole: Your farts are now so powerful, they can bend the fabric of space and time! Seriously, open a window or something. The uses of this are that you can skip enemy turns, pause time to get free hits off on people and summon yourself from your own backstory, as well as freeze time completely. The cooldown for this is three seconds out of combat, and three rounds when in combat, or if the current world doesn't have turn-based combat, eighteen seconds. You also have such powerful farts that you could substitute for an air compressor for the purposes of things such as sandblasters.

Coon And Friends

100CP No Kryptonite: Much like the Coon, you are now allowed to choose not to have a kryptonite and in future jumps, you'll find your weaknesses are less effective on you.

200CP That Makes No Sense: The Coon may be the leader of the Coon and Friends, but the truth of the matter is, he's not exactly that bright. Fact is, you'll probably find a lot of people here in South Park who that might apply to. Don't worry though, because with this perk, you'll find the idiocy here doesn't seem to bother you as much as it might otherwise do.

400CP Connection With Netflix: What is it that is most important to be a successful superhero? Well, the Freedom Pals would probably say a bunch of dumb shit like "results" and "making a difference in the community." You know the truth of the matter, however; the most important part of being a successful superhero is, of course, the financial success of your movies. You now have the skills to ensure that any movies or other projects you're involved in are a rousing success, and even ones that are merely based on you seem to make more profit, and are better received by the fanbase.

600CP Your Dad Fucked Your Mom: You are now able to grant superpowers to anyone willing to let you narrate their backstory. Of course, the risk that they take when they allow you to do that is that since you're the one narrating their backstory, you can feel free to make it as dark as you wish; for instance, you can make them realise the dark truth that their dad fucked their mom. However, this is limited to granting powers on the level of what can be acquired here, and you aren't able to narrate your own backstory.

Freedom Pals

100CP Professional Superheroes: As part of the superhero group concerned with more than just a quick buck, you have received some training in how to gather information and scope out where criminal activity might be located. It's not much training, given that the Freedom Pals are still, you know, children, but it's more than the Coon and Friends get.

200CP Retribution, But With Inclusion: You seem to have better luck when defecting from a certain group. Whatever your reasons for leaving are, you'll find that your decision to leave causes others who share your point of view to be inspired and leave as well, and if you or anyone so inspired were to come into conflict with your previous side, you'll find that you seem to have greater luck when fighting against them.

400CP Take Out Your Resentments: Just to be clear, that perk title is literal. You can now help others overcome problems in their relationships by means of having them team up to beat up a bunch of people that are designated as symbolic representations of those problems.

600CP Super Secret Project: You are now a master of planning, being able to come up with brilliant plans that almost nobody else could think of to make sure nobody gets screwed over. Sure, you might need to almost work yourself to death coming up with it, but you are now capable of coming up with a franchise plan that includes everyone; each hero getting their own movie and tv series, each mathematically equal to the other.

Items

0CP Stick of Truth: It's just a stick. We aren't playing fantasy anymore, dude.

0CP Snap N Pops: You now have an unlimited supply of a weak kind of firecracker. They can't really hurt anyone too bad, but they are able to set things on fire.

0CP Costume: You get a free superhero costume. It's nothing special, but you can import things into it. For 100CP, you get variant copies to deal with special situations, such as an arctic costume for cold weather, and the variants share modifications and imports.

50CP Coonstagram: In future jumps, Coonstagram will still be a thing, and will continue to have the same popularity. For a point of reference for how prevalent this social media app is, please take note that the ghost of a miner, who died in a mineshaft and has basically zero contact with modern society, has a Coonstagram account. It's a really popular app.

100CP Costumes: This is a copy of every costume featured in the game, which also comes with copies of certain costumes that look like they were made by real super-hero costume designers, instead of being homemade.

100CP Yaoi Collection: This is a collection of yaoi, both in physical and digital format. Specifically, it's yaoi of Tweek and Craig, who are both underage, so you probably don't want people to know you have this. I'm just saying.

200CP Danger Deck: Token Black was able to set up this room inside the Freedom Pals base (his basement) that more-or-less acts as a holodeck, proving once again that if you're rich enough there's no problem you can't solve! Anyway, regardless of the details, it seems that you

have a copy of it, allowing you to create simulations of both friends and enemies and allowing you to have a chance to truly push yourself to overcome these terrible trials.

200CP Casa Bonita: Now, wherever you go, you'll be able to find a local branch of Casa Bonita, or at least, a branch of it readily accessible through public transportation.

200CP Stock Market: You now have access to the local stock market, which is essentially a roulette wheel. If you keep at it, and are skilled enough, you might be able to bring your economic class up from "A Poor" all the way to "The 0.01 Percent"

Powers

You get a stipend of 400CP for this.

50CP Tinkering Ability: You know how to hack into panels. You're out of luck if what you want to hack isn't accessed through a panel or terminal, though and, of course, it's still possible for someone's cyber skills to exceed your own.

100CP Flight: Oh, you can fly, huh? That's pretty neat, I guess. You'll probably want to pair that with, you know, a real superpower, though.

100CP Assassin: You don't have real superpowers. What you do have, is incredible skill at stabbing people and throwing knives, as well as an endless supply of knives and smokebombs.

100CP Final Girl: You have harnessed the power of the final girl at the end of every horror movie, granting you increased ability to improvise weapons to fight against foes, as well as causing fate to give you more of a chance to survive in general. You also happen to have a bunch of sawblades to throw, as well as a sledgehammer with dynamite strapped to it and a pair of gardening shears.

200CP Brutalist: You have super-strength, like the Thing, or a really pissed-off Batman. Alright, well, you know the drill, punch real hard, take lots of hits.

200CP Speedster: This might piss off Fastpass, but sure. You can now run so fast, you bend space and time itself.

200CP Blaster: You can shoot lasers from your eyes, as well as shooting fireballs from your hands.

200CP Elementalist: You have elemental powers, being able to swallow people up in the earth, freeze them in ice shells and use the power of water to heal allies. When using your ultimate ability, you can even electrocute the water to shock enemies.

200CP Psychic: You have psionic abilities, being able to confuse enemies so that they can no longer tell friend from foe, as well as more simple powers like psychic shields and mind-blasts.

200CP Cyborg: Your body has been augmented with machinery, giving you the ability to administer electric shocks to enemies, and then shoot them to death with a barrage of guns.

200CP Gadgeteer: Much like Tony Stark, you don't have any real superpowers, but what you do have is enough intelligence to compensate for that by way of turrets, explosive decoys and attack drones.

200CP Plantmancer: Your control over plants allows you to attack your enemies with roots, heal your allies with petals, and charm your foes with pheromones (you know, like Poison Ivy)

200CP Martial Artist: You know kung-fu, and can augment that with your chi techniques in order to add incredible power to your attacks and shield your body from harm, even being able to form rudimentary constructs out of it to harm enemies.

200CP Netherborn: You have the power of cool, non-lame darkness, granting you access to dark magics, allowing you to create scythes and attack enemies with necrotic energies.

200CP Manimal: Your genetics have been fused with that of an animal that exists on Earth, thus giving you their powers. You are allowed to grant yourself powers that wouldn't be available to your particular gender, such as Mosquito's ability to suck blood despite the fact that only female mosquitoes do that. You can buy this multiple times.

200CP Chaos Summoner: You have been imbued with pure chaos, allowing you to blast your enemies with pure chaos, and summon pylons to confuse and shock foes. Professor Chaos has also granted you access to his minion fund, meaning you can now summon his Chaos Minions.

200CP Goth Witch: Satan's on your side, and has given you some black magic to support your allies. You can cast a satanic seal to boost their attack, protect them and cleanse their woes or grant them a baleful blessing, healing them as well as letting them steal lifeforce from their enemies. You can also set cigarette smoke on fire, and are protected from getting lung cancer from them.

200CP Cereal Mascot: You now have the ability to blast your enemies with breakfast cereal attacks. By default, this is mint and berry, but feel free to decide for yourself what breakfast cereal gives you power. Whatever the case, this allows you to both heal your allies of negative ailments and bring harm to your foes. Shablagoo!

Companions

50CP Import: This option allows you to import one of your pre-existing companions into the jump, or create a brand-new one. They get 600CP to spend on perks and items, as well as a 200CP power stipend.

100CP Superhero Team-Up: Made a connection with one of the residents here? Feel free to bring them along on the chain! For a discount, you can take a version of them that isn't a superhero, and has no superpowers.

100CP Ideololis: This is an interesting development. You see, this is a set of triplets who, whether by chance or divine machination, seem to have all developed several different ideas for which system of government is best; one of them supports freedom for all, the second supports everybody getting their fair share and the last is in support of absolute power. Regardless of the details, they appear to have decided following you on your journey is their best bet for sorting out this issue. For import purposes, they count as one companion, and any purchases are shared amongst them. They have 600CP to spend, as well as a 200CP power stipend.

400CP Dovahkiin: This is the new kid on the block. The reason why you need to spend so much to get them is simple; they are, quite possibly, one of the most powerful superbeings you can companion here. You see, they've had their potential unlocked, allowing them to access the powers of a brutalist, speedster, blaster, elementalist, psychic, cyborg, assassin, gadgeteer, plantmancer, martial artist, netherborn or final girl, although they can only manifest 4 power-sets at a time. However, that's not all, for you see, Dovahkiin was also born with the ability to make friends on the internet incredibly easily. Simply by existing, they accumulate a following to make even the most successful influencer jealous. Finally, they also have access to the power of timefarts.

+100CP Human Kite From An Alternate Universe: This is Kyle's incredibly Jewish cousin. You may have noticed that he gives you CP. That was not a mistake. He counts as a drawback, so you won't have much luck getting rid of him, and he is a companion, so he benefits from the resurrective immortality that means. At the end of the jump, you are explicitly allowed to fire him from the companion role, although if you choose not to, he becomes less of a general embarrassment.

Drawbacks

You take these to get more CP than the 1000 you were given at the start.

0CP Wasn't There A First Game: If you want, you can start slightly earlier, when Dovahkiin first moves into town.

0CP I'm New In Town: Or, you could even be Dovahkiin yourself! Sadly, you don't get to keep the awesome name.

0CP Game's Over, Everyone Go Home: You can choose to leave at any time after the events of this jump are complete, including From Dusk Til Casa Bonita and Bring The Crunch.

0CP Eternal Childhood: People around you will not grow up if you take this toggle.

100CP Kryptonite: There is a certain thing or group of people who, if you are confronted with, you become less powerful. Due to the rules of the game, you need to take this at least once, and you gain no points the first time around, but you can take it multiple times and get points for each additional weakness. You are guaranteed to come into conflict with people who are or possess any kryptonite you took after the first, unless you took No Kryptonite, in which case the first you take counts as well.

100CP No Sense Of Taste: Much like Dovahkiin, you have basically no sense of taste, to the point where you genuinely don't understand how taste even works. When making any food, whether it be the simple do-it-yourself taco at Freeman's tacos, or something more complicated, such as a pizza, you'll end up just putting ingredients together without care for what the end result will taste like if you don't have instructions to follow.

100CP Diabetes: You have diabetes, which means that if you take too much sugar in at once without injecting insulin, you die in about two minutes. Fortunately, you do happen to have enough insulin for the duration of the jump, given that it's on your medical records and everything.

100CP Are You Sure You Wish To Be Called Douchebag: Much like what happened back during the days of the Kingdom of Kupa Keep, or the KKK for short, it seems everyone thinks your name is some kind of insult. As in, an actual insult that already exists, your name hasn't become a swear word or anything.

100CP Impassable Red Bricks: For the purposes of the jump, any red lego brick is effectively lava. Furthermore, since this property only exists in your mind, any fire-resistance perks you might have are useless when dealing with red lava. As such, if you find that your way has become blocked off, you will need to find a way to clear it. Incidentally, in case you get any bright ideas about just flying over it, take note that lava isn't just boiling kool-aid; you'll get affected by the convection of the 'lava'

200CP Higher Difficulty: You are now black. Don't worry, this won't affect combat, just every other aspect of your life. For example, you earn less money, and the police here are incredibly racist, though they will be willing to give you a job searching for and beating up other black people on blatantly-false charges. After the jump, you can choose whether or not you are still black, but people are now only as racist towards you as they usually would be.

200CP Mastermind: This is the drawback that makes combat harder for you. Enemies are now tougher, and deal more damage to you.

200CP The Raisins Girls Hate Your Guts: It seems that you've done something to piss off every vendor in South Park, as everything is now five times as expensive for you as it might otherwise be. Yes, this includes the vending machines.

200CP Screw You Guys, I'm Going Home: Those are the only words that anyone in South Park has ever heard Dovahkiin speak, and much like the new kid, it would seem that you've become mostly mute.

300CP Obsessive Fans: It would seem that you've become quite popular lately, jumper! So popular, in fact, that people would even break into your home just to get your autograph. Sadly, you can't actually do anything useful with this popularity, you just have the stalkers.

300CP Homeward Bound: Wow, these superpowers sure are cool, huh? Too bad they can't make up for that fact that Mommy and Daddy don't love each other anymore. Yeah, if you take this drawback, you'll no longer be a part of a stable family. Instead, your parents will constantly be arguing with each other, and if you walk in whilst they're arguing, it'll take a short while before they even notice you're there. What's more, you'll no longer be protected from the mental trauma this would logically cause a ten-year old like yourself. Hopefully you can find a way to fix their failing marriage before they get a divorce!

300CP We Aren't Playing Jumpchain Anymore, Dude: This is the option that leaves you as fragile as a first-jumper, except for the fact that you have 300 more CP; you don't have your previously acquired perks and items.

Options

Stay Here

Go Home

Keep Jumping

Hey, just how 'real' is anything here?

For the purposes of the jump, all superpowers displayed are considered to be real, up until the kids aren't playing superheroes anymore, at which point, they lose their powers. This will also apply to any jumper or companion who doesn't have powers to protect against de-powering or consensus reality, but after the jump, you will regain your powers, unless, of course, you took Four Kids.