Brightburn Jumpchain



v1.1
by Cypmaster

What if a child from another world crash-landed on Earth, but instead of becoming a hero to mankind, he proved to be something far more sinister?

After a long struggle with infertility, Tori's dream of motherhood finally comes true with the arrival of a mysterious baby boy. Brandon appears to be everything Tori and her husband Kyle ever wanted—bright, talented, and curious about the world. But as he nears puberty, a powerful darkness begins to emerge within him, and Tori can’t shake her growing fears about her son. Once Brandon starts acting on his twisted urges, those closest to him find themselves in grave danger, as the miracle child becomes a vicious predator unleashed on an unsuspecting Kansas town.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Choose your starting location freely.

Brightburn, Kansas [Free]
A rural town located in Kansas, United States.

Somewhere, America [Free]
You start wherever you want in the good ol' US of A.

Anywhere, Earth [Free]
Choose any place on the planet.

Space [+100]
You appear in orbit around Earth. Hope you've got a plan for how you'll get down.

The Universe [+200]
You appear in a random location in this universe. Since most of it is empty space, you'll probably be light-years from the nearest solar system. Hope you can handle that.

Age and Gender

Age and gender can be chosen freely as long as it's something that makes sense.

Origins

Any origin can be taken as a Drop-In.

Regular Guy/Gal [Free]
You are dropped in this new universe with no background, memories, or documentation.

Loving Parent [Free/+200 CP]
You've always wanted to be a parent, but fate seemed set against you—until something happened and your wish was fulfilled in an unexpected way. This Origin gives 200 CP if you also take the Obligatory Power Loss Drawback, but it also guarantees that your child has the Monster Origin.

Monster [200 CP]
You're not just a non-human—you're downright inhuman. While you're fully capable of every trait and flaw, good and bad, that humans also possess, you come from a culture or have a mindset that runs counter to humanity. Whether you're a mundane Serial Killer, a man-eating fish creature, a powerful witch-woman from a society that despises humans and treats harming or killing them as virtuous, or even an alien sent to conquer and subjugate the planet for your species, many factors will push you down a path of evil and destruction.

Race

Human [Free]
It doesn't get more mundane than this. You're in good shape, but nowhere near peak human condition. You'll have to rely entirely on your wits, perks, and items to survive the horrors of this world.

Half-Human [100 CP]
A hybrid of human and animal, with a twisted, mutated physiology. Your baseline physical abilities are roughly twice those of a peak human in terms of power, speed, and durability. You also gain minor passive traits from your animal half, such as a fish's gills for underwater breathing or a bat's echolocation. Purchasing this race grants you a +100 CP Stipend to spend exclusively in the Dark Pantheon Powers section and a Discount usable only on perks associated with *The Beast* or *The Deep Terror*.

Rope Witch [200 CP]
Native to an island near Greece, you're from an offshoot of humanity—or perhaps a creation of dark gods. Your baseline speed, agility, and physical power are enhanced by strange, dark magics, placing you well above any mundane human and halting your aging process. Purchasing this race grants you a +200 CP Stipend to spend exclusively in the Dark Pantheon Powers section and a Discount usable only on perks associated with *The Witch* or on **Apex Physiology**.

Alien Invader [300 CP]
You're part of one of the most terrifying apex predator species in the universe. Your baseline physiology is alien: you don't need to eat, sleep, or breathe; you can survive the vacuum of space indefinitely; and your lifespan is measured in millennia. Purchasing this race grants you a +300 CP Stipend to spend exclusively in the Dark Pantheon Powers section and a Discount usable only on perks associated with *The Meteor* or *The Faceless*.

Dark Pantheon Powers

This section is open to all Origins and Races. Those with the Monster Origin gain a +300 CP Stipend to use exclusively in this section. Discounted 100 CP Powers become Free.

Static Presence [100 CP] (*The Meteor*)
Your very existence disrupts mundane technology. You can passively or actively cause lights to flicker, shatter glass, drop cellular signals to zero, and scramble cameras into static. It makes you a nightmare to track and sets the perfect stage for an ambush.

Abyssal Adaptation [100 CP] (*The Deep Terror*)
You are perfectly adapted to the crushing, freezing depths of the ocean. You can breathe underwater, see clearly in absolute darkness, and swim at torpedo-like speeds. In addition, your presence in the water triggers thalassophobia in your prey; humans drifting nearby will feel a paralyzing, primal dread before you even make contact.

Ritualistic Cruelty [100 CP] (*The Witch*)
Your physical and supernatural capabilities are fueled by the suffering of others. While you're already powerful, inflicting pain, fear, suffering, or death upon sentients grants you a temporary but potent rush of adrenaline, stamina, and sharpened senses. You also possess an innate, supernatural understanding of human anatomy, particularly how to maximize agony without causing immediate death.

Predatory Senses [100 CP] (*The Beast*)
Your sensory organs have mutated far beyond human limits, tailored to your specific animal half. If you're part bat, you possess echolocation so accurate you can map a building's layout and track heartbeats through concrete walls. If you're part wolf or reptile, you can track prey by scent days after they've passed or detect thermal signatures in total darkness. You can't be ambushed.

Predator's Flight [200 CP] (*The Meteor*)
You can fly at supersonic speeds, breaking the sound barrier with ease. More unsettling, you have full control over your aerodynamics, so your flight can be completely silent. You can hover outside a second-story window or drop right behind someone without making a sound.

Sonic Butcher [200 CP] (*The Crimson Blur*)
You possess destructive superspeed without the "Speed Force" aura that would normally shield your surroundings from the effects of your motion. You can move at Mach speeds, deliberately weaponizing the resulting friction, kinetic force, and localized sonic booms. Sprinting past a crowd can rupture eardrums and fling bodies aside like ragdolls, and a punch delivered at these speeds can reduce a human target to a red mist.

Agony Binding [200 CP] (*The Witch*)
You can channel a dark, supernatural energy through any physical binding you wield—whether it's a glowing rope, a chain, or barbed wire. Anyone caught in these

bindings suffers mind-shattering, supernatural pain that overrides their normal pain tolerance. While they're bound, you can compel absolute truth, as their minds give way under the torment until they confess their deepest secrets.

Chimera's Arsenal [200 CP] (*The Beast*)
You develop savage natural weaponry that puts mundane predators to shame. It can manifest as retractable, razor-sharp bone claws that can shred Kevlar and tear through steel, a jaw that unhinges to deliver bone-crushing bite force, or venomous fangs or stingers that inject a paralytic, flesh-necrotizing toxin. These natural weapons can't break or shatter.

Apex Physiology [300 CP] (*The Meteor*)
Your body is nearly impossible to damage by conventional means. Surgical steel bends against your skin, and standard firearms won't even leave a bruise on you. This durability comes with overwhelming physical power, letting you crumple a truck with ease, rip bank vault doors off their hinges, or toss a full-grown human across a field without effort.

Shifting Meat [300 CP] (*The Faceless*)
Your cellular structure is horrifyingly malleable. You can forcibly alter your biology to mimic the appearance, voice, and even retinal scans of anyone you've seen. The transition isn't magical or clean; it comes with the sickening sounds of snapping bones, stretching skin, and shifting organs. You can also use this malleability to rapidly recover from otherwise fatal wounds by violently stitching your flesh back together.

Tidal Leviathan [300 CP] (*The Deep Terror*)
Your physical strength and durability are greatly increased, allowing you to endure the deepest oceanic trenches, making you nearly as durable as the Apex Physiology perk. Additionally, you wield a violent form of hydrokinesis. You can weaponize water—causing pipes to burst with lethal pressure, dragging victims beneath the surface of impossibly shallow puddles, or summoning localized flash floods to devastate coastal infrastructure.

Rabid Vanguard [300 CP] (*The Beast*)
You emit a terrifying pheromonal aura that bends ordinary animals of your kind to your will. You can command massive swarms of bats, schools of deep-sea predators, or packs of feral dogs. More disturbingly, animals under your control are driven into a rabid, suicidal frenzy—they'll hurl themselves at your enemies without fear, tearing, biting, and swarming until they're dead or your target is reduced to a bloody smear.

Destructive Emissions [400 CP] (*The Meteor*)
You've unlocked your species' most exotic offensive capabilities. You can project beams of concentrated heat from your eyes that can melt through reinforced steel and instantly incinerate flesh. You also have a localized form of telekinesis, letting you hurl heavy objects without touching them or crush a victim's windpipe from across the room.

Mind Flayer [400 CP] (*The Faceless*)
You are a telepath of the most terrifying kind. You can forcefully rip information from a victim's brain, leaving them comatose, lobotomized, or permanently traumatized by the intrusion. You can also project waking nightmares into multiple targets at once, causing severe psychological breakdowns, vivid hallucinations, and violently erratic behavior in your victims.

Abomination Form [400 CP] (*The Beast*)
You're no longer a mere hybrid, but a true monster. You can forcibly trigger a full-body metamorphosis, shedding your human guise to become a hulking, terrifying fusion of man and beast. In this state, your size increases dramatically, your physical strength rivals that of the Apex Physiology perk, and you rapidly regenerate from grievous wounds by cannibalizing the biomass of anything you consume. The transformation is horrific to witness and permanently shatters the sanity of ordinary humans who see it.

Perks

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

General Perks

Urban Legend [100 CP]
You've got a natural gift for theatricality and branding. If you leave a distinct symbol, mask, or calling card at the scene of your actions, the local media and public will automatically build a terrifying myth around you. This makes fear spread much faster and leaves people too afraid to cooperate with the authorities searching for you.

Morbid Desensitization [100 CP]
This universe is brutally unforgiving, and watching a woman pull glass from her own eye or seeing someone's jaw torn off could easily break a normal mind. You're completely immune to the psychological shock, nausea, and PTSD tied to extreme gore, violence, and body horror. You can witness a massacre and stay clear-headed, keeping your heart rate steady and your mind focused on survival—or your next move.

Drama Immunity [200 CP]
As long as you just want to live your life in peace and quiet, events tend to conspire to keep most of the drama from you. People around you get along and communicate better, minor positive outcomes are more common, and negative ones are less frequent. If an earthquake hits your town, your property will take minimal damage, and if an alien is going around killing people at random, you and your loved ones never seem to be in the wrong place at the wrong time. This isn't guaranteed if the cause of said drama is very widespread or if you go out of your way to get involved. If the earthquake was severe enough that no houses would normally remain standing, then yours won't either, and if the alien is set on completely depopulating your town, you and your loved ones will eventually end up in his crosshairs.

Genre Savvy [200 CP]
You barely need more than a clue or two to figure out what kind of setting you're in. Someone was just killed in a gruesome way, and the killer left a strange symbol drawn in the victim's blood? You'll instinctively know you're in some kind of thriller or horror. Coincidentally, you now have the skills to become a very good detective.

Magic Man/Woman [400 CP]
Not much is shown about the broader setting of this movie, but given that it presents a twisted take on DC, there's likely an equivalent to the Homo Magi. Now you're one of them. And while this doesn't grant any actual knowledge of spells or similar abilities, it greatly improves your aptitude, efficiency, and overall capability with any magical school or tradition you already know or might encounter going forward—by at least an order of magnitude—and makes you compatible with all of them. Even forms of magic tied to unique conditions can be learned by you, and at a much faster pace than most.

Wielder of Power [600 CP]
You're powerful, Jumper—but power means nothing without control. Thankfully, you now have all the control you'll ever need. Any power or ability you possess is now fully under your command, both in intensity and effect. No more Man of Steel, Woman of Kleenex problems. With this level of control, you can micromanage your powers to any degree beneath their maximum output. A telekinesis ability that was so unwieldy you couldn't use it on humans without making them explode from the forces involved can now manipulate matter at the atomic level with exact accuracy, or stimulate someone's nerves to inflict unheard-of levels of pain. An all-or-nothing power that slices cleanly through anything in its path can now splash harmlessly against your allies while turning your enemies into confetti with the same strike—or you might remove the "clean" aspect to make potential wounds even worse. This level of control can even be used to increase collateral damage and make your powers seem messier, especially when combined with **Horror**.

Regular Guy/Gal Perks

Job [100 CP]
Choose a job. You'll have the knowledge, experience, and credentials needed to get hired and do very well. This can optionally be used to make it so you already have a job, as long as you're the right age and no Drawbacks or Origin options preclude it. You can choose if you want this to be so at the start of every new jump.

Studious [200 CP]
You're really good at learning from books, manuals, and similar media. You read faster, information comes in more easily, and you process it more smoothly when learning this way. In numerical terms, it's a fivefold increase over your baseline.

You *Can* Hide [400 CP]
Whether it's an alien hunting you or a mob searching for you, they won't succeed. You have an almost supernatural knack for hiding and covering your tracks. This effect gets even better when you're trying to escape danger, but it pairs well with ambush tactics. This is a mix of innate talent and quite a bit the plot bending things in your favor in any attempts you make at hiding.

Object of Desire [600 CP]
Maybe it's your looks or something else about you, but you're like catnip to superpowered people. The more powerful they are—and the more alien or nonhuman they are—the more pronounced this effect becomes. Since you're paying for this, you can choose how this manifests: growing affection, love, slavish loyalty, obsession, hate, something else, or even a mix of feelings. While potent, this "aura" you exude works gradually and speeds up with proximity and the quality of your interactions.

Loving Parent Perks

Partner [100 CP]
In most cases, you can't become a parent on your own, which is why you now have the looks, skills, emotional maturity, and charisma needed to be not just a functioning adult, but also a desirable partner others would feel lucky to build a family with.

Well Adjusted [200 CP]
You're very resistant to stress and fatigue, with a deeper reserve of willpower you can draw from when things don't seem to be going your way. But that is secondary to what really sets you apart: you're now completely immune to anything that would erode your mental sanity. Not even sharing mental space with an eldritch god would make you any less sane. As a bonus, any mental disabilities, complications, or problems are removed, and you gain a talent in instilling a mundane version of this stability in those under your care.

Insurance [400 CP]
Even the thought of one of your loved ones getting into trouble or being hurt is unbearable. Thankfully, you have this: call it fate, destiny, or plot armor, but for some reason, the people you care about are now shielded from threats they can't handle. No more bad ends, death, or even kidnapping.
This isn't absolute, though, and it becomes stronger the more affection you feel for someone, and less effective against dangers that your loved ones can defend themselves against. We wouldn't want to coddle them too much, would we?

The Power of a Parent's Love [600 CP]
A parent's duty is to both love their child and prepare them for the life ahead. You're almost supernaturally capable of caring for your child's well-being, both physical and mental, giving them the knowledge, skills, and coping tools they'll need to succeed while guiding them away from harmful behavior. But that's just the day-to-day. There will be pivotal moments in their life—times when the wrong word or gesture could undo years of healthy growth. In those moments, you shine, as your love bends fate, destiny, and even reality itself to secure a better outcome. Even mental programming or mind control breaks in the face of the love you feel for your child. With this perk alone, you could raise an alien child destined—and telepathically driven—to become a monster, and ensure they grow to be a beacon of hope for the world.

Monster Perks

Horror [100 CP]
You've developed a deeply ingrained, sadistic intuition that makes you an artist of terror. You instinctively understand what psychological triggers to pull to completely shatter a target's spirit. Whether it's knowing where to position yourself in the shadows to heighten unease, how to stage a gruesome discovery, or how to prolong a victim's physical and emotional agony, you can fine-tune your actions to inflict maximum suffering before they inevitably break.

Mask of Sanity [100 CP]
Monsters are most dangerous when they look just like you and me. You have an almost chilling ability to fake genuine human emotion, empathy, and innocence. You can easily mimic social cues to hide your darker nature. Even supernatural empathy, lie detectors, or aura-reading abilities won't pick up anything unusual, instead reading you as a perfectly normal, maybe slightly nervous, everyday person.

Infiltrator [200 CP]
A true predator knows how to blend in with the crowd. You've got an almost supernatural talent for infiltration and social camouflage, letting you slip into whatever identity, profession, or persona is needed to achieve your dark goals.

Isolation Tactics [200 CP]
You have an instinctive, predatory talent for cutting off your prey from the rest of the flock. You can intuit the exact moment to sever a phone line, jam a radio, or sabotage a getaway car to maximum despair. Furthermore, targets you stalk find their luck subtly turning against them; their calls for help go to voicemail, neighbors don't hear or just ignore their screams, and they become isolated from their support networks until they're completely at your nonexistent mercy.

Unbowed [400 CP]
Maybe it's your willpower or the never-ending hate in your heart, but you refuse to be anyone else's pawn. Whether it's fate, destiny, a parasite, mind control, or even supernatural charisma, nothing will budge your decision-making; your mind and body are yours alone. No technology, magic, soul manipulation, psionics, or any other supernatural method of control will ever work on you. You can still be persuaded through mundane logic and words, but even then, it's only because you choose to listen.

Unseen Predator [400 CP]
You embody the horrifying slasher trope of always being where your victim doesn't want you to be. As long as you aren't being directly observed by a sentient being or a live camera feed, you move faster and in complete, absolute silence. Furthermore, when unobserved, you can effortlessly bypass mundane physical obstacles–like locked doors, barricades, or fences–letting you instantly reposition yourself directly in a terrified target's blind spot the moment they turn their back.

Take The World [600 CP]
In most universes, heroes are driven by destiny, the power of friendship, or righteous fury. You are the antithesis of that trope—you're a walking, breathing bad ending.

This perk grants you an aura of “Anti-Hope”. The more you terrorize a population, the less likely they are to band together against you. Instead of uniting in the face of adversity, your victims fracture, turn on each other, and sink into crippling despair. Furthermore, you effortlessly shatter your enemies’ "plot armor". When a hero is backed into a corner, they won’t suddenly unlock a hidden power, stumble into a lucky break, or be saved by a last-minute intervention. If you have the raw power to break them, no twist of fate will step in to stop you.

Symbol of Terror [600 CP]
Monsters aren’t usually defeated because they’re too terrifying to confront directly. You’ve learned to weaponize this primal dread. Whenever you leave a distinct calling card—like Brandon’s bloodied double-B symbol—or allow a victim to survive and spread your legend, you begin to harvest the fear you create. This ambient terror acts as a major multiplier to your physical and supernatural abilities. The more a town, country, or even a planet fears you, the faster, tougher, and more resilient you become. In addition, this fear forms a supernatural tether to your prey. Once someone is truly afraid of you, you’ll always instinctively know their exact location, no matter where they run or what wards they use to hide.

Items

All origins get their 100 CP perks for free with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%. Humans get a +300 CP Stipend to spend exclusively on Items.

General Items

James Gunn Collection [Free]
A collection of all media created by James Gunn or that he had a hand in creating. This includes the Brightburn movie in multiple high-quality formats.

The Sketchbook [100 CP]
Modeled after Brandon's terrifying notebook, this thick, leather-bound journal is completely indestructible and possesses a unique perceptual filter. Whenever you write down sensitive plans, schematics, or confessions, anyone else who looks at the pages will only see creepy, nonsensical doodles and teenage angst. You, however, can always read the text perfectly. It never runs out of pages.

Emergency Go-Bag [200 CP]
When the local apex predator decides you are its next target, you need to run. This unassuming duffel bag is always waiting in your closet or trunk. It contains several burner phones with untraceable service, flawless fake identification for you and your Companions, an advanced trauma kit capable of stabilizing horrific injuries, and enough randomized cash to get you across the country without leaving a digital trail. The bag restocks itself every new Jump or once a month.

Anomaly Scanner [200 CP]
A heavily modified police scanner. On the surface, it taps into local emergency frequencies, giving you a heads-up on police, fire, and medical dispatch calls. However, it also picks up supernatural interference. If an entity with abilities like *Static Presence* or an active alien ship is operating within a ten-mile radius, the scanner will emit a very specific, low-frequency hum, effectively acting as an early warning system against ambush predators.

Off-Grid Cabin [300 CP]
A heavily fortified, entirely self-sufficient cabin deep in the woods. It generates its own power, purifies its own water, and has a fully stocked pantry that replenishes weekly. More importantly, it is incredibly difficult to find. It does not appear on any maps, satellite imaging glides right over it, and mundane tracking simply fails to lead pursuers to its location. Unless a monster physically tracks your scent or footprints to the front door, it is the perfect place to lie low.

Regular Guy/Gal Items

Cash [100 CP]
Either thanks to your job or something else, you receive about a grand every week or the equivalent in local currency.

Car [200 CP]
A car that wouldn't look out of place in any rural town. It never breaks down or needs maintenance, always has all documents up to date, and has unlimited fuel.

School [400 CP]
A school of your choice, either a high school or college. It provides a tidy profit for you as well as a pool of potential Followers that you can recruit. Anyone who enrols and studies here will benefit from the Studious perk for the duration. You can add classes and curricula as long as you have enough academic material to teach at least one semester. Yes, this includes even classes on supernatural/magical topics as long as you have some way to give your students the necessary energy/powers to start them off.

Brightburn [600 CP]
The titular town. You both own it and the profitable farms surrounding it and are the mayor. In future jumps, it will be inhabited by NPCs that keep it going. Additionally, the town possesses a supernatural shroud of isolation. State police, federal alphabet agencies, and news media will naturally overlook the bizarre or catastrophic events happening within its borders, treating them as tragic accidents or local fabrications. Outside interference will only occur if you explicitly allow it. If you also bought the **Successful Farm,** then all the surrounding farms (around 100) also have the same properties, while making every other business you place here massively more profitable and efficient. Properties imported into this also benefit from these effects.

Loving Parent Items

Gun Collection [100 CP]
A collection of rifles, shotguns, pistols, and maybe a couple assault rifles. They're all mundane and come with a reasonable amount of ammunition that restocks weekly. You decide the makes and models, but it doesn't contain anything purely military.

Loving Home [200 CP]
A large country home of whatever design you need. It has an aura of homeliness and is always welcoming. It's the perfect home to cultivate familial relationships, be they between a husband and a wife or between a parent and their children. The pantries are self-filling, and any restful and/or pleasurable activity just feels better when done here.

Successful Farm [400 CP]
A rather large farm that grows whatever crops you want it to. Plants grow three times as fast here, even without fertilizer or dedicated irrigation. Setting those up will increase the speed of their growth to five times faster than on a mundane farm. Any plant that you seed here will grow irrespective of what it would normally require for it to grow.

Metal Weapon [600 CP]
This is a melee weapon made out of a special metal. Unlike the shard that broke off of Brandon's ship, this is either a dagger, spear, sword, or similar instrument made specifically to function as a weapon. Like that metal shard, it has the ability to ignore any kind of supernatural durability. This can cut into superdense metal, alien flesh, and magical defenses just as easily as it slices through human flesh and bones. This weapon is entirely indestructible, unable to be shattered, melted, or blunted by any physical or supernatural force. Furthermore, should you ever be separated from it, you can call it back to your hand or find it safely waiting for you back in your Loving Home or Warehouse.

Monster Items

Gadgets [100 CP]
A collection of mundane, if brilliantly designed, gadgets meant to help someone in their obsessive mission to find and brutally maim or kill anyone they deem a criminal.

Magic Rope [200 CP]
A glowing rope that, when wrapped around someone, forces them to tell the truth by inducing mind-shattering pain the moment it detects a lie. It is strong enough that it would take a being on the level of an adult Brandon to damage it.

Shapeshifting Clothes [400 CP]
The last suit you'll ever need, this alien symbiote has bonded to your skin and is connected to your nervous system. It doesn't possess a will of its own, and all of its mental processes are dedicated to making it the best clothes it can be. It can take the form of any clothes you see or think about and perfectly imitate them. It can even somewhat imitate the defensive attributes of said clothes, but nothing too absurd. At least not at first. Not only does this count as Armor so you can Import similar gear into it to make its baseline stronger, it has the ability to absorb loose pieces of gear and accessories and learn how to replicate them, both their material and esoteric properties. With practice, it will even be able to emulate multiple enchantments and differing material properties at the same time.

Alien Ship [600 CP]
Is this the Ship you came in on? It's definitely impressive. And while not very large, it only has space for one, this spaceship is capable of supersonic flight in atmosphere, FTL flight in space, has armor capable of withstanding blows from the likes of Superman, and weapons capable of somewhat injuring the same. It comes with a VI that is completely loyal to you and has access to a database of technologies developed by its creators.

Companions

Companions can purchase more companions.

Import [50-200 CP]
You can Import any of your friends into this jump. 50 CP for 1 or 200 CP for 8. They get 600 CP, get to take Drawbacks that only affect them, and cannot purchase Companions. You can take this multiple times if you have more than 8 Companions.

Export [Free/100 CP]
If you can convince them, you can take anyone from this jump with you. For 100 CP a pop, you can ensure that they'll agree.

Drawbacks

Self-Insert [+0]
Want to take the place of one of the characters? As long as it makes sense for your Origin, go ahead.

Supplement [+0 CP]
You can use this document as a supplement to another jump.

Crossover [+0 CP]
You can combine this setting with another, even one that doesn't have its own jumpdoc.

Early Retirement [+0 CP]
As long as you don't have any other Drawbacks that require you to stay longer, you can decide to finish this jump at any point once the main plot is concluded or sufficiently derailed.

Extended Stay [+100 CP]
For each purchase of this, your time here is extended 10 years. You can take this as many times as you want, but only get CP for the first 4 times.

The "Birds and the Bees" [+100 CP]
You are a horrible mentor. You have a terrible habit of completely misreading a situation and giving advice that can feed a person's darkest impulses or their worst delusions. If someone comes to you struggling with violent urges, your attempt at a comforting "it's just a normal part of growing up" speech will be interpreted as a green light to start a killing spree.

Unblinking [+100 CP]
You have lost your grasp on normal social boundaries and personal space. You tend to stare at people without blinking, breathe a little too heavily, and hover awkwardly in the shadows when a simple 'hello' would suffice. Even when you are trying to be friendly, people find you unsettling, untrustworthy, and creepy.

Obligatory Power Loss Drawback [+200 CP]
Any Perks or Powers gained in previous Jumps are now locked for the duration of this Jump.

Obligatory Item Loss Drawback [+200 CP]
Any Items or Properties gained in previous Jumps are now locked for the duration of this Jump.

Obligatory Warehouse Lock Drawback [+200 CP]
You cannot access the Warehouse or any ability to access anything similar, like Inventory/Hammerspace/Pocket Space abilities. Unless you also took the **Obligatory Item Loss Drawback,** you will be allowed to equip some of your items, but only as many as you can carry, and you can still import properties into the jump.

Cardboard World [+200 CP]
You lack the ability to hold back your strength or powers, making everyday life an absolute nightmare of collateral damage. You shatter glass when trying to open windows, crush doorknobs, and break the bones of normal humans if you grab them too firmly. Living in a fragile world means you are constantly leaving a trail of broken property that authorities—or worse, monster hunters—can easily track. (Note: If you purchased **Wielder of Power**, this drawback completely overrides it for the duration of the Jump).

A Mother's Denial [+200 CP]
Like Tori Breyer, you are completely blind to the faults of those you love. Even if your child, partner, or closest companion is exhibiting signs of being a murderous psychopath, you will rationalize their behavior. You will hide their bloody clothes, ignore the bodies piling up around your town, and actively sabotage anyone trying to investigate them, refusing to accept the truth until it is far too late to stop them.

Targeted [+200/+400/+600 CP]
You will be targeted by one or more of the Monsters that call this place home. They will have the information needed to find you within a week or two if you don't run and/or hide, and they will come to kill you or worse. They're not suicidal in how they come at you, but nothing you do or say will ever convince them to spare you. You can take any level of this multiple times. They *will* work together to fuck you up and kill you.

For 200 CP, you will be targeted by someone on the level of the local version of Batman or Aquaman.
For 400 CP, you will be targeted by someone on the level of the local version of Wonder Woman.
For 600 CP, you will be targeted by someone on the level of Brandon or the local version of Martian Manhunter.

Alien Metallurgy [+300 CP]
Every Superman has their Kryptonite. Even if you possess *Apex Physiology* or are otherwise completely indestructible, there is a specific, mundane material closely tied to your origins (such as the metal of the ship you arrived in) that completely bypasses your durability. To make matters worse, fate seems determined to ensure this weakness doesn't stay a secret. If you start terrorizing the locals, the authorities, or your victims will inevitably discover this weakness and find a way to forge weapons out of it to hunt you down.

Buzzing Wasps [+400 CP]
It started as a faint buzz just at the edge of your hearing, slowly becoming louder as you realized you could almost make out words in a language that no human mouth could ever utter. The voices want you! They scream at you to obey, to follow their will. Do so, and they will whisper secrets and useful advice. Fight against it, and you'll literally never hear the end of it. The buzzing can be very annoying, especially if you're trying to sleep, but with a strong enough conviction, you can resist their demands. Is the price worth it, though?

Scenarios

If you choose to take on a Scenario, it will define the overarching goal of your time in this universe. Scenarios offer incredible rewards, but they require you to commit fully to a specific path. If you want to tackle more than one Scenario, you can decide to just be inserted into this world again once the main jump, or a previous Scenario, finishes. You don't get more CP unless stated otherwise, but you do retain any Reward you already earned, even in Scenarios that remove perks from previous jumps.

The Good Son

Requirement: Loving Parent Origin.

You have taken the place of Tori or Kyle Breyer (or a similar adoptive figure in this world). The pod has crashed in your woods, and you have chosen to take the baby inside as your own. However, this is no ordinary child, and you cannot rely on outside tricks to save him—or yourself. For the duration of this Jump, all Perks, Items, and Powers from previous Jumps are completely locked. You must rely solely on the purchases made in this document and your own parenting skills to raise Brandon. You can Import one of your Companions in the role of your partner under the same restrictions.

Your goal is to counteract his violent alien biology, the insidious, buzzing brainwashing of his ship, and the chaotic onset of his powers, actively steering him away from his destiny as a monster and toward the path of a true hero.

- **Reward:** If you survive the ten years and successfully raise Brandon into a well-adjusted, heroic figure, he will join you on your Chain as a fully loyal Companion for free. He will possess the complete "Alien Invader" power suite and his *Alien Ship*, completely sterilized of its dark programming. Furthermore, the *Power of a Parent's Love* perk is permanently boosted, allowing you to gradually redeem even irredeemable villains in future Jumps, provided you formally adopt them.

Apex Invader

Requirement: Monster Origin.

You must begin the Jump as a child (roughly 10 to 12 years old). You didn't come to this world to hide among the cattle; you came to claim your birthright. In this scenario, you must eventually cast aside your mask of sanity and embark on a campaign of violent, overt conquest. Your goal is to subjugate territory through fear, force, and absolute dominance, holding it against military retaliation, government agencies, and rival monsters until your ten years are up. Your rewards scale based on the largest territory you completely control by the end of the Jump:

- **Tier 1 - The Town:** You successfully conquer and hold a rural town like Brightburn, making an example of anyone who defies you.
    - **Reward:** You receive the *Brightburn* property item for free. If you already purchased it, you receive a 600 CP stipend to spend exclusively in the Items section.
- **Tier 2 - The City:** You expand your reign of terror, subjugating a major metropolis and breaking the local government.
    - **Reward:** You gain a permanent, fiat-backed aura of suppression. In future Jumps, local authorities, police forces, and minor heroes within any city you claim as your territory will be too paralyzed by primal fear to effectively coordinate attacks against you.
- **Tier 3 - The Country:** You systematically break the national government, forcing the military to surrender to your overwhelming might.
    - **Reward:** You receive a personal army of fanatic, brainwashed human followers. They are heavily armed, entirely loyal to you, and will respawn over time if killed.
- **Tier 4 - The World:** You have crushed all global resistance, shattered the world's militaries, and now rule the planet as an unquestioned, terrifying tyrant.
    - **Reward:** You receive all previous tier rewards. Additionally, you receive this *Conquered Earth* as a permanent, pocket-dimension property attached to your Warehouse. It is fully populated by a subjugated human race that produces endless resources, infrastructure, and tribute for their apex god.

Shut Up, Crime!

Requirement: Any Origin.

The Brightburn universe is vast, and not every corner of it is dealing with a flying, laser-eyed apocalypse. You find yourself in the same continuity, but in a gritty, mundane city dealing with a very different kind of hero. You are drawn into the chaotic, deeply unhinged orbit of Frank Darbo (The Crimson Bolt) and his overly enthusiastic sidekick, Libby (Boltie). The stakes here aren't planetary, but they are deeply personal.

Your goal is to help Frank and Libby dismantle Jacques' local crime syndicate. However, there is a catch: you cannot simply use overwhelming supernatural power to solve the problem in a single afternoon. You must directly interact with, mentor, and protect them. You need to keep them both alive (a massive challenge given their recklessness and Libby's lack of self-preservation) and guide Frank's crusade so that it actually cleans up the streets without devolving into a pointless, tragic bloodbath. You must fight alongside them in the trenches.

- **Reward:** For successfully keeping both Frank and Libby alive and dismantling the syndicate, they will offer to join your Chain as loyal (if slightly psychotic) Companions for free. Additionally, you receive the **Finger of God**, a perfectly balanced, indestructible pipe wrench. Striking an enemy with this wrench forcefully disrupts their supernatural powers for several minutes and imparts a staggering wave of guilt upon them for their past crimes.

The Man of Tomorrow

Requirement: Monster Origin. You must possess all powers from *The Meteor* power tree, and you must take the *Buzzing Wasps* drawback.

You begin the Jump as a child. You are the alien in the pod, but the Breyers did not find you. Instead, you were discovered by a deeply abusive, cruel, or fiercely negligent family. Growing up, you are subjected to the absolute worst that mundane humanity has to offer. Every day is a battle against two overwhelming forces: your environment, which constantly demonstrates that humans are cruel, selfish, and weak; and the *Buzzing Wasps* from your ship, constantly screaming in your mind to simply "Take The World" and slaughter your abusers.

Your goal is to reject both paths. You must endure the psychological torment of your upbringing and actively fight off your ship's brainwashing to forge your own destiny. You must use your terrifying powers—designed for slaughter and conquest—to protect a world that hates and fears you. By the end of your ten years, you must establish yourself not as a symbol of terror, but as a genuine, globally recognized Beacon of Hope.

- **Reward:** You have achieved the impossible and forged a soul of pure iron. The *Buzzing Wasps* drawback is permanently removed, replaced by an unbreakable, fiat-backed willpower that renders you entirely immune to corruption, despair, and alignment-altering effects. Furthermore, you gain the **Aura of Tomorrow**. No matter how horrific or alien your powers appear, your actions speak louder; you naturally inspire awe and hope rather than fear. Innocent people will instinctively trust you, and even the most cynical citizens will look up into the sky and feel safe knowing you are there.

Decisions

Next Jump
Stay Here
Go Back Home

Change Log

v1.0
First version.
v1.1
-Added some clarifications.
-Added Item Stipend for Humans.
-changed the description on **You *Can* Hide** so it's easier to understand

NOTES

There really isn't much to go on regarding the wider setting, so Fanwank responsibly.

Metal Weapon: It explicitly bypasses defenses and durability, but doesn't actually guarantee you can kill something. Super Regeneration, Slime Physiology, and other things like that could be valid ways of mitigating its threat.

Humans with Powers: Basically, Fanwank responsibly! But more than that, the Beast power tree *can* be applied to a half-human, half-human… human 🙂. It just improves the various traits that humans have over the rest of the animal kingdom. Stuff like better regeneration, massive stamina reserves, and things like that, culminating in the ability to turn into a Titan form with **Abomination Form.**

You *Can* Hide: This is a moderate boost to all attempts at hiding and maybe evading a pursuer, but not stealth in general.

Object of Desire: Yes, this is technically mind-control that works at a gradual and much more insidious rate, faster on stronger people and the more you interact with them. It also only works on changing the way they think and feel about *you*, and nothing else. You could make superman deeply in love with you with about a month or two of regular interactions but you'll probably never be able to convince him to kill an innocent, no matter how much he loves you or how slavishly devoted you make him, as this doesn't really change who he is. Unless it's a version of him from one of 'those' stories. This is a pretty powerful effect but it has its limits and you're going to need to put some of the work in. It's also not impossible for someone to realize what you're doing to them or their friends. The reason I made it like this is because I'd made so many

twisted versions that alluded to darker counterparts of the Justice League and I wanted to do the same for a version of Lois Lane and other unpowered love interests. They’re always depicted as these angels/paragons of good and understanding. Someone with just this perk is the contrary: A manipulator with no actual powers that subtly manipulates those more powerful than them through their feelings.