

Welcome to Omniverse, for 10 years, you will stay in this copy of Ben Prime's reality set 6 years after the Omnitrix landed on Earth during the time Gwen goes to college and Rook Blonko is Ben's partner. You gain **+1000 CP** to build for this Jump and may choose your age and gender.

Origin:

You may select 1 Origin that constructs your background; however, you can gain more Origins in the **Scenario** section. **All Origin's can be taken as Drop-In.**

Tennyson
You're a member of the Tennyson clan, perhaps you're a long-lost sibling of a main character, or maybe you're the grandchild of Aunt Vera. Either way, you're family.

Plumber
You're a fully deputised plumber who has finished their training at the plumber academy with flying colours. Your new assignment is Earth.

Genius
You're one of the greatest minds in the galaxy, perhaps you're a well-respected scientist or a self-inflated villain with a grudge, either way, you've got brains and know how to use 'em.

Aspiring Emperor
You could be a true emperor; you don't have an army or empire, but you can just conquer one.

Rogue Element
You're a professional, perhaps you're not the good guy, but you're not necessarily the bad guy. At the end of the day, you're out for yourself and what you want.

Mystic
Perhaps you're a magic master or just have a lucky ancestry; regardless, you are part of magic.

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Location:

By default, you will start in **Bellwood,** but this can be changed to any public location.

Race:

By default, your race will be human; however, if you wish to be another race, you may choose to purchase a race from the **Ben 10 Alien Supplement**. The document will give you **+50 RP** specifically for selecting your starter race, and you may convert **CP** into **RP** at a 1:1 ratio. Post Jump, this form will function as an **Alt-Form**.

Canon Aliens Samples can be found in the **Ben 10: Alien Supplement**:
https://docs.google.com/document/d/1_5alaxmZANvoygzLgGo1hPe4SA6Yq8bmpDBz_x40EMk/

FanFic Aliens Samples can be found in the **Ben 10: Alien Supplement FanFic Extension**:
https://docs.google.com/document/d/1zlKswDviZhPeYLRqgL9HqthkKYUmQKzcSEGU-F6dFts/

Hybrid
For this, you may choose up to a maximum of four of the alien races listed below or a custom alien; these races will be allowed to go as far as your Great Great Grandparents.
You may either purchase the races at full price in order to gain all the powers and benefits of that species or take them at a proportional price and potentially grow into the race's powers. Parents will cost 50%, grandparents will cost 25%, great grandparents will cost 12.5%, and finally great great grandparents will cost 6.25%, with any remainder rounded down to the nearest whole number; however, the total percentage must equal 100%.

For example, a human with a Churl grandparent and an Orbsarian great grandparent would be 62.5% human -20 CP/-12 CP, 25% Chul -50 CP/-12 CP, and 12.5% Orbsarian -80 CP/-10 CP. This means that the total for this hybrid race would be -34 CP.

Perks:

For each origin, the **100 CP** Perk is **Free** and the others cost 50% of their initial price.

What Would Ben Say - Free
You are a master when it comes to quick wit and quicker comebacks, able to amuse or annoy your friends and foes alike. This Perk aids in your comical creativity by helping you think up puns, quips, and creative names on the fly for almost any situation.

Hephaestan Neuro Grip -50 CP
You now know the Hephaestan Neuro Grip, a skill that will cause an opponent to collapse and their body to go limp by simply gripping a specific part of their neck.

Why does it take so long to get changed? -100 CP
You can choose how long it takes for you to transform, either through a device, such as the Omnitrix, using Perks, Magic, Serums, or switching between your **Alt-Forms**.
Using this, you could alter your transformation speed to make it go so slowly that you can study how the biology of two different species would interact in a single lifeform, then switch on the fly to instantly become any other form.

I'm your new partner -200 CP
At the start of each Jump, you can choose to meet the perfect companion for you; they will have had access to the Jump's cheapest import option to customise themself.
If the Jump does not have an import option, this new companion will receive a Free background of their choice and any related Freebies.
Boosted
You can hold onto a purchased companion slot, even ones from previous Jumps that went unused. You can then give them to anyone who is not a companion at any point after purchase, making them a companion and granting them the benefits of that companion option, with import options allowing them to purchase options from that Jump as if they had been imported into it.

Paradox Protection -300 CP
Time is not a problem for you; you always know when someone has changed the past, and you will always notice whenever time alterations have occurred.
Should your personal past have been changed, you will retain your memories and capabilities from before the change took place, while also gaining new memories and capabilities if applicable.
This also functions as a **Capstone Booster**.

Tennyson

Hey! No mothers, man! Keep it clean! -100 CP
You are now immune to the negative emotions caused by insults, criticism, and rejection.
You will remain aware of how negatively you would have been affected by these insults, but not suffer from them. As a side effect of this, you will gain a boost to your willpower.

Everybody likes me, I'm a hero! -200 CP
You know whenever your friends or loved ones are in danger or just unhappy with you, as well as a number of ways to make things right and deepen their affection for you.

First rule of Ben warfare -400 CP
Your enemies always forget to inhibit any requirements for using your powers, such as being able to touch your watch or being able to touch specific types of material.

Don't blame me, blame this DNA -600 CP
You are a prime specimen of your species, being in the top 10% for your race in every beneficial way, including fitness, intelligence, cunning, and beauty.
Boosted
At your most basic level, before any of your Perks or powers are applied, each of your **Alt-Forms** and **Body Mod** are 10% above the best of their race in every beneficial way.
This also applies to the more esoteric aspects, making it so that you need less food, water, and sleep than most members of your race and also making you highly resistant to most poisons and sicknesses.
This Perk is **not** a **Body Mod Perk,** but if the Perk is deactivated due to Drawbacks or Gauntlets, the DNA changes will remain in effect, though it will be the user's responsibility to retain their fitness.

Plumber

The intergalactic plumber's code of conduct -100 CP
You have gone through a full course of plumber training, having learned the standard combat orientation, the maintenance and repair process for standard plumber issue alien technology, as well as all the legal knowledge expected of a plumber cadet.

We have only a few suspects to consider -200 CP
You have all the necessary training to be a highly capable detective and gain a boost to your deductive capabilities, including observation, forensic investigation, inductive reasoning, and deductive reasoning.

Care to surrender peacefully -400 CP
Whenever you have defeated an opponent or can easily kill them, you can instead activate this Perk to arrest them. By arresting them in this manner, they will not be able to contemplate resisting you, and you will be guaranteed to find a prison capable of holding them long-term. This effect will terminate as soon as they are fully incarcerated or leave your jurisdiction.

Revonnah-Kai is small potatoes! -600 CP
At the start of each Jump, you gain complete knowledge and equivocal experience of the basic curriculum of a type of martial arts that is unique to that Jump's continuity. This knowledge and experience will be at the same level as that martial arts equivalent of a first Dan black belt.
Boosted
The scope of this Perk is now increased so that you instead learn the same level of curriculum for all martial arts that exist within that Jump's continuity.

Genius

Do either of you have any pocket change? -100 CP
You are an expert at Guerilla Engineering, being able to improvise any tools and equipment that you need using whatever common items are at hand, allowing you to repair almost anything using nothing but pocket change and bubblegum.

How is my greatest invention? -200 CP
You can now Fiat-Back any Item you create or gift to someone. Fiat-Backing will lock the object so it cannot be modified but will allow the Item to function in any setting, while automatically repairing itself when damaged and automatically returning to its owner when lost.

Well, that's one way of looking at it -400 CP
With this Perk, your mind, much like Professor Paradox's, becomes infinitely wider, growing in its Logical, Linguistic, Spatial, and Creative capabilities.
Due to this Perk, you are able to memorise everything you have come across and recall it with infallible accuracy, no matter how complicated or incomprehensible. As an extension of this, you can understand the infinite, the impossible, and the insanity-inducing without issue.
This can be applied up to and beyond a scale that if you were to persevere a number of Nth dimensional objects on an infinite plane of time and space across infinite dimensions, you would be able to comprehend and recall everything in perfect detail without harming your mind.

Galvans and their superiority complex -600 CP
You have the ability to mentally break down any technology you can see down to its basic components and learn how to replicate them, allowing you to understand how to create even level 20 technology from scratch by building the easier parts and putting them together.
Boosted
This skill can break down anything, including fundamental forces, abstract concepts, and magical hyper spheres, down to the most basic components, and allows you to understand how they were created and how to recreate them.

Aspiring Emperor

Surrender your planet at once and pledge allegiance to me -100 CP
You have a way with words. Through simple compliments, threats, and bribery, you can recruit swarms of people into your forces who would normally be uncomfortable or unwilling to work for you.

You must learn to turn in anyone who fights the occupation -200 CP
Regardless of whether it's through love or fear, all those who follow you do so without question. So long as someone genuinely follows you, they will never betray you, no matter the circumstances.

Other worlds have fallen, more will fall -400 CP
Your Subordinates do not age; whenever they die, they will respawn in the prime of their life and health with any physical, mental, or congenital damage healed.

I walk away and take the armada with me -600 CP
Any property you own, including planets, can be Fiat-backed and placed into a storage pocket dimension that it can be retrieved from later. This storage is appropriate for its content and can be entered from your warehouse.
Boosted
Whenever you enter a Jump, you can choose to use this as a **Narrative Perk** to Import a setting appropriate copy of any race or planet into that setting, retroactively importing it into the history of the universe. While this may alter the narrative slightly it shouldn't change the main bullet points of the story.

Rogue Element

I need to stay hidden, that's all you get -100 CP
For some reason, people always seem to trust you and give you another chance, even if you have proven untrustworthy before.

Fascinating Creature -200 CP
You are now an expert xeno-zoologist, instantly gaining awareness of all animals native to your current Jump as well as the academic information about their natural habitat, diet, predators, prey, and mating habits.

Can I get you boys something? -400 CP
In every Jump, you gain a self-updating mental list of all unique, rare, and interesting assets from the local continuity, as well as a toggleable guide map towards their current location.

Used my powers like a conduit or a crucible -600 CP
You can splice anyone with another type of DNA, empowering the target with new powers while only slightly changing their appearance.
Boosted
You can now also bestow others with copies of your Perks and gain copies of theirs; these copies can be made into permanent copies or be set with predetermined self-destruction requirements, such as time or betrayal.

Mystic

First rule of showmanship, razzle dazzle! -100 CP
You are a master of showmanship Magic, being able to cast it without chanting or using mana. Showmanship Magic is a collective term for all the trick spells that are used to deceive non-magic users into believing that the mage using them is wise or powerful.
Using these spells, you can create many minor phenomena, including creating coloured clouds, causing light billows of wind, shaping pipe smoke into illustrations, levitating yourself or light objects off the ground, instantly changing clothes, making objects glow, and altering your voice. With training, these spells can be improved without increasing the spell costs or components.

A magician never reveals their secrets -200 CP
You are able to block others from perceiving your magical process, making it virtually impossible for others to identify or replicate the spells that you cast from watching you alone.

Talking to your purse -400 CP
Anyone you have captured can be temporarily transformed into miniature, immobile magical totems of themself. While in totem form, the targets are not able to speak to anyone other than you, but they are incapable of lying. You can drain mana from the totem, but this reduces the time they remain trapped as a totem.

Mana is Life Energy -600 CP
You can now absorb different types of energy, such as Lasers, Mana and Electricity allowing you to dissipate any energy blasts or barriers you come into contact with without harm by converting it into a special Black mana that is stored within your body.
Without magical training, you can only use black mana to project weaponised Black mana blasts.
Boosted
You no longer need to rely on simply absorbing energy and can now generate a near infinite amount of Black mana, which can be easily converted into Gold mana.
Using this Gold mana, you can increase your strength, fly, release Gold energy bolts, wrap yourself in a defensive energy field, project shockwaves from your body, and empower any spell you cast using it.

Items:

The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**.
Any further purchases of an Item after the first are full price.
Jumpers gain a **+400 CP** stipend exclusive to the Items section.
Any out-of-Jump item can be imported for **Free**.
Omnitrix customisation can be done in the **Ben 10: Custom Omnitrix Supplement:**
https://docs.google.com/document/d/15LRGClKFh0O0parfX5sTMfPhBmRDzHwx_qbapUllk9g/

Outfit - Free
You have custom clothing in line with the style of Ben 10.
You can also gain one set of each shown version of Ben 10's clothing that auto-sizes to fit you, including the iconic shirts, jackets, and even replica digital watches of each version of the Omnitrix.

Tayden - Free/-50 CP
The first purchase is **Free** but all further purchases cost **-50 CP**.
Every day you gain 100 Taydens with each further purchase, doubling the amount.
A Tayden is the basic monetary unit of currency that is used by the aliens in Undertown and the known Universe.
For 1 Tayden, you could purchase a bottle of water, a small cup of ice cream, a protozoan smoothie, or a Transducer.

The A.R.C. Project -100 CP
The Archival Recombinant Codex contains a complete index of DNA samples from every plant, fungi, and animal native to planet Earth from within the Ben Prime universe.

An Amber Ogia Silo -200 CP
The Amber Ogia berry is a coconut-sized, amber-hued fruit that is not only used for food, but it also serves as fuel for lamps, flares, and vehicles, with these berries even being able to empower entire armadas that can invade the wider cosmos.
This silo refills one per year with 100 tons of Amber Ogia.

Exotic Materials -400 CP
Once per 30 Earth days, you may select and receive 100,000 Tayden worth of materials found in the Ben 10 continuity, such as Infinitum, Taydenite, Corrodium, or even Tibetan fire steel.

Excalibur -600 CP
This sword can only be wielded by those it deems as worthy, and if the sword is placed on top of someone unworthy, they will be trapped under it unless they can leverage it off themself.
Those who can wield the blade find it nearly effortless being able to move it through the air with the whims of their mind.
The true abilities of this blade have yet to be proven, but it is able to cut through a thick metal alloy with ease.

Otto-Bot -800 CP
A set of 4 high-powered alien muscle cars, each worth a large fortune. These vehicles can use a basic nano-shift transformer that combines them to become a giant mech suit, creating a basic temporary control core.
If a compatible vehicle replaces its core, then the capabilities of this mech suit rise to match in proportion to the new core.

Annihilargh -1000 CP
The Annihilargh is a programmable purple box with a red button inside it.
If the Annihilargh is activated in a timeless place where no universe exists yet, then it will create either a pre-programmed universe or an entirely new universe with a full set of physics and a timestream that can split into potentially infinite timelines.
If the Annihilargh is activated where a universe already exists, then instead the Annihilargh will wipe out that entire universe, but it can be programmed to only erase one timeline and not harm the rest of the multiverse or any parallel timelines.

Tennyson

Super Sumo Slammers SMASH -100 CP
As a fan of the show, you gain a complete set of the Sumo Slammers and Judo Jammer's tv shows, their reboot, the movies, and the video games, complete with the Super Sumo Slammers SMASH game that was only released in the universe of Ben 64.

Star Skipper -200 CP
The Skipper is a spaceship that has a camouflage mode that makes it appear to be a sailing ship.
When in transport mode, the boat-like disguise gains two green booster rockets capable of FTL and medium scale ships weaponry.
Although this ship can hold its own in combat, its main design aspects are around manoeuvrability and speed.

Time Cycles -400 CP
A twin set of colour-customisable high-tech bikes that can combine into one airborne vehicle, with the front wheels turning into wings and the back wheels into propulsion jets.
While in the combined state, these motorcycles are able to function as a time travel vehicle, enabling the driver to travel through space and time.
This time travel method follows the local multiversal laws of time travel.

Supply of Goldfish -600 CP
You have an infinite supply of mundane Goldfish that are constantly in transit, ready to be delivered whenever needed.
If your enemy or someone whose plans will negatively affect you has an expensive, rare, or unique Item in transit, a mix-up will occur, resulting in their Item being delivered to you and them receiving Goldfish in packaging identical to their Item's.

Cincotrix -600 CP
The Mark 5 Nanoshift Enabled Exo-Armour is a creation of Inspector 13. It is referred to as the Cincotrix by Clyde Fife. It is a wristband that morphs into a full-fledged armour with various weapons, giving the user enhanced strength, durability, and flight.
You may also trade this in order to build a new Omnitrix using the Omnitrix building Supplement, gaining the **Omni-Kix Armour**, **Omni-Naut Suit**, **Support Enhancements,** and the **Comfortable** options for Free.

Plumber

Red Spot -100 CP
An intergalactic recognised badge that identifies you as a plumber.
When the badge is in contact with the body and the correct buttons are pressed, this badge deploys a short-term space suit with 24 hours' worth of dynamic atmosphere and a dynamic rebreather, which refreshes once per Jump or per 10 years.
Post Jump showing people it may result in them trying to get you to unplug their drain.

Proto-TRUK -200 CP
The Proto-TRUK is a dual form personal transport spaceship that can change into a small truck with "Max's Plumbing" written on it in order to camouflage itself among Earth vehicles.

Planetary Shields -400 CP
This complex defensive array is set to envelope entire planets, protecting the world from external attack.
Planetary shields can be set to protect from specific energy weapons, radiation, and other harmful substances to make them practically invulnerable to that type of attack at the cost of being vulnerable to other types, or be set for general protection to produce an adequate all-around protection.

Null Void Projector -600 CP
Null Void Projectors can be used to either open a portal to the Null Void or to teleport beings to the Null Void by hitting them with a beam cast from the Projector.
Null Void Projectors can be overloaded when their focusing lens is removed, allowing them to be used as impromptu bombs.

Proto-Tool -600 CP
The Proto-Tool is the primary weapon that Rook Blonko uses. It is a high-tech multi-functional weapon that can turn into a blaster, power sword, staff, bow, grappler, shield, fishing pole, and numerous other pieces of equipment.
You may also trade this in order to build a new Omnitrix using the Omnitrix building Supplement, gaining the **Academic Integration**, **Unlimited Power,** and the maximum **Tool** options for Free.

Genius

Chilli Fries -100 CP
You have a Big Belly Burger Menu that can produce a limitless supply of any take-out food the restaurant sells, including burgers, drinks, ice cream, and chilli fries.

Fossilised Records -200 CP
At the start of each Jump, you will gain an inert but genetically viable fossil set of the most dangerous creature that ever existed in that reality, as well as a digital list of every lifeform that existed within the current Jump and a sub-list of locations where viable fossils or samples exist.

Helix -400 CP
The Helix is a powerful piece of Galvan technology created by Azmuth.
Its main function is to terraform planets, making them hospitable for any race the device is set to accommodate.
A side effect of this device is that it creates sentient techno-organic lifeforms from any organic substances on the planet, creating an entire new species in line with the Galvanic Mechamorphs.
On the bright side, this version won't result in malware-like mutations.

Primus -600 CP
Primus is a planet that functions as a giant organic machine that can be connected to any Omnitrix-like device to download samples from or to, in order to function as the source of DNA samples for that device.
The planet will start without any samples, but it contains respawning Volaticus biopsis and Micro Drones that, in every Jump, will travel into space at intergalactic speeds in order to seek out new samples to scan and add to Primus.

Retaliator Armour -600 CP
The Retaliator Armour is a Mechamorph armour created by Azimuth based on the Mechamorphs, that wraps around the user and transforms them into a Galvanic Mechamorph, which can convert into a more armour-like form in combat.
You may also trade this in order to build a new Omnitrix using the Omnitrix building Supplement, gaining the **Apex-Trix**, the maximum **Transformation Charge Time,** and the **Galvanic Mechamorph Species Sample** options for Free.

Aspiring Emperor

Exciter beam -100 CP
This weapon is intended to incapacitate or overload the nervous systems of any aliens, causing them to lose control of their powers.
Depending on the setting, this will either result in stunning the target for a period of time or having their body unintentionally rampage from uncontrolled and extreme use of their powers.

Incursion War Wheel -200 CP
The Incursean War Wheels are several stories tall. They are exceptionally well armoured and mounted with two turrets on either side that are able to fire lasers and anti-personnel weapons. In addition to these weapons, they can roll over and crush most enemy fortifications, equipment, and soldiers.

Chimeran Hammer -400 CP
The Chimeran Hammer is a legendary and feared battle cruiser that was once Vilgax's main residence. It is very well-armed, having many laser weapons, without even mentioning the giant taser-shaped weapon responsible for a bulk of the ship's size.
Rooms of the ship include a control room, an interrogation room, a room that held a healing tank, a room that held Squid Monsters, a power room for storing a warp core, a training room, and many corridors and elevators connecting said rooms.

Chronosapien Time Bomb -600 CP
A Chronosapien Time Bomb is a powerful weapon of mass destruction designed to wipe out specific timelines, events, and occurrences from realities throughout the multiverse.

Ultimatrix -600 CP
This device was created by Albedo to function as a stabiliser; instead of a DNA-altering device, it does have the normal functions of an Ultimatrix, complete with a built-in evolution feature.
You may also trade this in order to build a new Omnitrix using the Omnitrix building Supplement, gaining the **Ultima-Trix**, **DNA Restoration**, **DNA Recalibration,** and the **Species Restoration** options for Free.

Rogue Element

Tetramand Engine Blocks -100 CP
Since Tetramand Engine Blocks are made from pressure-forged Infinitum, they are able to withstand high amounts of physical force and temperatures and continue to function. As such, they are considered to be virtually indestructible.
They are reputed to be the best of their kind in the galaxy.

Recycler Clips -200 CP
A set of ten power cells and ten different but compatible energy weapons.
Each cell is capable of incorporating excess heat and radiation from both the weapon and the environment to recharge itself.
This essentially gives the weapon a limitless power supply; however, in some environments, excessive fire may result in the weapon needing time to recharge before it can fire again.

Dehydrated Techadon Army Cube -400 CP
The Techadon Army Cube, when dehydrated, looks like a grey cube with orange detail. When it is hydrated, however, it will produce orange Techadon Robots.
The Techadon Robots that the cube creates are under the command of the person who hydrated them.

Interdimensional Mr Smoothie -600 CP
Your very own Mr Smoothie with an infinite supply of ingredients and products. By flipping a switch, you can change what dimension the door exits into within the local multiverse.

Nemetrix -600 CP
The Nemetrix is a knock-off Omnitrix created by Dr. Psychobos. It can be used to turn non-sentient animals into the predatory species of those within the Omnitrix.
You may also trade this in order to build a new Omnitrix using the Omnitrix building Supplement, gaining the **Neme-Trix**, **Omnitrix Synchronization,** and the **Optimized Sample Integration** options for Free.

Mystic

Staff of Ages Replica -100 CP
This magical staff can store your mana for long-term usage, allowing you to use more powerful magical abilities when needed.
If you manage to get your hands on the real Staff of Ages, this replica can absorb it, gaining its magical capabilities and making you its master.

Spellbook -200 CP
A small book that contains many novice spells that any beginner mage would be happy to receive.
The book auto-updates to contain any spell available to the public within Legerdomain, Salem, and any other magical community that you are capable of safely casting.

Charm of Bezel -400 CP
You may select one of the six Charms of Bezel and gain a recreation of it that is identical to the original; however, as a copy, it would not interfere with rituals related to them.
This can be purchased up to 3 times, remaining discounted for **Mystic,** with the third purchase granting you any missing from the set.

Pocket Legerdomain -600 CP
This portable pocket dimension is a duplicate of the magical interdimensional realm that is believed to be the place from which all magic in the universe flows.
Beings who use magic and mana have their powers and abilities strengthened while in this Legerdomain.
Also comes with a replica alpha rune specifically attuned to your pocket Legerdomain.

Charmcaster's Bag -600 CP
Charmcaster's Bag is a magical bag that can be used to store things far larger than itself and be used to summon numerous golem-like creatures with pink and white or magenta runes in their stone skin. These creatures can come in many shapes and sizes, including chickens, bats, wolves, and apes.
You may also trade this in order to build a new Omnitrix using the Omnitrix building Supplement, gaining the **Kenko-Trix**, **Drone**, 3 purchases of **Extra Drones,** and the Storage Cube **Tool** options for Free.

Companions:

You may select 1 of the **Free** companions per origin, with the second discounted to **-50 CP**.
You may choose if your **Free** companion has a history with you or is predisposed to like you, making it virtually guaranteed that they will happily become your companion.
Companions cannot gain companions.

Import -50/200 CP
You can import companions for **-50 CP** each or 8 for **-200 CP**.
Each companion gains 1 origin and **+600 CP**.

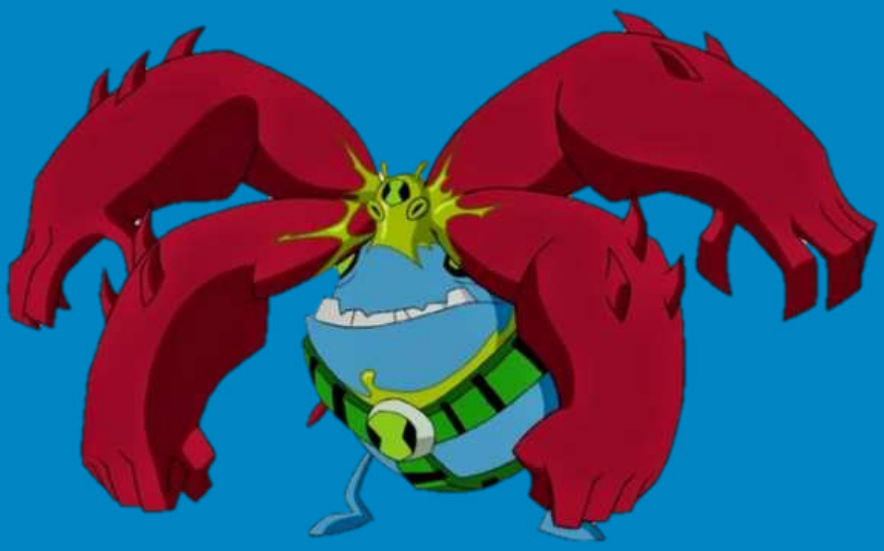
Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon to automatically become a companion.

Blukic and Driba - Free
This semi-brilliant duo is less impressive than your typical Galvan; however, for the Earth plumber branch, they are the most adequate tech support you could ask for.
The two of them have decided to follow you to access the infant scope of your Jumperverse, so long as they can get some smoothies.

A Predatory Pet - Free/-50/-100/-300 CP
You have a new pet, a loyal Non-Sapient animal companion who will always be on your side and follow your order like a well-trained attack dog.
You can choose to instead import any non-Sapient animal companion, granting them the choice as a discounted **Alt-Form**.
This animal can be a domesticated animal from the Ben 10 continuity on the level of an Anubian Baskurr, an Earth Dog, or an Anur Transylian Night Mare. The first purchase of this is **Free** with all subsequent purchases being **-50 CP**.
For **-100 CP,** this creature can be a dangerous predatory species such as a Psycholeopterran, a Vicetopus, or a Wigzelian Org Beast.
For **-300 CP,** this creature can be any Non-Sapient creature and comes with its own exclusive **Nemetrix** that only it can use, pre-loaded with all the predators that Khyber's nemetrix canonically had access to, including Anubian Baskurr, Panuncian, and Tentaclaws.

Anur-Mirrored -100 CP
You may create an Anur-Mirrored copy of any canon character as a companion.
This variation is an equivalent of the original character, but with their species being one of the races that live on Anur Transyl.

An Albedo -200 CP
This Albedo can be the canonical one or from an alternative reality. The Omnitrix error has turned them into a colour change variation of a character of your choosing.
You may choose the gender of both the character they are copying, even if it is different from the original, and what gender they were as a Galven. If they are from an alternative reality, you may also change the species of the character they are copying.
They come with one default Omnitrix that they can build from the Custom Omnitrix Supplement using half the OP stipend, but they cannot purchase a Galven sample for their Omnitrix.



Skurd The Slimebiote -400 CP (Requires any Omnitrix-type device)
Skurd is a squid-like green blob with small, straight eyes and little points that he refers to as "tentacles" on the top of his head. He is slightly egomaniacal but he is happy to work for you Skurd feeds on DNA and is able to grow replicas of his host's body parts from himself.
You may **not** trade him in for a new Omnitrix, but you can import him into another purchased Omnitrix from this Jump that is built using the Omnitrix building Supplement, gaining the **Omni-Enhanced Forms**, **Parasite Playlist, Reactive Transformation, Life-Form Lock, Instinct Integration** options for Free and Skurd becoming a **Complex AI** with **AI Growth**.

Lucy Mann -100 CP (Free Tennyson)
Lucy Mann is a very upbeat, mischievous, and happy-go-lucky Lenopan girl who loves playing pranks on people. In her human form, she has long blonde hair with blue eyes. She also has two different Lenopan forms: her more natural one, lacking legs, with larger head tendrils, and less human facial features, and her humanoid form, which is smaller, has legs, and a more human-like face with mud flowing around her head, resembling hair.

Clyde Fife -100 CP (Free Tennyson)
Clyde Fife is a nice, but clumsy, teenage boy who goes by his mother's rule that "helping never hurts." Although he is Ben Tennyson's second cousin, he looks up to you, acting as your sidekick, and plans to follow in your footsteps.

Scout -100 CP (Free Plumber)
Scout is a Loboan Plumber stationed in the Anur System.
Scout possesses enhanced agility, reflexes, strength, and senses, and can fire a concussive blast from his mouth.

Rook Shar -100 CP (Free Plumber)
Rook Shar is Revonnahgan and possesses enhanced agility, enabling her to jump and climb large distances. She is also quite skilled in hand-to-hand combat and is a newly deputised Plumber who has been ordered to work alongside you.

Inspector 13 -100 CP (Free Genius)
Inspector 13 is a Techadon who became an independent businessman selling equipment of his own design after losing his position as a Weaponmaster.
Inspector 13 has a very high intelligence and is able to create a variety of weapons, devices, and robots, depending on the needs of his customers.
Inspected 13 became aware of what you are and is fascinated by you and is excited by the prospect of learning new knowledge within other realities and applying it to his own technology.

Myaxx -100 CP (Free Genius)
Myaxx is a Chimera Sui Generis who was Azmuth's assistant before Albedo.
She is a brilliant scientist who designed the DNA collection devices for the original Omnitrix.
She is not very brave and is fully aware of her own selfishness, but despite this, she is loyal to those she cares about.

EightEight -100 CP (Free Aspiring Emperor)
EightEight is a female Sotoraggian bounty hunter from the planet Sotoragg. She is highly agile and skilled in hand-to-hand combat.
She considers you to be her benefactor and is completely loyal to you, handling any bounty hunting contracts you have without question.

Thunderpig -100 CP (Free Aspiring Emperor)
Thunderpig is a physically powerful mercenary whose appearance is very similar to a hominid warthog.
Thunderpig is not very intelligent and quickly comes to conclusions that have led him to think he owes you a life debt.
His main weapon is an energy flail and a laser cannon, which he wields using his enhanced strength.



Solid Plugg -100 CP (Free Rogue Element)
Solid Plugg is a small-time criminal and Freelance enforcer.
Although he is a little dull, he has enhanced strength and durability, enabling him to pull six Plumbers trying to restrain him without realizing it.
He is very loyal to his boss, and as far as he is concerned, you're the boss now.

Mazuma -100 CP (Free Rogue Element)
Mazuma is a female humanoid android originally constructed by Billy Billions to be his servant and bodyguard, possessing numerous high-tech built-in weapons encompassing her entire body.
This version of Mazuma is greatly devoted to you, following your orders without question and protecting you from harm, even risking herself to do so.

Bezel the Janitor -100 CP (Free Mystic)
Bezel assumes the form of a lowly school janitor, sporting simple clothes, and is almost never seen without his leaf rake.
He was the greatest magic user of all time, but lately, he has grown to hate real magic because there are no rules.
He now prefers sleight of hand and human stage magic, but if he thinks you need help, he will point you in the right direction.

Sunny -100 CP (Free Mystic)
Sunny is Gwen and Ben's Anodite cousin who has taken a human form in the spitting image of Gwen, only with black and purple-themed colours for the attire.
Sunny is a bit of a spoiled brat but has gained a bit of an inferiority complex towards Gwen and wants to outshine her in front of everyone.
For some reason, she thinks you are the key to being better than Gwen and will go out of her way to prove herself.

Scenarios:

End Spark Scenario:

And then there was Jumper:
Requires you to have completed at least 4 Ben 10 Jumpchains.

This is a two-stage scenario:

- You and all the alternative versions of you from previous Ben 10 Jumps are all Perk, Item, and warehouse locked, only having access to your in-Jump purchases. You must all work together to defeat a hybrid of your greatest enemies from all of Ben 10 Jumps.
- During this event, pre-Jump, you must work together with one of your companions to ensure the events that caused your Jump Chain to start to occur.

Reward:
End Spark, which you can incorporate as soon as you have it, or you can delay sparking until later.

Alternative Scenario:

Ben 10 Dragon Wars:
This world is different from how it should be. Kevin and Gwen are still in Bellwood, and the plumbers are still an underground organisation; it's almost as if the Dagon arc and by extension the Omniverse show has never existed.
In this odd alternative reality, the Draconic Empire has declared war on Earth due to the actions of the Forever Knights. This war threatens to be the greatest disaster to the Earth since the High Breed invasion.
You are now in a world of dropped or changed plotlines, a world where unis is an unknown threat, where Ben's eyes glowing holds an unsettling secret, and where the Lymax, still in hiding, are prepared to strike.

Reward:
By completing this Jump in an alternative timeline, you gain **+500 CP** to spend at the end of the Jump.

Major Scenarios:

You may only gain the Full **Discount Benefit** and **Reward Points** from the first Major Scenario; all subsequent Major Scenarios do not receive the **-100 CP** Perks or Items for Free and must instead pay **-50 CP** for them.
Each **Major Scenario** you have already taken, gaining the **Discount Benefit,** reduces the **Reward Points** by **50 CP** each. You may, however, take the other Major Scenarios without the **Discount Benefits** in order to gain the full **Reward Points** and not suffer from its losing **Punishment**.
Each **Major Scenario** will come with a toggleable HUD that only displays your progress for that Scenario.

If you somehow take and complete every Major Scenario, you will gain **+500 CP** and a discount on the Annihilargh or a partial refund equivalent to the discount if you have already purchased it.

It's Hero Time:
You are now a member of the Tennyson family, a group of heroes, but something has happened to Ben. Either he has been replaced, or he has become completely useless. Either way, he isn't going to help anyone.
With this in mind, you must now save everyone this version of Ben would normally have saved. What's more, you must also save twice as many people on an individual basis as canonical Ben would.
This does not include city or above levels of death and destruction, as you can't guarantee those would happen twice as often.

Restriction:
You may only take the "insert" drawback if you replace a member of the Tennyson family.

Discount Benefit:
By taking this scenario, you gain the Tennyson origin and all respective discounts for Free.

Punishment:
If you fail this scenario, you will also lose all Perks and Items that are discounted by the Tennyson origin.

Reward Points:
+400 CP

Reward Perk:

It's Hero Time
Any time a violent crime is occurring within a 30-mile radius of you, you can create a temporary identical duplicate of yourself to appear and save the day, with you gaining the knowledge and memories of each duplicate after it has saved the day.

Lawful Magistrata:
You are a fresh plumber cadet who will be assigned to Earth, possibly as Ben Tennyson's new partner.
You must join the plumbers and make your way to the highest position of power within the organisation, the Magistrata.
Unlike Rook, you will get full credit for your actions so long as you file the proper paperwork.
Restriction:
You may only take the "insert" drawback if you replace a member of the pumpers.

Discount Benefit:
By taking this scenario, you gain the Plumber origin and all respective discounts for Free.

Punishment:
If you fail this scenario, you will also lose all Perks and Items that are discounted by the Plumber origin.

Reward Points:
+400 CP

Reward Perk:

Lawful Magistrata
In every Jump, you can choose to be recognised as the head of a police force and quickly raise your rank within any law enforcement agency.



Invention, and I use the term loosely:
You will become a moderately well-known scientist with a few contacts within the scientific community.
You must create a superior device from scratch, making sure that it's considered a better machine than all the canon Omnitrix-type devices combined.
If Azmuth or anyone else creates new versions of the Omnitrix or another device that didn't exist in canon, it will not count against the device you will need to make.

Restriction:
You may only take the "insert" drawback if you replace an individual described as a Genius.

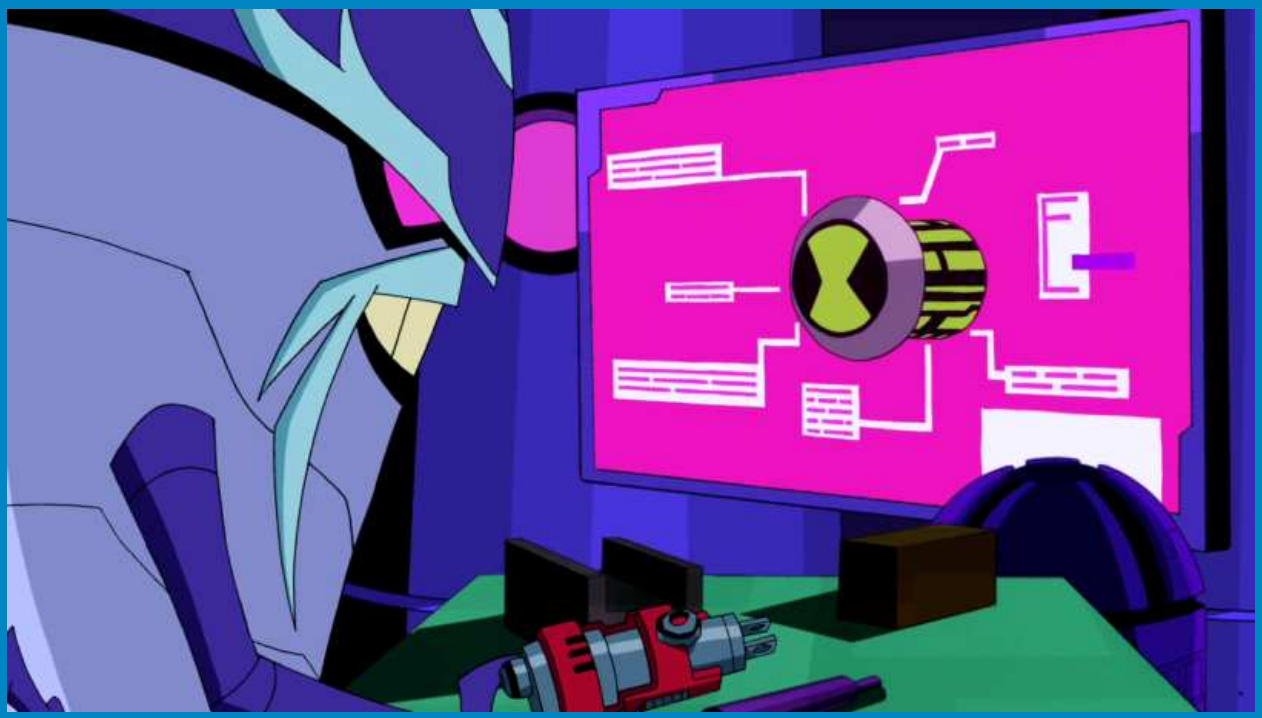
Discount Benefit:
By taking this scenario, you gain the Genius origin and all respective discounts for Free.

Punishment:
If you fail this scenario, you will also lose all Perks and Items discounted by the Genius origin.

Reward Points:
+400

Reward Perk:

Invention, and I use the term loosely.
You have a massive boost to your imagination and creativity, being able to figure out exactly what is needed to solve a problem and how to make it.



Supreme Lord:
You are now a moderately known criminal with a number of dark contacts you can call upon. You must become a galactic ruler and take dominion over more worlds than Vilgax, the Incursean empire and the Tetramand Empire have canonically combined.
If Vilgax or anyone else conquers new territory that they didn't in canon, it will not count against the number of planets you need to own.

Restriction:
You may only take the "insert" drawback if you replace a ruler of any type of government or nation.

Discount Benefit:
By taking this scenario, you gain the Aspiring Emperor origin and all respective discounts for Free.

Punishment:
If you fail this scenario, you will also lose all Perks and Items that are discounted by the Aspiring Emperor origin.

Reward Points:
+400

Reward Perk:

Supreme Lord
In every Jump, you can choose to be recognised as a galactic conqueror and have those who wish to follow a "Big Bad" more likely to seek you out and swear fealty.



I'm a Legitimate Businessman:
You are a known acquirer of goods with a few legitimate and illegitimate contacts.
You must become richer than the Argit from the Argitrix Timeline canonically was.
If you somehow make that version of Argit Richer or Poorer, it will not count against your goal.

Restriction:
You may only take the "insert" drawback if you replace a member of the rogue.

Discount Benefit:
By taking this scenario, you gain the rogue origin and all respective discounts for Free.

Punishment:
If you fail this scenario, you will also lose all Perks and Items discounted by the rogue origin.

Reward Points:
+400

Reward Perk:

I'm a Legitimate Businessman
You have a massive boost to your creativity whenever you are trying to figure out scams and how to make money.
You are able to work out exactly what people will buy and what they won't notice is missing.



The most powerful manipulator of magic the universe has ever known:
You are somewhat known by the magical community and have a few connections with dealers of arcane items, but you're not famous by any means.
You must become known as the most powerful sorcerer of all time, surpassing the legend of Bezel through only your magical accomplishments.
This can be done through stopping impossible threats through the use of powerful magic and creating new magical artefacts that surpass the Alpha Rune, the Staff of Ages, or the 6 Charms of Bezel, but you could also have an intergalactic stage show, just so long as the magical community thinks it's all real magic.

Restriction:
You may only take the "insert" drawback if you replace a person with magical capabilities.

Discount Benefit:
By taking this scenario, you gain the mystic origin and all respective discounts for Free.

Punishment:
If you fail this scenario, you will also lose all Perks and Items discounted by the mystic origin.

Reward Points:
+400

Reward Perk:

The most powerful manipulator of magic the universe has ever known
In every Jump, you can choose to be recognised as a powerful magic user and can learn any system of magic at 10 times the speed it would otherwise take.



Minor Scenarios:

Ben 23:
At some point during your stay here, you will find yourself transported to the world of the tween hero Ben 23.
Your objective while here is to teach this young Ben what it means to be a hero and help his Earth improve its relations with other worlds.

Reward:
+200 CP

Omnitrix Medallion
This Golden medallion is in the shape of the Omnitrix faceplate.
Strangely enough, it seems to be an alien storage device that Ben 23 managed to get his hands on.
Ben 23 used it to pull his phone in and out, even when transformed.
It seems to be a near limitless space inside, but time stops for anything inside.

The gate has been set to overload:
At some point during your Jump Bellwood, and everyone in it will be pulled into the null void, you must protect the citizens from the dangers and return the city to earth.

Reward:
+200 CP

A Chrono Navigator
This useful pocket watch acts as a GPS for the multiverse, telling you exactly where you are in time and space, allowing you to travel everywhere and when, but only if you know how, where, when, and why you're going.

Prisoner 00010:
At some point during your Jump, you will be arrested and put into the plumber's greatest null void prison. You must escape before the Jump ends.

All of your crimes will be proven false as soon as you escape.

Reward:
+200 CP

Mechamorph Key
This odd galvanic mechamorph is not actually sentient but seems to be an offshoot of when the helix device was deactivated. It can open any door, lock, wall, or seal regardless of whether it is physical, energy-based, or even magical.

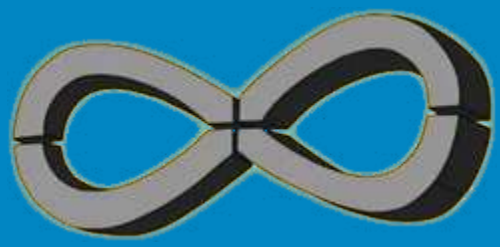
Golden Fist Battle Royal:
You must join the battle royal tournament, a no-holds-barred fight for the title against every willing entrant from across the Omniverse.
The tournament is a succession of 1V1 fights, with the winner going on to the next round.

Reward:
+200 CP

The Golden Fist
The Golden Fist is an artefact in the form of a golden gauntlet, which contains five jewels, one on top of the hand's centre, and the other four over the knuckles.
Anyone who wears it is able to store and change any energy put inside, allowing them to gain incredible punching power and fire a laser from the gauntlet itself.

Secret Reward:
You might notice something odd about each of your rewards: they can each transform into a grey semi-circle.

It seems that Professor Paradox re-disguised the 4 pieces of the Map of Infinity as other objects after the events of Aggregor. If this time you gathered them up from the other minor scenarios, you get:



The Map of Infinity
The Map of Infinity is an artefact created by Professor Paradox. It is a complete map of space-time, extending through 17 dimensions and updating each Jump as a complete dimensional map.
Due to its unique nature, the map can change between an Item appearing to be a segmented infinity icon that can separate into a multi-dimensional map and a Perk being an Iridescence infinity tattoo that can project the map.
The map contains more than just the features of its components; it can act as an infinite storage for mass and energy, it can replicate any force, both physical and metaphysical, it can lock and unlock anything, both physical and metaphorical, it can show or teleport anything anywhere on the map, and many other functions that are beyond human words to explain.

Novelty Scenarios:

These scenarios are events that will pull you into other realities within the Ben 10 Omniverse, allowing you to gain a few extra points without risk of losing anything. Your Jump time duration will stop while in these alternate realities. You can optionally spend time before and or after the events of the scenario in that reality to better experience the events of that world.

The Empress Bride
At some point during your Jump, you will appear in another reality where Looma, a Tetramand princess, is madly in love with an earth boy, Kevin. Unfortunately, things take a turn in their lives when Kevin goes out into space and gets attacked by the monstrous dread pirate Levin. Now she is forcibly betrothed to Prince Benjamin. You must reunite the two lovers and defeat the Villainous Omnitrix wielder.

Reward:
+100 CP

Billions Park
Plumerlogists Ben and Gwen Tennyson Sattler and technician Kevin Levin are among a select group chosen to tour an island theme park populated by extinct predators from across the universe created from prehistoric DNA. While the park's mastermind, billionaire Billy Billions, assures everyone that the facility is safe, they find out otherwise when disgruntled employee Dr Psycobo releases various ferocious predators to go on the hunt. You must make sure that Ben, Gwen, Kevin, Billy, Andy, and Mandy survive long enough and escape the island.

Reward:
+100 CP

Gax Wars: A New Omnitrix
The Imperial Forces, under orders from cruel Darth Bedo, hold Princess Gwendolyn hostage in their efforts to quell the rebellion against the Vilgaxian Empire. Farmboy Ben Tennyson on the planet of Belwood finds the droid duo DR-BA and BL-KIC, who hold a secret message for the old plumber in hiding, Prior Gilhil. Together, they enlist the aid of Kevin Levin, the captain of the Rustbucket 3, and his copilot, Blonko. The group must work together to rescue the beautiful princess, help the Rebel Alliance, and restore Freedom and justice to the Galaxy. You must ensure the rescue of Princess Gwendolym and the destruction of the Seagle Star.

Reward:
+100 CP

Plumbers of the Caribbean: Vilgax's Chest
When the ghostly pirate Vilgax comes to collect the Omnitrix, Capt. Ben Sparrow must find a way to avoid his fate lest his soul be damned for all time. Nevertheless, the wily ghost manages to interrupt the wedding plans of Ben's friends Kevin Levin and Gwen Tennyson.
You must defeat Vilgax and ensure the marriage of Kevin and Gwen.

Reward:
+100 CP

bEn Ten the accidental terettial
After an accident with the Omnitrix that disables the translator and lifeform locks Ben as **The Worse** he is stranded on an Earth-like planet where he is discovered and befriended by a young boy who hides him. You must protect Ben from this planet's government intervention and get him back home.

Reward:
+100 CP

Zedby-Doo and the Cyber Alien
When Zedby and the gang are trapped in a video game by a technologically constructed alien, they find each other using Zedby's snacks and unite with a cyber gang to battle Vyrus. You must ensure the defeat of Vyrus and solve the mystery of who created them.

Reward:
+100 CP



Drawbacks:

You may take as many drawbacks as you wish; however, drawbacks supersede Perks. Companions can't take drawbacks, but will gain Half the **CP** the Jumper gains from the drawback.

Continuity - Free
If you don't like Omniverse, then you can choose what continuity you want to be in, regardless of whether it's movies or fanfiction. You will start at the beginning of the main story.

Crossover - Free
Maybe you're a fan of Secret Saturdays and Generator Rex, perhaps you like Hanna-Barbera and Steven Universe! You can now choose any Cartoon Network show to be canon in the reboot timeline for this Jumpchain.

Do you know who I am - Free
You can choose to self-insert, replacing any canon character, gaining their body as a new **Alt-Form,** their knowledge of their life so far, and any mundane skills they have.

Best to Start at the end - Free
Instead of starting at the beginning of Omniverse, you can choose to start at the beginning of the original series or at the beginning of Alien Force.

There's no such place as Osmos V - Free
You can choose what retcons are true and which ones are fake.



Stabilisers between dimensions - Free
Normally, the story of Ben 10 starts six years before Omniverse starts. With that being the case, you can take this Jump as a Supplement to any other Ben 10 Jumpchain and gain the Perks, Items, and Drawbacks when your Jump version of Ben reaches the age of sixteen.

The Omniverse within the Omniverse +100 CP
It seems that you're not in a copy of Ben Prime's reality but a copy of The Ben 10 Show's reality. Expect things to be very different as you witness Ben 10 and Gwevin battle against villains such as Sporemax the Solonoid to protect the Citizens of Earthville.

Even I could have seen that coming +100 CP
You keep walking into or more often than not falling into gross situations.

Rough Draft +100 CP
The 20 rough draft unused Nemetrix aliens have been smuggled to Earth. Khyber will want to add their DNA to his Nemetrix; however, they have each caught onto your scent and are each hunting you in their own special way. See notes for images.

I'm not what you think I am, I'm not what I thought I am +100 CP
You are going to have a very unpleasant realisation of your "TRUE" origins. I hope it doesn't break you.

Why isn't anyone listening to me +100 CP
Your enemies have a short attention span and an ego that leads them to always pull out the explosives whenever you stop paying attention to them.

Oh man… +100 CP
You are a trouble magnet. People will constantly show up, going out of their way to annoy.

I am familiar with that +100 CP
No, you are not! You have no idea what expressions mean and instead take what people say literally, sometimes too literally.

A little more time +100 CP
You may extend the duration of this Jump by ten years per purchase.

I'm scared of peacocks +100 CP
Choose one mundane animal, and you are now petrified of that species.

Deefus +100 CP
An unflattering show loosely based on your exploits has become extremely popular on the Extranet; it is available to every space-faring race across the universe.
Most non-humans you meet will be fans of the show and automatically believe that you are as incompetent as you humorous parody.

I would have swapped it out for something artificial +100 CP
You will not remember this drawback, and once per macguffin, if you acquire the macguffin, it will be revealed to be a fake, and someone like Argit or Simian will have the real deal.

Got an itch I just can't scratch +100 CP
A colony of Hulex has decided that you are the perfect planet, and once per year, they will attempt to conquer you, each time learning from their past mistakes.

It was a groaner +100 CP
Don't make puns; you are really bad at it, and everyone will be disappointed in you, even the bad guys.

Out of Order Origin Story +100 CP
It seems that you have been hit by some kind of random chronomic energy that has given you a history in this world relating to the Tennyson family. What is it?
You don't know, but for the rest of the year, you will randomly have your mind sent back in time to live through the classic and classic plus events that your body has done with your memories of the future time being blurry.
Any change in the past will retroactively change the future you have been living through.
This can be taken multiple times, with each one extending the effects by a year up to ten years or up to the end of the "A little more time" Drawback.

This has been a very strange day +100 CP
At least once a month, you will get caught up in the middle of someone else's adventures, but only to the degree of a cameo.
You will have to deal with the consequences of the other party's bizarre events, such as galactic hordes, giant robots, or armies of the undead attacking the city or the world, without you gaining any context on the situation.
Unfortunately, you will not be able to get involved in the main events of the situation until after it has occurred.

It's for charity +100 CP
You keep getting stuck doing embarrassing public appearances that you can't refuse to join in.

The Galvens tech's installed an emergency exit +100 CP
All emergency exits and safety equipment will be sized to fit the smaller races, more specifically, galvans.

The Ben Ledger +100 CP
Unfortunately, you now owe Mr Bowman a lot of money, and every time Ben damages his shop, you will owe him more. The Jump will not end until he has been completely paid off.

It's sleazebags like you that give lawyers a bad name +100 CP
A Galvan named Chadzmuth has an issue with you. Although he doesn't have any fighting capabilities, he is an intergalactic defence attorney and is cut-throat in his job, being willing to use any loophole or technicality to win his case, regardless of the type of character his client has.

Those guys should not be armed +100 CP
So much for friendly fire, your least competent allies will always hold the biggest guns and be more likely to accidentally shoot their friends.

Don't you remember our last conversation +100 CP
You are constantly finding that your interpersonal relationships are being unintentionally self-sabotaged by unfortunate misunderstandings, such as having a phone conversation during a fight and the other person believing your fight banter is directed at you.

Bill Gacks +100 CP
You keep running into red herrings, people and places with similar names and appearances that you are positive are your enemies or their domains in disguise.
You just disregard the similarities because sometimes they actually will be your enemies with a perfect disguise.

Syke +100 CP
A Lenopan prank show has decided to make you its main victim. Expect a shapeshifter to show up frequently and try to make a fool out of you.

Lesson 1 +100 CP
You will not remember taking this Perk, and any time you are trying to show off or prove a point, you will accidentally get the opposite result of what you want to show off.

DC-nced +100 CP
For some reason, a number of your enemies' minions share the same name and are physically identical to a number of famous DC superheroes and villains, but be aware that just because they have some things in common doesn't make them the same person.

At last, a champion fit to marry my Daughter +100/200 CP
You keep accidentally pledging yourself to marriage with various alien races in ways that a simple apology won't fix.
For **+100 CP,** they are visibly attractive to you, but for **+200 CP,** they can be of any level of attractiveness or disgusting appearance.

I need to go to the little aliens' room +100/200 CP
You now need to regularly use the bathroom regardless of any Perks you have.
For **+200 CP** total, you also have a weak bladder.

Oh man +200 CP
You are constantly walking into trouble, interrupting gang deals, bumping into intergalactic arms dealers, and just running into costumed crazies. The one thing they always have in common is that they point their guns at you first.

Things could not get any worse! +200 CP
Whenever things are bad, some fool will always say this ironic statement, and things will immediately get worse.

Did you really think you would make a good team of superheroes? +200 CP
You keep accidentally making the wrong point, and instead of diffusing situations, you keep making things worse.

Bro +200 CP
You have a toxic substance in your temperamental lobe, which is messing with your personality.
You will tend to call everyone bro and sometimes put the word 'bro" into other words.
You will also be very conscious about your diet and exercise habits, growing a hatred for junk food.

Means well +200 CP
An alien animal rights activist who, though peaceful, will constantly be making trouble for you, releasing dangerous animals, and acting recklessly. What's worse, they are vertically immortal, and the ‘extraterrestrials for the ethical treatment of aliens’ have enough public clout that even if they are arrested, they will be released within a week.

Come on, give me something Good +200 CP
Your powers, Perks, Items, and abilities will now all have a random element to them that will sometimes activate, bringing you underwhelming results or unexpected solutions.
Post-Jump, you can activate this randomness at will and can learn how to replicate any of the results.

Vreedle-de-dee +200 CP
It seems the extended Vreedle family has decided to move to Earth. Normally, that would be fine, but the Vreedles have a bad habit of causing chaos and destruction.
Each one comes with a fully stocked clone bank, meaning that even if they have died, they will come back the next week unharmed.

You’ll explain later +200 CP
People from your future keep showing up to prevent attacks against you. The linguistic causality is confusing, and they keep explaining it wrong.

Jumper Vs. The Universe +200 CP
At some point during this Jump you will be put on trial for altering the natural flow of time.
The punishment for losing this trial could be anything from a 5 Taydens to failing this Jump.

Hey, squid diddly get +200 CP
You are terrified of Ma Vreedle.

You forgot to reset the alarm +200 CP
For some reason, your enemies keep getting their hands on confiscated weapons and equipment, no matter how securely they are locked up.

Where's MY Kiss +200 CP
An Atrocian has become obsessed with you and is now stalking you. They aren't very powerful, but they are virtually immortal.

Okay-ish +200 CP (Requires a device from the Omnitrix Supplement with a DNA matrix)
Your Omnitrix keeps getting stuck on a single alien, the one that unsettles you the most, or the "Ghost".

Your grandfather is a master chef +300 CP
You are in the unfortunate situation of needing to eat and drink regardless of any Perks you have already purchased.
Beyond that, you cannot eat any meals that contain more than 49% earth native ingredients.
Let's hope you can learn a thing or two from Grampa Max.

Bugs in the system +300 CP
A number of Dr. Animo's Technobugs have escaped and always seem to show up, turning security systems against you whenever you have more important things to deal with.

Good Job Hero +300 CP
No matter what you do, everyone will act like you're the problem, save a bunch of civilians, and people will act as if you put them in danger, stop an intergalactic warlord, and apparently, he did nothing wrong.
Good luck getting people on your side if you actually do something bad.

I will have my revenge +300 CP
No matter how you deal with them, no matter how deep the pit, secure the prison, or how clearly dead they are, all of your enemies will return within a month of you dealing with them.

Don't you ever get tired of that alien? +300 CP
You're a bit of a one-trick pony. You may have a lot of powers, but for some reason, you always default to one kind of basic power.

ACTUALLY, I WAS THE ONE WHO DEFEATED HIM +300 CP
No matter who you beat or how you do it, someone else will always show up and take the credit; what's worse, everyone will believe them.



Bad bens +300 CP
Alternative realities' evil versions of Ben will show up once a month to cause trouble.

Jumper 23 +300 CP
It seems you are sharing this Jump with a version of you on their first Jump. If they fail this Jump you fail your chain.

What's the point of this Guy? +300/400 CP
(Requires a device from the Omnitrix Supplement with a DNA matrix)
Your Omnitrix has been tampered with and will now always turn you into an underpowered, weak, and useless sample.
For **+300 CP,** you will keep these samples as if purchased using RP
For **+400 CP,** you do not keep these samples post Jump.

Predictors and Prey +400 CP
An alternative version of Khyber the huntsman knows every Perk power, trick, and skill in your book; they have had over a hundred years to prepare, and now they are after you.
Let the hunt begin.

Why do you hate me, new Omnitrix? +400 CP
(Requires "Come on give me something Good")
The random events are now twice as likely to occur, and the random results will always be underwhelming.
Post-Jump, you can choose to activate the normal random or the underwhelming random functions at will.

This? Is the great Jumper? +400 CP
Someone has figured out your identity as a Jumper and is set on stealing your place.
You don't know who they are or how powerful they are, but they know everything about you.

Pakmar, Baumann, and Jumper +400 CP
You've got terrible luck. Any business or job you do is always getting messed up or destroyed, but a recurring annoyance that acts like they have the moral high ground, even when they burn your livelihood to the ground.

Stuck in Dimension 12 +400 CP
Because of dimension 12's weirdo time effect, you have "stunted" and stopped ageing, now stuck in a ten-year-old body.

Rooting out problems +400 CP
The rooters have started targeting you; they have limitless resources, facilities, and support from the highest levels of politics.
The only advantage you have is that they have to do everything in secret.

The coming storm +500 CP
At some point during this Jump all of your companions will be mind-controlled to turn against you.
Any mental conditioning or control you have over your companions via Perks, Items, or powers will be removed and disabled for the rest of the Jump.
The more they care about you without being controlled or affected by Perks, the easier it will be to break the mind control over them.

I come in peace +500 CP
Benevelon and his army of over a thousand B.L.R.R.T. are coming to earth to make "Peace" permanently; however, the Skeuomorph doesn't exist, and neither does any equivalent device.

AIJumper +600 CP
A Galven has transformed into you and plans to replace you on your Jumps; they have all your Perks/powers/Items and are aware of your past.

Only Lord Transyl can pull the strings +600 CP
At some point during your Jump, the Vladat race will be resurrected, starting a war of domination against the rest of the universe, dominating new subjects and consuming as much life force as they can.
The Jump will not end until the Vladat race has been defeated.

Zombie Clowns have no sense of humour +600 CP
Zomboso has really outdone himself this time. Before this Jump started, he infected all living beings in the universe with a Zombie Clown under his control, except you, and he plans to change that.
Your Jump timer and scenarios will only start after this issue has been resolved.

This time war is getting out of hand +600 CP
You know the ten-year time limit of being a Jumper that isn't linear anymore; you will keep getting pulled backwards and forwards through time, skipping some days or repeating others. You have to exist during every nanosecond of the duration of your Jump to complete this Jumpchain, so I hope you have some methods of time travel.

Jumper Vs. The Multiverse +800 CP
(cannot be taken for less than 8 Jumps)
At some point during this Jump you will be put on trial by the embodiment of every universe you have visited for every crime you have committed.
The punishment for losing any of these trials could be anything, including having to pay a fine, serving an extra-dimensional prison sentence, failing this Jump, or even failing your chain if your crimes are severe enough.

I gotta get a new watch +1000 CP
(cannot be taken with any other drawbacks or scenarios)
You've landed in a variation of the No Watch Ben's reality with no Omnitrix, no aliens on earth and no other timelines.
This Jump technically becomes a gauntlet where you have no Perks, Items, or powers of any kind.
You will be human and gain all your purchases post-Jump.
This will be a mundane Jump as nothing ever happens in Bellwood.
I hope you weren't expecting any excitement.

Ending:

Go Home
Your chain ends, your drawbacks are lifted, and you and your companions are returned to your homeworld.

Stay Here
Your chain ends, your drawbacks are lifted, and this world becomes your new home.

Move On
Your drawbacks are lifted, and your chain continues.

Thanks:

Thanks to Sweetiebott and Nerx
Who both helped me with ideas and fixing spelling mistakes.
Thanks to **Relyt25,** who caught my spelling mistake.
Thanks to **L "Blackscorp98"** for so many spelling fixes.

Version:
V1 - Initial release

V1.01 - text changes
Added novelty scenarios

V1.02 - text changes
Added Alternative scenarios

V1.03 - text changes
Added Table of Context
Added Item Stipend
Added Links to the supplements

V1.04 - text changes
Added Hybrid
Altered Perks

Notes:
These are the concepts for the Nemetrix that were never used, as mentioned in the **Rough Draft** Drawback**.**




ROUGH UNUSED CONCEPTS FOR THE NEMETRIX ALIENS
T.N.PERKINS IV 2011
Nemetrix Alien 5
TNPerkins 2011
Nemetrix Alien 6
TNPerkins 2011
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TNPerkins 2011
Nemetrix Alien 8
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Nemetrix Alien 9
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Nemetrix Alien 10
TNPerkins 2011
Nemetrix Alien 11
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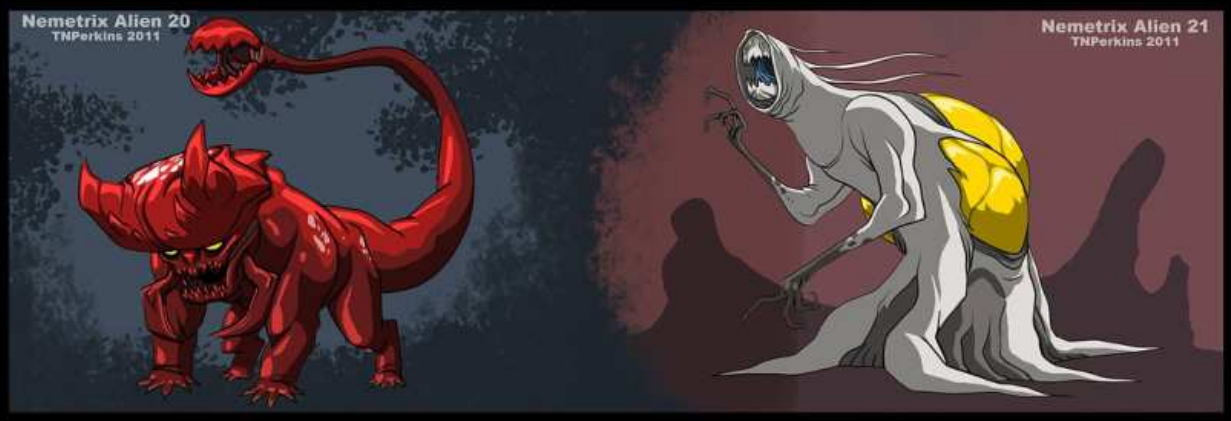

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