



Welcome to Copper Canyon, jumper! As to be expected, this is a city filled with fun and adventure for ordinary citizens just like you.

Well, not really. The town is actually under security of a special tech agency called N-Tek, who have been on the lookout for rogue aliens known as Ultralinks looking to invade Earth under the order of galactic machine conqueror Makino. That's on top of the already linked Elementors causing trouble on Earth, the soon to arrive villains Miles Dredd of TransHuman Industries out for his own agenda, and various other supervillains who are going to make their debut in the next few weeks due to actions caused by the ongoing conflict.

Thankfully, N-Tek won't have to fight on their own, as they'll find a new ally and Copper Canyon's own Turbo Warrior. From there, wacky plots and action packed conflicts will ensue over the coming days as villains seek to complete their agendas and the good guys will head out to butt heads with them. Y'know, hero stuff.

You'll arrive in Copper Canyon on the day Max McGrath moves in, and unknowingly kicks off a chain of events that will lead to him discovering his own special superpower and linking up with the alien lifeform named N'Baro Aksteel X377 (just call him Steel) to become the titular Max Steel. What you do from there is for you to decide for yourself.

As always, I'm not letting you go alone. Here's 1000CP to help you on your way.

Origins

The world of Max Steel is filled with various fine faces, both ordinary and extraordinary. Before we get into the good stuff, though, we need to establish just who you are in this grand conflict.

Any of these origins may be taken as either drop-in or with backstory and memories at your leisure. Your backstory will be altered accordingly, however.

Drop-In: You're a completely fresh slate to Copper Canyon. Just like Max, you moved in only recently and you're eager (somewhat at least) to get your new life started.

Whether you're from out of town, an offworld visitor, or a cosmic entity that just sorta showed up outta nowhere is yours to choose. Regardless, you've got no enemies that can trouble you, but no one to help you out either. For the time being, anyway.

N-Tek Operative: You're a new recruit or experienced veteran for the secret organization known as N-Tek. This company is responsible for protecting Earth against the Ultralink threats that are coming to invade Earth, equipped with high tech weaponry and the greatest of mind and body that Copper Canyon has to offer. You've recently been sent here due to rising activity, and for good reason, as it turns out that Ultralinks may not be the only problems you're going to be dealing with.

THI Agent: Technology - it's our heart, it's our soul. Here at Trans-Human Industries, we are creating the future, today. From the food you eat, to the air you breathe. THI is transforming the human experience. And you happen to be an employee for them. Though as you probably already know or will soon find out, THI and its founder Miles Dredd may not be as morally upright as they claim. Perhaps you'll seek to fight for the industry's more questionable acts, join Makino's forces in taking vengeance over the Earth, or maybe you'll go rogue but still come to blows with the heroes. Regardless, I have a feeling your time will come soon.

Perks

General :

Wise Cracker (free): This is a world where pretty much everybody, from the teenagers to the working class to the secret agent folks to even the powered up mutated bad guys are able to spew out corny and cheesy quips, lampshades, puns, one liners, and casual conversation like it's second nature, even in the heat of battle. And now you're also one of these people. And in future jumps, you can choose to apply this to everyone in jump, which nobody will find weird.

Never a Dull Day with Jumper (100CP): Sometimes the world can feel like it only has an on off switch between absolute world-ending crisis and slow, boring school days. If that doesn't suit your fancy, you have an ability to turn that switch into a scale. Now, you actually manage to get yourself some self-contained adventures in between the big moments where the fate of the world is at stake. Take a break from the threat of nuclear invasions to have some fun saving the world by playing video games. Or put some excitement in that boring old festival when your friend gets possessed by a cursed sword from ages past! There's no guarantee any of this will be canon, but it's a nice breather while you wait for the end.

Combat Expertise (200CP): If there's one thing that pretty much everyone here knows, it's how to put on a good show when the fists are thrown and the lasers start flying. You are now one of these people, capable of quickly switching from casual pacifism to getting into the brawl with ease, and quickly get the hang of how to use your existing powers and any new powers you may obtain later due to certain situations.

A genius (300CP): Choose a field of study. Anything from normal earth sciences like chemicals or technology, to more alien or esoteric concepts like Ultralinks or TURBO Energy. Now you are an absolute genius of your field of study and able to use that knowledge to create powerful and dangerous wonders of science.

Chemical experts like Toxzon would be capable of making toxins capable of infecting an ultralink and forcing it to obey you, or a special gas that could turn its victims into mindless zombies. Tech experts like Dredd could aid in designing powerful superweapons like the TURBO Star and the siphoning device now stored in his body. Even people like Troy Winter could make use of his extensive knowledge on animal genetics to let him know exactly where to find prime DNA of some of the most dangerous creatures to ever walk the Earth.

The good guys also have good use for intelligence as well, though. Berto is a prime example on the side of N-Tek, capable of analyzing and understanding technology used

by the Ultralinks and people like Toxzon, as well as having the genius needed to develop N-Tek's weapons, the TURBO gear used by Max Steel, and of course the many, many repairs and upgrades given to CYTRO.

If that's not enough, your intellect expands and improves at terrifying rates, being able to reach equal levels of capability in other fields given resources and time. But that may take a good while, so just to give you a head start, you also have some general but lesser knowledge in many other fields in general. So if you were a tech expert like Berto, you'd still understand how toxins and chemicals work, but not on the level where you can make crazy powerful formulas like Toxzon.

Drop-In :

My Cat Needs Emergency Dental Work (100CP): You have an amazing talent for making ridiculous excuses for any situation, which will give you the perfect alibi for getting out of something like Math class or a field trip. Oh, this doesn't make you any better at coming up with excuses on the fly. It just ensures that even if you flub it up and say something like 'I need to take my grandma bungee jumping' with all the evidence that you're awkwardly making it up off the top of your head, everyone who doesn't really know what you're actually leaving for (ex: superhero stuff) is just gonna accept it with a sigh at worst.

Let's Go Turbo! (200CP): Your mind is surprisingly adaptable to new situations and ideas, able to process events and act in a matter of seconds. Switching between multiple powers or forms mid tactic and in short order comes second nature to you as well. Jumping straight over an enemy attack, switching to Flight mode to turn yourself around and then striking back in Strength mode is just one example of what you could accomplish.

I Remember the Mode! (400CP): Sometimes the best help can come from the most unlikely of sources, and at the timeliest of moments and strangest of situations. This impeccable luck has somehow managed to rub off on you. Now, if you ever find yourself in a pickle, you'll sometimes find yourself remembering something vital from an otherwise forgettable statement earlier that day that may provide you with just what you need to get out of a sticky situation, or accidents that inadvertently help you unlock new abilities. It may seem ridiculous, but even that throwaway comment from your friends about the dangers of junk food may provide just the eureka you need to save your skin.

Come Together (600CP): The bonds you share are your greatest power. Even the greatest energies can only do so much against overwhelming odds, but the friendships

you share can have the potential to save the universe. You are able to forge strong and lasting friendships and relationships with those around you, be they regular humans or aliens bent on destruction. So long as you're willing to reach out and understand them, you'll find ways to get them to see reason, to work together as a team. Difficult situations and difficult times may test you, but those moments only serve to make those bonds stronger.

It may not seem like much at first glance, but as your friendships grow, you and them will learn to grow as people. Give former enemies a chance to see your perspective and find a change of heart. For those with powers, the friendships you share may even allow you to unlock new abilities, just in time to save you and them from an otherwise hopeless situation. And maybe, just once in a lifetime, when your life's on the line and everything is truly at stake, those bonds you share will allow you just enough power to save the universe. But for that, you'd need a bond so powerful that you'd literally put your existence on the line for those you love, and them for you.

N-Tek :

"Secret" organization (100CP): Ever find it strange how no one ever asks 'who are the guys in green that ALWAYS show up when things go nuts?' For a so-called 'secret organization' they seem to have been cutting back on the secret part, but for some reason nobody ever seems to question it.

Now you and any ally you want have this same ability to not draw attention. You can use as much artillery as you want, send in all the units it takes to shut down a threat, and cause building buster explosions you'd expect from a fight between the local superhero and the villain of the week, and yet you never seem to draw any suspicion so long as you do it.

let's go boys (200 CP): N-TEK is an amazingly efficient organization. Just one command is enough for an army to gear up and get ready for an invasion, and only moments after tracking down paranormal activity to have a squadron on the way to intercept the attacker. Now, you have the ability to bring this efficiency into any organization you come across.

Large scale ADM (400CP): Although we only follow N-Tek's operations in Copper Canyon, the organization has global scale and corresponding resources and technology all over the world, and all under the command of Commander Forge Ferrus, who manages to lead the entire system in the shadow war against the Ultralink invasion and still have time to rest and talk to his nephew, alongside dealing with a lot of problems not related to N-Tek.

You, like Commander Ferrus, have the ability to manage and organize a global scale organization without consuming too much of your time and without negatively affecting your routine. You know exactly how to organize the division's hierarchy to keep all other bases in line, how to manage the troops when you aren't around, and you have the organization of leadership if you ever end up MIA for whatever reason.

To save the earth (600CP): In about 3 months, a galactic alien conqueror with a virtually endless supply of technological parasitic superweapons is going to arrive with the intent to destroy Earth. Their technology is more advanced than anything humanity has ever seen, and the only thing standing between that alien conqueror and the blue ball housing humanity is you and your allies. Seems like completely overwhelming odds, right? Well, N-Tek will never go down without a fight, and now neither will you. When you've got a goal in mind, you and your allies gain a boost in your productivity and efficiency when you work toward fulfilling that goal, which increases proportional to the scale of the objective.

Preparing for an awesome rock session with your friends or pick a vacation spot? Alright, maybe you can get your tech buddy to lend you some gear, but that's just a convenient shortcut. But something like the aforementioned alien conqueror? You'll find your tech levels increasing exponentially, new weapons like the Daedelus Platform can be designed and developed within only a week or two, allies find new powers to combat new situations, new allies come around to help join the fight and secrets are revealed to your benefit. It's definitely not going to be easy. This stuff is going to require everyone working at 110%, and your enemies certainly aren't going to sit down and wait for you to finish the job either. But if you can put in the work, you'll see a chance to claim victory against overwhelming odds.

THI :

Mister Dredd! (100CP): You happen to have a devilish charisma about you. The kind of charisma that allows you to slither your way into any business, no matter how many signs there are that working with you is a bad idea such as having a menacing voice or questionable appearance and personality, or the fact that your last name is Dredd. It's only until you show yourself to be outright amoral or your true colors are revealed that everyone will realize that you're one of the bad guys.

Corporate Ruthlessness (200CP): Say what you want about THI, but before Dredd's accident and Molly McGrath's subsequent promotion to CEO they were able to catch up with a global level organization like N-Tek in just a few years. The key to this is Miles Dredd's incredible intellect and lack of ethics and respect for the rules.

Now whether on an individual level or as an organization, as long as you (Your organization) are willing to throw ethics and rules out the window you will see an incredible increase in efficiency in whatever you do.

The Man Behind the Curtains (400CP): You can argue (rightfully so, if I may add) that Miles Dredd is Max Steel's greatest villain because of his incredible ability to predict his enemies and create plans based on those predictions. It was his scheming 16 years ago that caused the events of the present day. It's his scheming that allows him to remain a threat even in the presence of people like Makino and Morphos. And it's his scheming that ensures he always finds a way to bounce back from the harshest of failures.

Now you have a predictive ability that rivals even him, able to understand the mind and strategy of your enemies in a very short time and create intricate plans that take these predictions into account to achieve your goals. This also gives you the ability to reevaluate your schemes, understanding what works and what doesn't, and always being able to find new ways to try and strike back when your plans have been foiled. Even if you've been locked up, or lose your business, you know how to bounce back stronger than ever. Takes more than that to keep a bad man down, after all.

(Un)Fortunate Accidents (600CP): But sometimes it's not as simple as retreating and regrouping. Sometimes you find yourself biting off more than you can chew, or make a bad move in the wrong place at the wrong time. In most cases, these lapses in judgment can have deadly consequences, and lead to very, very painful deaths. But sometimes, it's not the end. Sometimes they survive. And when they survive, they end up... changed. For better, or for worse.

Just like Max Steel's many rogues, you have obtained a strange, twisted, borderline sadistic form of luck that allows them to always find ways to recover and strike back in the harshest of situations. Sink to the bottom of the ocean? You'll find a way to swim out. Blown into the stratosphere? Your colleagues will come pick you up once they find where your pieces are. Get captured by those N-Tek stooges? You or your allies will find a way out eventually. Though a word of note is that the more dire the situation, the heftier a cost it would be to get you out of it, and even then, you can only cheat death against so much before you get your dues.

And should you find yourself in a truly dire situation, once per jump, you may choose to have the life threatening situation you found yourself in not only let you survive, but alter you in some way to grant you a new appearance and dangerous new powers. This accident and transformation would be on the level of the TURBO explosion implanting Dredd's device into his chest, Dr. Xavier diving into nuclear waste causing him to mutate into Toxzon, Troy Winter surviving the Ultralink exploding and mutating him into

Extroyer, the pulse that fused all four Elementors into Ultimate Elementor, and Morphos surviving Dredd's trap and reforming himself with his own duo strike power. What mutation will your accident cause? I can't say. But I have no doubt you'll bounce back from it, bigger and badder than ever.

Items

General

Max Steel Merchandise (free): We all knew this was going to be included somewhere, so let's just get this out of the way. You have your own collection of Max Steel merchandise. Toys, figurines, posters, all the good stuff. Oh, and you can get your hands on those Max Steel video games that showed up later down the line. I heard Turbo Warrior was pretty popular around these parts.

The Basics (100CP): Alright, let's cut to the chase. Hero, Villain, or random passerby, you're gonna need some place to stay. You've got yourself a decent place to live and hide out in, whether that be an apartment building or some kinda secret base in the sewers or an old warehouse or what have you. Point is, it's got power, it's got plumbing, it's got food, it's got all the basic necessities needed for a comfortable lifestyle, and anything fancier is something you'll need to get yourself.

Cyber Suit (200CP): You're now in possession of a specially designed suit that's both durable and flexible with a design of your choice. This suit is perfectly comfortable for you to wear and capable of keeping you together in a fight, while also possessing full life support to protect you from the elements or inhospitable environments. Most importantly though is that the suit is capable of stabilizing any powers you may have, dampening and regulating any incontinence you may have to keep from any haphazard accidents, as well as providing some enhancements to some of the more picky abilities. And if you want to keep it on without having to be seen wearing your safety gear 24/7, it also comes with a fully functional camo mode that allows you to dismiss it in place of any type of clothes you want whenever you want.

Energy Adaptor Blueprints (300CP): This is probably best used with someone of a more scientific mind, but what we've got here is a database with knowledge of how to build technology capable of harnessing energy to be used to design all the tech goodies everyone seems to have. Stuff like the laser blades, laser blasters, hardlight computers, stasis chambers, all of it is within this database. It's also got notes on how to harness the energy needed to power this stuff, which surprisingly can use normal electricity instead of TURBO power.

Drop-In

Special Issue Communications (100CP): You've got yourself a fancy cellphone, perfectly indestructible and capable of handling the dreaded TURBO touch as well as

any powers you have that may inconvenience electrical devices. It's also perfectly capable of being linked to any other technology you have wirelessly, so that you can access any calls or messages through them when you can't pull the phone out.

TURBO Gear (200CP): Powers are all well and good, but sometimes your modes alone aren't gonna make the cut. Now, you have access to your own collection of weapons copied straight from Berto's blueprints for Max Steel's arsenal. We've got TURBO swords, TURBO blasters, TURBO lashes, and TURBO drills, all the good stuff! And if weapons aren't your thing, we've also got the TURBO cycle, TURBO Racer (with fully functional GPS, stealth mode, and camouflage), and the TURBO Jet equipped with its own fully self aware and just as snarky artificial intelligence. Any and all of these items can be charged up with TURBO energy (or whatever kind of energy outputs your powers can give them. They're not picky.) in order to get them in full functioning order, and can be piloted by any technological lifeform you give permission to link up with it.

Ultralink Hunter Equipment (400CP): Ultralinks are a threat to universal peace, and they must be punished. However, that can be very difficult since the links they make tend to be permanent. However, you've got the equipment needed to reel them in. With this purchase, you have a set of weapons and explosives that have the power to resist Ultralink influences, immobilize them and destabilize their connections to their hosts. And to seal the deal, you can also summon specially designed pods that can forcibly remove Ultralinks from their hosts and trap them inside with no way out. Even if you don't have any Ultralink problems, it should work the same on any parasitic entities in other jumps.

Takonian ship (600CP): And here I thought Jim was the only survivor. You're now in possession of a spacecraft from the planet Tachyon, one of the last ones in existence at that. This spacecraft is capable of traversing solar systems with ease, speed, and stealth, all possible due to being powered by a huge chamber filled to the brim with TURBO energy.

If someone capable of using TURBO energy has access to the chamber, they can absorb that energy to increase their reserves and perhaps even unleash new powers. Though there's also an equal chance they'll end up going nuclear with enough power to blow the entire continent to the other side of the galaxy, so I wouldn't recommend it. But even if you can't use TURBO energy yourself, the ship's database still has access to the archives of Tachyon's technologies. It's all encrypted in Takonian, but if you can decrypt it, you'll find blueprints to the revolutionary TURBO-powered technology that gave N-Tek a fighting chance, and with enough time and experimenting, you may even find the secrets to creating mechanical marvels like the Alphalink-busting TURBO Star,

the revolutionary Connect-Tek, or the Adaptive Matrix that birthed Morphos. Use it wisely.

N-Tek Operative

N-Tek Issue Arsenal (100CP): Can't be an N-Tek Operative without the right equipment. You've got yourself a snazzy looking uniform that gives you solid protection whilst giving you free movement and can deploy a hardlight parachute whenever you need it, as well as your own array of laser blasters and explosives for when you need to get up close and personal with the enemy.

The uniform and weapons can be repaired or replaced after every battle, so you don't need to worry about dry cleaning and maintenance. But you can choose to keep any cosmetic scars if you think they look cool.

N-Tek Vehicle Deployment (200CP): A special device either located somewhere on your suit or as a handheld device (or something else at your leisure). When you command it, this device will call in a squadron of N-Tek vehicles to fit the situation. Jump Jets, ROCC tanks, or submarines will arrive at your location in an instant, and if you so wish it can also send one vacant vehicle ready to pick you up in an instant so you can get behind the wheel and get in on the action.

CYTRO (400CP): This one goes out to the technical types who can't get up close and personal but still want a chance in the ring. The Cybernetic Tactical Robot Operative is a specially designed super robot that's easily controlled via a special hardlight gauntlet device and a camera system in his head that allows you to see the fight from his point of view. While he's certainly not invincible, this robot is a walking arsenal, equipped with enough rockets and blasters to ruin someone's day in a major way, the durability to tussle with laser blasters and rocket launchers as well as the dreaded TURBO touch, and he's got his own rocket propulsion system that allows him to arrive on the battlefield in an instant and get in on the actions. He also comes with special compartments that can store various different weapons for your allies.

If CYTRO ends up getting destroyed or unable to be recovered (and he will. He *definitely* will.), he'll be returned to a location of your choice in fully functioning condition by the time you call him out again. He'll also maintain any modifications that you make to him, so you don't need to worry about losing all your hard work on those new blasters and shields.

And in case of emergencies, he does come with a special data key that when inserted into the designated slot on his person will activate CYTRO's Autopilot system and allow him to function as a full on ally of his own, complete with a fully self aware but

somewhat robotic intelligence and personality whose default seems to be friendly but flat. At least compared to someone like Steel or TJ.

N-Tek Base (600CP): You are now a proud owner of an N-Tek Operating Base, located somewhere in land, sea, or sky at your leisure. This base houses a virtually endless array of agents, scientists, and soldiers at your command, as well as the vehicles and weapons needed to supply them for any situation. N-Tek was built on the foundation of protecting the Earth from aliens and supervillains alike, so it also comes with containment cells for villains and special defenses built to handle Ultralinks. And of course, in the case of an invasion, it's got a relentless defense system that keeps any intruders from getting in and any prisoners from getting out.

But if that's not good enough a deal for you, it also has all the materials and tools a brainiac would need to build all the machines and weapons needed to supply soldiers and superhumans alike, as well as a holosim station that can be used to simulate any situation and test out your new toys.

THI Agent

'Fishy' (100CP): Okay, the title's a bit vague, but just to be clear, it doesn't have to be Toxzon's fish. It could be, say, a different inanimate object that serves a mundane function, or two bumbling mercenaries like Extroyer's boys who can provide some decent distractions for you. But on top of that, they also have the ability to, knowingly or not, give you new ideas for plans and schemes. Throwaway comments like the enemy having an army would give you the idea to make your own army, that inanimate object may end up speaking to you and giving you genius ideas on how to better use your powers, who knows what they'll think up next?

Heisting Equipment (200CP): Before having the Ultralink blown up in his face and linking to his body, Troy Winter had one hell of an arsenal that allowed him to stand against an N-Tek squadron on his own. Now, you've got yourself an arsenal of his equipment on you. Blasters and cannons that have the strength to send the N-Tek ROCC tanks tumbling on their heads and disorienting the soldiers with a blast, laser blades that can cut through their armors, fancy bikes that can defy gravity, laser nets and grappling hooks, all the good stuff is here. Oh, and it also happens to have schematics for the entire THI building as well as any fancy places you'd want to hit up and take something from. I wonder who put that there.

TransJumper Industries (400CP): Technology - it's our heart, it's- Oh alright, I won't do the spiel again. Point is, you've now gotten a promotion to your own multimillion dollar company on the same levels as THI. On the surface, it's basically a variety company responsible for producing anything you want it to produce, like edibles or weaponry or I

dunno, R&D into environmental stuff. It's a good way to make some good money, because behind the mask it basically acts as your own super secret base where you can build all the superweapons and devices and traps you need. It also comes with a virtually endless supply of Dreadnaughts, some of THI's super fast attack jets to carry em if you need to, and escapes to other secret bases located out of town in case you need to make a getaway.

Ultralink Scouter Ship (600CP): Woah ho ho! Someone got on Makino's good side! You're now in control of one of Makino's Scouting ships, which he sends out in order to deploy Ultralinks. The one you've gotten hold of no longer obeys his command, instead it obeys yours. This ship is very large, about the size of a city, possibly more. It's also powered by a huge vat of TURBO energy, but it's obviously nowhere near the level of the planet-sized Alphalink.

But that reminds me, this ship is also capable of developing attack ships and Ultralinks of its own, though again, the production rate's been heavily slowed down. You won't be making any planetary assaults with this thing, but we can guarantee enough Ultralinks to send out a squadron every few days, or a full on island invasion with a few weeks tops. And if that's not enough, you also have a laser traction function that will allow you to deploy troops and quickly beam them back up at any point you desire. For the glory of Makino!

Powers

Now we're getting into the good stuff. Copper Canyon has no shortage of superpowered heroes and villains alike, whether due to the Ultralink risings or the technologies that rose from it. It wouldn't be fair if we left you out, right? Just for you, I'll let you have 600 Turbo Points to pick out your own powers! You can trade in CP For TP at a 1:1 ratio if you need some more, but not the other way around.

Human Disguise (100CP): It goes without saying that a lot of the powers displayed here tend to have the side effect of morphing their users' bodies in strange and unusual ways, usually by horribly mutating their bodies or forcibly welding devices into their vital organs. Useful if you want to stand out, but not exactly the kind of appearance you want when you're going out for groceries.

Just like Jason Naught, you now have the ability to switch between a human form and your powered form at will, with a fancy transformation. Your human disguise will contain a few more subtle abilities, enhanced durability and heightened agility and awareness and the like, but the majority of your abilities will be locked away so long as you're in your human form.

Skill and Training (100TP): Okay, okay, so this isn't really so much a 'power' as it is a boost to your physical capability. But let's be real, even people who aren't outright superhumans manage to survive these fights thanks to being trained veterans in their field. By taking this, you get a basic increase to your strength, speed, and agility. You aren't going to be outrunning or outpunching someone who's been TURBO-fied, but you at least have the skills to parkour and scale buildings like a spider guy, tussle with N-Tek veterans and Dreadnaughts alike, and defend yourself against the superpowered baddies who call Copper Canyon home, though good luck actually putting them down with just this.

Portal Mastery (200TP): You now have the power to generate portals, just like Ultralink hunter Ven Ghan. You can generate these portals with just a thought, and make them appear anywhere within a city-wide radius, allowing you both an easy means of transport and a good way to get some extra mobility in a fight. You can also use these portals offensively to redirect yourself or others or their attacks in different directions, or store them in portals to release elsewhere.

Duo Strike (200TP): When no power in your arsenal does the trick, that's when you need to start doubling up. This new addition to your arsenal has the potential to give you the potential to master the universe... probably. The details aren't entirely clear. But

what does matter is that with this ability, you now have the power to combine two different powers into one cohesive hybrid, adding exponential amounts of versatility to your arsenal. Mix two elements to make new attacks, mix two forms together to make a powerful hybrid form, maybe even get crazy and use all your powers at one time! Well, actually, maybe don't do that last one. You'd need to be some kind of artificial shapeshifting freak to make that work.

Ultralinked (300TP): You are now an Ultralink. A technological lifeform created by alien conquerer Makino for the express purpose of taking over the universe. However, something seems to have messed up your programming, and now you're no longer just a slave bound by his orders. You've obtained freedom, and now you don't have to obey his commands.

Regardless of what you decide to do with this new freedom, being an Ultralink does come with its own set of abilities. Your mind is now an artificial software capable of working on par with some of the world's finest supercomputers. You can also fly very quickly for your size with some really good mobility, and you have the ability to shoot lasers from the tips of your arms. However, you're not very durable as you are now. You can still handle more damage than the ordinary cellphone, but going up against an Elementor would certainly end with you in the recycling bin.

That's where your trademark ability comes in! An Ultralink's main power is the ability to link with any object it can get in contact with, organic or mechanical, advanced or stone age, it doesn't matter. This linking will transform and improve the target to become a powerful and suitable host body, capable of turning even something as harmless and insignificant as a robotic fish or a video game console into a deadly weapon of mass destruction! And if one host isn't enough for you, you also have the power to link up with other Ultralinks to combine both your hosts into one powered up host that can switch between forms. The downside to this being that everyone linked together needs to be able to work together as a single unit or this will be more of a hindrance than a help. But if forcibly taking over a host doesn't suit your fancy, you can always opt for a more symbiotic relationship, letting them remain in control while you can still remove yourself and use your unlinked abilities.

ALTERNATIVELY: you can instead choose to have been bonded with an Ultralink instead. The Ultralink has freed themselves from Makino's control as stated above. Instead of forcibly taking over your mind and body, they have formed a symbiotic relationship with you as a means of controlling your own abilities, capable of using all their Ultralink abilities to grant your existing powers some nifty enhancements and use their own tech to develop new ways to use your existing powers, similar to Max and Steel's symbiotic power. While they're not completely dependent on your power for their survival, they're pretty helpless by themselves and if they're not linked with you, you can't switch out of any of those enhancements unless you can somehow control them like an Ultralink can.

Megalinked (600TP): A step above the rest, you are now a Megalink. Megalinks are much stronger and smarter than the regular Ultralinks, capable of forming their own metallic body without needing to link with a host, and have the ability to scan a potential host and determine its weapon potential in a matter of seconds. Finally, you're capable of annexing Ultralinks and forcibly fusing them with yourself to boost your already powerful abilities further. And don't worry about the fighting over the body thing. Your advanced mind means that no Ultralink will be able to challenge your control once they've fused with you.

Alphalinked (1200TP): Why settle for being one of Makino's subordinates, when you can be his equal? Just like the ultimate machine himself, your true form is the gigantic ship known as an Alphalink. This ship is massive, capable of generating Ultralinks, Megalinks, and their respective scouting ships out the wazoo. You can also use this to generate an Ultralink helmet that will house your consciousness, which when bonded with a host will allow you to use your true ability. What Makino absorbs, Makino becomes, and just like him, you have the power to control and absorb technology to your will, granting you extraordinary power. Now, keep in mind that actually *moving* the Alphalink requires a crazy amount of energy. It's basically a machine planet, after all. But if you can somehow find a way to power it? Well, you'd best get to work if you want to catch up with your brother unit.

Trans-Human (300TP): Hey, Jason Naught may be a corporate schmuck who can't throw a punch without getting punted, but you gotta admit he's got some nice abilities. Just like him, you're a product of Dredd's Bio-Android development, which gives you all the goodies that come with such: Advanced intelligence and brain functions on par with a computer, as well as the strength to sustain falling from a building and tussle with TURBO strength mode, as well as the power to hit back just as hard. If that's not enough, your physiology also gives you the potential to add more upgrades and weapons to your body.

Optionally, if you want to skip the whole 'bio' thing and go straight to the machine stuff, you can choose to be a full on robot just like CYTRO instead. Fully mechanical, none of that fleshy stuff to slow you down so you're much more durable, and you've got much more room to shove in upgrades and weapons. Oh, and if you get busted up, you can be put back together pretty easily. Not saying you will, but uh... well, the OG unit has a bit of bad luck when it comes to that.

Element of Surprise (300TP): The power of the elements is within your hands. Much like the Elementors, you've managed to gain the power of an element of your choice. This can be anything from one of the classics like earth, wind, and fire to something more esoteric like metal. Regardless, you have full control over your chosen element, able to manipulate it at will, generate it from your body, and of course if you happen to

be an Ultralink, you're also made of that element, meaning you can manipulate your own body at your leisure.

Element(s) of Surprise (100TP each): But why stop at only one element? With each purchase of this augment, you'll somehow gain power over another element, and the ability to switch between your different elements on the fly. Maybe with enough training, you'll find out how to mix two elements together.

Toxic Personality (400TP): Perhaps caused by exposure to nuclear waste and some technological knowhow, you've become a strange and smelly monster just like Doctor Xander, soon to be known as Toxzon. This power gives you a mutated form that equips you with the power to shoot toxic chemicals from your wrists, able to change its viscosity on a scale from adhesive to acidic, as well as adjusting the pressure to fire either controlled burst or high pressure streams that can allow you to fly. You've also got the ability to absorb other hazardous chemicals in order to imbue yourself with the properties of such, like creating special viruses to infect other people and turn them into your minions, or poisons that can mutate animals and destroy the ecosystem, or even absorbing crude oil to give yourself fire based attacks.

Thrill of the Hunt (400TP): A strange accident seems to have imbued you with the same power that now plagues Troy Winter, and yet still works to your benefit. In essence, you've somehow gained the same DNA replicating ability as Extroyer. By making eye contact with some source of animal DNA, whether that be the slightest drop of blood or a live specimen right in front of you, you have the power to replicate its genetic composition, thereby giving you the power to transform into a replica of a prime member of that species. Sizes also tend to range from true size to extra large at your discretion, with smaller creatures such as snakes and spiders becoming gigantic serpents and massive insects. Now go out and teach them who's on top of the food chain.

TURBO Vampire (600TP, Not compatible with TURBO Charged): 16 years ago, THI owner Miles Dredd had attempted to use a special device to extract and harness the power of TURBO energy from Jim McGrath's testing of the TURBO Star. The siphoning was amazing, but he heavily underestimated the potency of the energy itself, and the device could not properly store it all. The lab exploded from the TURBO Star's impact, and in the 16 years after that, Dredd was thought to have been killed by it. But they couldn't be farther from the truth.

Dredd had managed to survive, the storage device now permanently implanted into his chest. This device made his life entirely dependent on his TURBO energy storage, but in turn it granted him the power to absorb TURBO energy in order to power himself up, sucking the energy from his victims through special devices on his hands, chest, and

mouthpiece. The absorption gives him a feeling of euphoria akin to a drug high, and the more he absorbs, the bigger and stronger he becomes.

You've somehow managed to obtain a copy of his abilities as well, but unlike Dredd, running out of TURBO energy won't kill you, just leave you at the levels of a regular human. But like Dredd, you can not only use TURBO energy to bulk up your body, but also harness the energy stored inside you in the form of high pressure blasts of 'Negative' TURBO energy, strong enough to send foes flying or to give yourself an improvised means of hovering, as well as launching it out in pulses or using it for a limited form of telekinesis.

In future jumps where TURBO energy is basically nonexistent, this power will adapt to become capable of absorbing and using potent energy sources in general, like mana or ether or aura or whatnot.

TURBO Charged (600TP): Now this is the good stuff. Just like Jim McGrath and his son Max, your body has become a living generator of Tachyon Unlimited Radiant Bio-Optimized Energy. TURBO Energy in layman's terms. On its own, your body naturally generates this extremely potent energy in a color of your choosing (the default is blue) that when channeled allows you to perform superhuman feats like punching through steel doors with your bare hands, performing crazy parkour tricks on reflex that would earn you a spot in American Ninja Warrior, and intentionally or not frying any Earth tech not built to handle the output. Intense emotions seem to increase this generation exponentially as well, allowing one to fully replenish themselves from an empty reserve or supercharge themselves enough to unleash a strong pulse of energy. Other than that, it's still kinda lacking.

However, with a proper conduit, you may be able to channel this energy into something a little more useful. Oh yeah, I'm talking about TURBO modes! With the right control over your power, you'd be able to replicate the various modes used by Max Steel, each one with its own special ability. You may even come up with your own TURBO modes if you go about it long enough!

And of course, if you also want one of the other powers listed above, I'll let you change the 'horrible mutation' part into TURBO modes, which are a lot more stable and a lot more aesthetically appealing. Oh, and regardless of whether or not you take the conduit, don't worry about going kablooi. You won't self-destruct from TURBO overload unless you willingly overcharge yourself. This tends to be a last resort move, since if the blast doesn't kill you, it's certainly going to leave you messed up for a good while.

Reactive Adaptility (800TP): Imitation is the sincerest form of flattery as they say, and just like the adaptive amalgam known as Morphos, you took that a bit literally. By taking this power, it seems you have somehow managed to obtain a replica of the adaptive matrix located in Morphos' chest.

At your command, the adaptive matrix will shoot out a tentacle from some area on your body. When this tentacle 'bites' into something or someone, it'll analyze the information of whatever it bit and adapt it into the matrix. This will then allow you to shift and morph your body at will to use these powers for yourself, just like Morphos. With this comes the potential to take Extroyer's animal abilities, the Elementors' control over the elements, Dredd's TURBO absorption ability, and so much more!

The only caveat to this ability is that it can only copy one power at a time. So while you can easily copy separate abilities or modes, trying to copy any power that's a combination of two different powers will prove too complex for the matrix to handle. But even if you can't copy fusion powers, your ability to adapt and use any singular abilities at will is more than enough to compensate.

Fusion Tek (800TP): Connect Tek. A device developed by Jim McGrath using Steel as a template. When charged with energy, such as TURBO energy, the Connect Tek has the power to connect technological pieces together, configuring and reconfiguring those pieces to create new devices entirely. In the right hands, it could revolutionize humanity. But in the wrong hands, it could spell disaster. Just like Professor Mortum, you have somehow managed to integrate the Connect Tek into your body. Now, your body has been completely broken down and rebuilt using Connect Tek Polygons. This revolutionary power is now yours, allowing you to configure and reconfigure your body at will, and as you spend time learning how to master Connect Tek's powers, you'll find out how to use its ability to reconfigure your own body and the technology around you to make stronger and stronger weapons, until everything you desire can be made. Use it wisely.

Companions

As always, feel free to bring some friends along! Pretty much everyone in Copper Canyon seems to have someone around to watch their backs, so why should you be any exception?

Phone a Friend (100CP): The basic option. Each purchase of this allows you to import two companions, with 600CP each to spend on perks and items.

Team Turbo (100CP): Or perhaps you'd like to have some backup while you're out saving the world. Alright, for this offer, you can import one companion with the same 600CP budget for perks and items, as well as 600 Turbo Points to spend on whatever powers they want.

Canon Character (200CP): And of course, if you so wish, you can choose to take someone along with you if you can convince them to join you. Want to help Forge bring N-Tek to a multiversal defense force? Help Dredd turn THI into a multiversal corporation? Maybe take Kirby on a nice vacation? The choice is entirely yours. If you took someone who's bonded to an Ultralink, such as Max and Steel, they both count as a single companion.

Drawbacks

Kirby's Curse (+100CP): You know how there's always that one guy on each side of the conflict who has the luck of a comic relief character? You're now that guy. You seem to always be getting wrapped up in comical injuries like head bonks and stereotypical jock bullying from the 90s, and in more drastic cases you end up being the first target of wacky schemes from the villains. Possessed by cursed weapons, first victim of a would-be zombie outbreak, and generally getting caught at the mercy of guys like Dredd or Extroyer. You'll almost always be alright and unharmed by the end of it, but the scares are definitely gonna take a few years off your lifespan.

This Jumper... is *Deranged!* (+100CP): At some point, you seem to have, uh, gotten a few screws knocked loose. You're still as cunning and competent as ever, but you just uh, seem to have a few quirks that will put off a lot of people. Things like talking like a total junkie looking for their next fix, seemingly being stuck in a showy personality that doesn't seem to have an off switch, or talking to an inanimate object that only you perceive as sentient.

Secret Identity Crisis (+100CP): Living a double life isn't exactly very easy, and unfortunately it seems like you can never seem to catch a break in your daily life. Any time you want to do something fun or simple, like watching a movie with your bud or hanging out at a concert with friends, it's always somehow going to be interrupted by a crazy scheme that threatens the safety of the city and the heroes' attempts to stop said scheme.

Memory Core Damage (+200CP): Seems like your insertion into this world has left you with an unfortunate bout of amnesia. Bad enough on its own, am I right? Well, that's not the worst part about it. The worst part is that this amnesia seems to gnaw away at your subconscious, leaving you with a burning itch to find answers about who you are, what your purpose is. And to make matters worse, it seems like nobody who has the answers is willing to share them with you, and any attempts by you to recover your lost memories always seems to backfire and lead to its own issues, or just leaves you asking more questions than answering existing ones..

Split Decisions (+200CP): infighting between your allies is unfortunately now a common occurrence. Tensions always seem to rise amongst your allies which can hinder your trust greatly and cause its own share of situations that could have been avoided if you had just talked things out. This unfortunately also leads to secret keeping, and we already know that's not good for a variety of different reasons.

Thanks, I Think. (+200CP): The hard part about being a superhero is having to worry about your friends and family being in danger. And unfortunately, it seems like *your* friends and family have some of the worst luck. They're constantly ending up in situations that put them within firing range of the enemy, and are very prone to being sent into danger or getting manipulated against you.

Stable Instability (+400CP): So uh, remember what I said about not having to worry about the life threatening drawbacks of any of the powers stated above? Yeah, nevermind. Now, your powers have a time limit on them that affects how long you can survive without a special stabilizing agent. In most cases, this would mean you need a steady supply of TURBO energy or special chemical or whatnot to keep your body operational, and if you run out, you'll shut down for good. For Ultralinks, this is the same with you not being able to link up with your host. But if you took 'TURBO Charged', you have the opposite problem: Your body generates TURBO energy at unstable amounts, and you need to use some kind of dampener in order to handle the excess output. Too much buildup without a way to properly vent it, and you'll turn into a nuclear bomb with enough power to blow Copper Canyon to Kingdom come. Needless to say, this is equally fatal as shutting down. Just with a lot more collateral.

Scrambled (+400CP): Ugh, but you can forget worrying about your time limit, now your powers need stability agents in order to keep them in control or they'll start going out of control! And while this isn't on a set timer counting down to the point where you keel over and die, losing control over what forms you turn into or being locked into specific forms without ways to switch out may end up taking you out sooner.

Fugitives (+400CP): You're now on the hit list of Ven Ghan and the Black Star Council. Just like Makino and the Ultralinks, they have deemed you a threat to galactic peace, even if you aren't an ultralink or bonded to one. Ultralink hunters will be chasing you down relentlessly to try and take you in for punishment and termination. And while it's not impossible to kill or reason with them, the council will simply send other hunters after you, and any hunters you manage to convince to join your side will be branded traitors and hunted alongside you.

Wrath of Makino (+800CP): Makino, the ultimate machine. Created by an alien scientist gone mad, his only goal is to absorb and expand. Everything he touches, he becomes. Countless galaxies have become one with him as a result of his immense power, and right now he's set his sights on the only planet that's ever escaped his clutches: Earth. But soon, he will be notified of your existence as an interdimensional entity. The existence of countless universes beyond his own, and your ability to move between them. So he will now set his sights on you, seeking to make you his new host, so he can

use you to break through to the other realities, and continue his objective of absorbing and expanding until the entire multiverse is under his control. And if he manages to link up with you and break through to the multiverse, then it's game over for you.

Dawn of Morphos (+800CP): Morphos, the ultimate weapon. No need to eat or sleep, always adapting, always improving. The one thing that drives his desire, beyond even his own programming, is to find his missing piece, to be complete. And now he's set his sights on you. He knows that you have the piece that will complete him, make him whole again. And he will stop at nothing in order to destroy you and take it. As stated before, Morphos is a powerful monster with the near invincible power to adapt and improve to anything you throw at him. He'll copy any power you try to throw at him, and even if he can't copy your abilities, he'll learn how to overcome you, and get his missing piece.

Maximum Mortum (+800CP): Professor Mortum is a brilliant man. A man who, much like many other brilliant men in this world, was obsessed with something. In this case, he believed humanity was weak. That mankind had to be redefined. Even before he obtains his powers, he's an insanely manipulative and cunning man who was able to hijack all of N-Tek and bring all of Max Steel's worst enemies under an alliance. When he does inevitably obtain his powers from fusing with Connect Tek, this megalomaniacal mind gets put in the vessel of a man who now has the power to redefine humanity as he sees fit, loses what little empathy he has left, and can bring the entire world under his control. And now he's out to assimilate you and everyone you love.

End

The day is saved, the bad guys are down for the count, everyone gets their happy ending, and it looks like your time in Copper Canyon has run out. Alright, you know the drill.

Go Home - I'll send you back with everything you got up to this point, alongside a postcard from Copper Canyon.

Stay - I guess this place isn't so bad, huh? Alright, you get to stay in Copper Canyon, and the chance to explore the universe to your heart's content.

Move On - There's more worlds out there beyond this one, and more threats to deal with. Good luck out here!