
DISPATCH

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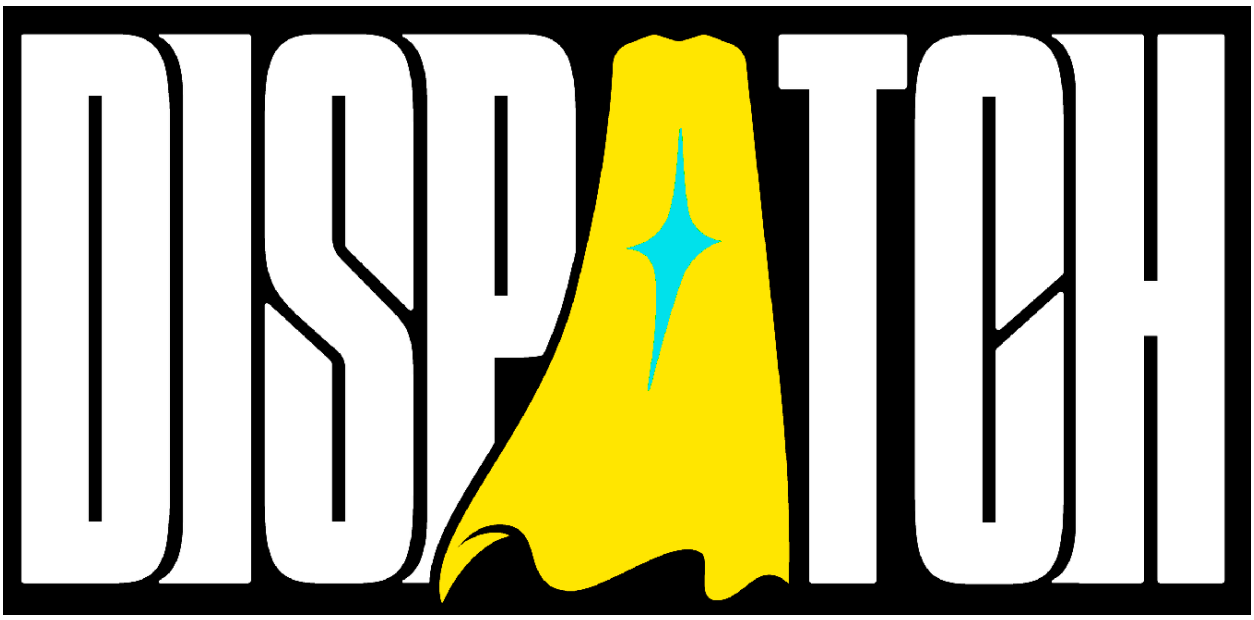


A Jumpchain Adaptation by WitchAnon
Video Game Developed by AdHoc Studio
1.1 - Robert Robertson III Edition

Welcome to the Greater Los Angeles area! It's 2023, and this is a world much like ours, save for one key difference - the presence of superheroes and supervillains. The superhero known as Mecha Man has been protecting LA for almost fifty years, the mantle being passed from father to son for three generations. Robert Robertson III, the third Mecha Man (known as Mecha Man Blue), is about to go confront Shroud, the supervillain who killed his father, and the Red Ring, Shroud's gang. The fight will go badly. If things go as they will, the ensuing battle will put Robert out of action for months and see the destruction of the Mecha Man suit... and more importantly, its unique power source: the Astral Pulse, a miniaturized fusion reactor.

But not all is lost, because soon Robert will be approached with an offer by a famous heroine, Blonde Blazer. The Superhero Dispatch Network (abbreviated as SDN) is an organization of heroes whose dispatchers respond to calls for aid and send heroes to help - and if Robert will work as one, SDN will repair his suit. They'll Make the Man Mecha Again! The catch is, he'll be dispatching and sometimes mentoring for SDN's Phoenix Program/Z-Team, a motley team of former criminals and supervillains who consistently rank as SDN's worst heroes. And so, he'll start working for the SDN branch in Torrance. The Z-Team had better get their act together, because the Red Ring's going to be making some serious moves soon...

And that's where you come in. These are for you:

+1000 Cape Points

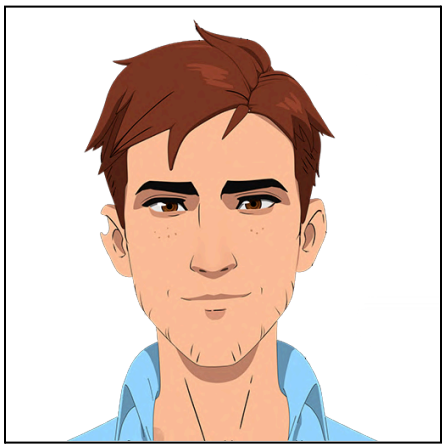
Location

You're in Torrance. That's a mid-sized city in LA county, and more importantly, the site of the SDN branch office managed by Blonde Blazer where the Z-Team, among other hero teams, is based out of and in which Robert Robertson III will soon be employed. You may start anywhere appropriate. Think your home, workplace, or a public space, not anywhere you wouldn't be allowed in.

Origins

Who are you? Any origin may be taken as a Drop-In - in other words, you'll appear out of thin air in this world without any prior memories or history of existing here, if you don't want any of that.

Dispatcher: *"Greetings and welcome to SDN! We may be superheroes, but we're nothing without SDN's real hero: the Dispatcher!"*



You're one of the many desk jockeys of SDN, answering calls and sending heroes out into the field to help the good people of Torrance. A substantial number of dispatchers have past experience as a hero - maybe you're one of them? Or perhaps you don't work the desk, but have a job doing other support duties for SDN, such as an engineering role? No shame in that. Either way, you've got a good job with good benefits doing good things, all without risking yourself in the field. What's not to like?



Hero: You're a superhero, a courageous paragon of goodness who goes out there to help people and to strive for truth and justice! That's the hope, at least. Maybe you live up to those lofty ideals like Blonde Blazer or Phenomaman do, maybe you don't, but either way you're out there fighting the good fight. You likely work for SDN, which provides a stable paycheck, as well as benefits such as health insurance, paid time off, and 401k matching. If that doesn't suit your tastes, you could always be an independent hero like Mecha Man was.

Villain: Not everybody with great power ascribes to that bitchass philosophy about great responsibility.[1] Least of all you. The strong rule over the weak, who exist to serve their every whim. Human nature can't be stopped... but it can be controlled, and you might just be the one to do it. You're a criminal through and through, someone who seeks to use your considerable abilities for your own gain, to take and take and take. It could be that you're a lone wolf. However, the Red Ring is recruiting, they're the most powerful gang in the city, and the boss would be happy to augment you and use you in his bid for the Astral Pulse and total control...



Perks

Perks are discounted by 50% to their corresponding origins, with a discounted 100-point perk being free. General perks are undiscounted to all.

General

Professionally Voiced (free): You've got a really nice voice. It's expressive, pleasing to the ear, rings clear, distinctly yours, and somehow evocative of your personality. You're also great at coming up with shit talk and banter on the fly. It's almost like you're a character who's portrayed by a professional voice actor chosen for your role...

Blazing Hot (100): Superheroes tend to be attractive. Whether or not you're the former [a superhero], you're certainly the latter [attractive]; you're a (possibly literal) hottie. You should have no problem finding a date if you'd like one, provided you're not a raging asshole. You're attractive/beautiful/handsome and very much a head-turner, the sort of person whose face gets plastered on ads.

Bouncing Bars (100): Cops and robbers both like to drink. There are a number of local super bars, be they for heroes or villains, and you're qualified to work as a bartender, as you've got the Responsible Beverage Service certification to serve drinks in the state, and the mixology skills to make a killer cocktail. Alternatively, you could be a bouncer. This perk may be taken twice for expertise in both jobs.

Diva (100): You're not just some office drone, hero, or villain; you're an idol. A believer that the it factor that makes someone *super* is *presentation*.[2] Years of training and

[1] Reference to Spider-Man.
[2] Reference to Megamind.

talent have made you quite the musician, to the point where you can sing, dance, compose, and write lyrics quite well. You might *actually* be good enough to open for famous musicians, and you absolutely *slay* when it's karaoke night. Naturally, you've got some real star power and personal magnetism - you can be a real sweet talker if you want to be.

Harvard Graduate (100): And you never let anyone forget it. Or at least you wouldn't, if you were. Either way, you've got the brains and the know-how to get the degree; specifically in business. You know all the different ways to make money in the business world (legitimate and somewhat less-than), and most importantly, how to get investors to listen to you and put their money where their mouth is - whether you're selling top-rate stocks, or the latest crypto scam. ScreechCoin, anyone?

Heels from Hell (100): You're weirdly good at running, fighting, and doing strenuous physical activity such as superhero work in footwear you'd have no right doing all these things in. Wanna wear heels while chasing a supervillain through an alley or getting in a sword fight? Well, now you can. You can operate at maximum effectiveness no matter what kind of shoes you're wearing. Maybe it's a superpower?

Mr. Whiskey (100): Are you shy? Do you like masks? Then this perk, which obscures your personal features, is just for you! When you wear a full-body costume, it's somehow nearly impossible for someone to see your real face or any of your physical features. This is useless for subterfuge, but great if you want people to think of you as a person wearing a cat costume. Nobody'll know who you are. You also make great coffee.

Career Development (free here, 200 to keep): Practice makes perfect. Whenever you successfully complete a mission or task, you'll gain experience. That goes without saying, but now it's measured in quantifiable points, and when you gain enough you'll "level up," which allows you to gain a small but noticeable and permanent increase to either your fighting skills, vigor, mobility, intelligence, or charisma. You can do this ten times per jump, after which it'll reset in the next one. You'll retain previous boosts. After all, you earned them fair and square.

Dispatcher

Three Ds (100): You've got the training you need to dispatch well, able to rapidly understand and relay information, track locations, give out important directions to stressed callers, carry out communications operations. You can also efficiently fill out paperwork/documentation and work smoothly with varied, diverse coworkers.

Right Call, Right Hero (100): Your success hinges on sending the best hero available for the job. As such, you've developed a finely tuned sense of what skills and qualities somebody needs to succeed at a mission, accounting for the task in question and the strengths, weaknesses, and superpowers of the person you're sending to do it.

H4CK3D by JUMP3R (200): Digital devices and their systems are the bread and butter of the 21st century world, being present in everything. They're ubiquitous, present in everything from cameras to locks to cars. You're particularly skilled at performing manual overrides, as all *you* have to do is play a little minigame where you navigate a grid, find arrow key passwords, and thwart antiviruses to take control of the system.

Get Up (200): Nobody goes through life without suffering. What makes someone strong, a hero perhaps, is the willpower to *get up* and keep trying. And that mental strength is yours, or perhaps you'll discover it was within you all along and you never needed this perk. The will to do a lonely, dangerous, thankless job for over fifteen years, the will to punch a goon out with a broken arm, and the will to *get up* no matter how many times you fall.

Outcome Over Output (400): Leadership, management, discipline, camaraderie, planning, and team-building constitute the cornerstones of any successful organization. You make a good team leader, able to make concrete plans and goals, coordinate well, and firmly handle situations with disrespectful subordinates. Moreover, you're able to establish a working rapport with people pretty quickly, and your influence motivates them to try their best and become a better person.

Mecha Ace[3] (400): You'd make a good Mecha Man if Robert was indisposed, as you can pilot a mech suit just as well as he could. You've got the skills, reflexes, and understanding of the suit to handle its control like a pro, and you're able to stay calm even in dangerous, compromising situations. Nerves of steel, they say. Not everyone's built for suiting up in a robot suit to fight supervillains, but you definitely are - with years of piloting and combat experience too.

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[3] Reference to the Choice of Games game of the same name, Mecha Ace by Paul Wang. I genuinely like Paul Wang; *Choice of Broadsides: HMS Foraker* was great. "20 stone of muscle and fury" and "killing steel" are very cool phrases.

Prime Tech (600): The Mecha Men didn't always have the Astral Pulse to rely on. The first Mecha Man built a suit all on his own, and you just might be able to as well. While you may not necessarily have advanced, abstract scientific knowledge, you're a mechanic, engineer, and assembly technician par excellence, able to design and manufacture fighting machines such as mech suits or powered armor with ease. A serious *gearhead*, in other words. You could definitely do a good job patching up pretty much anything, and perhaps you could make the original Mecha Man Prime suit. You can also make containment cells for just about any sort of power source...



Hero

"Let SDN Be Your Rock!" (100): SDN produces commercials and digital training modules, and some of their heroes appear in them. You must've been one of those heroes, if those acting skills are anything to go by. While you won't win an Oscar with these, you can play the part of an upstanding superhero well. *Somewhat* well.

Fight Club (100): You're a superhero. A big part of your job is putting a stop to supervillains and thugs, so it wouldn't do if you were beaten up by a bunch of skittles-looking assholes. You're a skilled fighter. Defeating average goons won't even see you break a sweat, and you've got decent odds of beating the average villain.

Lone Wolf/Flight License (200): First responders have to get there fast, and one way or another, that's definitely something you can do. If you're incapable of flight, you'll find that you can travel and respond to calls much faster than you otherwise would if you're alone and you're nimble enough to do all sorts of parkour. If you *can*, you've been licensed to fly around the city. You're as agile in the air as this perk would make you on the ground, too. You may purchase this again for the other form of the perk.

Synergy (200): Teamwork makes the dream work. You have a designated person who you get along and work with extraordinarily well. They'll always have your back, and you'll have theirs. In fact, collaboration with this person will automatically boost your chance of success by a significant margin, and the more you work with them, the stronger this effect is, though it caps out at a mathematical 15%. You may change your partner every decade or jump.

Hero Training (400): Your extensive experience being a hero has instructed you in instructing other heroes, as you're fully capable of teaching them to find new uses of their existing powers, unique to them. This won't increase their baseline capabilities. Their "stats," so to speak, will see no improvement, but these techniques are still quite powerful. Perhaps that flaming hero could be temporarily empowered by every success,, or that clay construct could expand to singlehandedly do the work of a single team?

That's Like, A Real Superhero (400): A good hero doesn't just help people and stop evildoers, he or she wins hearts and minds as well, becoming a symbol of hope to the people they protect. You've already earned yourself quite the reputation, and you've got the charisma to make you beloved by the people you protect. Respect comes easily, and even supervillains admire your good work... though that might not stop them from trying to kill you. When people think of superheroes, they think of you.

Radiant (600): A superhero is *super*. He or she's gotta be strong, fast, tough, smart, and cool. Larger than life. Able to handle threats and solve problems no ordinary person can. Embodying all that is you. You're seemingly good at *everything*. Your combat skills, vigor, mobility, person skills, and intelligence are all amazing, near the top of the charts, and you've got the bravery, the leadership skills, and the emergency training to boot. You're good enough to fill in for multiple heroes if you need to, and you could definitely claim the #1 rank on the SDN billboard for yourself.



Villain

Caustic (100): You've got plenty of experience insulting people, and you *enjoy* hurting their feelings. Getting under someone's skin, riling them up, and using their insecurities against them is just what you do; you're *experienced*. It's not your fault they're thin-skinned, basic, *plebeian* bitches who deserve it. You did nothing wrong; it's all *their* fault for making you do this.[4]

Robbers and Cops (100): Looting! Theft! Illegally enriching yourself at the expense of others! A tried and true pastime of any enterprising thug or goon. Doing crimes, stealing things, getting rich. You're a semi-competent thief. You could do a... decent job of planning small-scale heists, breaking into stores, and making off with whatever ill-gotten gains you've found.

Lightning Strikes Twice (200): Your dastardly deeds benefit from a degree of fortune. Odds are you'll be able to escape justice the first one or two times the do-gooders and the pigs come after you. Maybe it's luck, or maybe the local heroes are experiencing a lack of synergy and sabotaging each other. You'll still be wanted, but you'll be able to get away the first two or three times for sure. After this, you'll be on your own. This luck resets every jump.

A Shrouded Threat (200): Why go out to battle your enemies in a fair fight when you can have them come to you on your terms? No, you've developed strategies to lure foes into situations where you and your forces can ambush them, drawing them to you like a lamb to the slaughter. Maximize your advantages while minimizing theirs. The effectiveness of this perk will be drastically augmented if you had some method of predicting things...

Didn't See That Coming (400): How can you defeat someone who can see virtually every probable permutation of the future and predict your every move? You confront them with a variable they're unaware of. Secrecy, deception, operational security, and need-to-know information are an old hat to you. Perhaps you'd like to play double or triple agent, Fooling friend and foe alike? Whatever your final goal is, your enemies won't know it until it's too late.

King of the (Crime) Ring (400): The biggest problem heroes face here is *organized* crime - and you've got the keen strategic mind and the presence to be the one doing that organizing. You're a scary motherfucker. You can tactically outmaneuver even teams of superheroes, and pretty much *none* of your underlings are going to consider crossing you. They won't even rebel against you for the most part, out of

[4] I want to make it clear I don't believe in what I've written here. Victim blaming is bad. Don't be like this. Be nice to people and show some grace. There's more than enough suffering and cruelty in the world. I'm basing this on Toxic, so I'm trying to emulate what he'd say. I'd name the perk after him, but someone did it first in the other Dispatch Jumpchain.

fear and respect. You've got a sinister, malevolent cult of personality. Jumper is always right.

Augmentation (600): You possess one of the finest *scientific* minds in the world and the same acumen that made the Red Ring such a threat to Los Angeles: expertise with cutting edge hardware that could be feasibly called super-tech. *Nerd*. You specialize in cybernetic upgrades that have a wide range of functions. The creation of superior prosthetics, automatons, holographic projectors, energy weapons, power-boosting tech, control collars, and all-encompassing predictive algorithms are all within your capabilities. You can even design a miniature fusion reactor, though assembling and manufacturing such a device or safely containing the energy is beyond the purview of this perk...



Powers

Superheroes and supervillains have superpowers. It's what makes them *super*.[5] And now, you have the opportunity to get some powers too. If a power would give you a non-standard body as compared to normal people, it will become an altform at the end of the jump. Certain powers will not come with their canonical downsides unless you take specific drawbacks later. You receive **a stipend of +200 points for either powers or items exclusively.**

Custom (Variable, 100 to 600): In case none of the options below are to your satisfaction or the list lacks a power that appeared in the games, you may use this option to design a superpower to your specifications. Please be reasonable on what this power is. At most, it'd be something comparable to the most powerful heroes and villains of the setting - Mecha Man, Blonde Blazer, Phenomaman, Shroud, etc. For example, something like relatively slow, reliable flight would cost 100 points, while wide-ranging psychic powers would cost you 600.

Invisibility (200): You can turn invisible when holding your breath. Any clothes and equipment on your person are also affected by your power, and of course you can see while invisible. Better train up your cardio and take good care of your lungs. The perfect power for a thief... or perhaps it could be used for good?

Super Hearing (200): Not much as far as superpowers go, but I bet you know *allll* the gossip in the office. Your sense of hearing's far beyond the norm, allowing you to hear everything said within a range as big as a moderately large office building. Pins dropping in the next room over? Whispered conversations? You hear it all.

Hydration (200): Your body is capable of producing a seemingly limitless amount of water, which you're able to spew from your mouth at startling speeds. Like projectile vomiting, except that it isn't as gross or dirty. Hydro-breath! Again, there's seemingly no limit to this water, and it might even have healing properties if you train!

Extendable Limbs (200): All four of your limbs are stretchy and elastic, resembling flexible HVAC tubes the way they extend and retract. You could probably stretch them a good fifteen feet before you hit your limit. Grab someone far away! Hit someone from across the room! Make yourself taller! There's no shortage of uses.

Blob (200): Your body is now made of a gelatinous pink goo, making you impervious to many physical attacks and allowing you to shapeshift to a degree. You can "expand" your body to envelop people or objects, perhaps even something as large

[5] For the most part. We're more than our genotypes and phenotypes.

as a mech. Of course, they could break out of you if you trapped them against their will.

Dragon (200): Like the dragons in the myths and fairy tales, you can breathe fire from your mouth, or perhaps some sort of laser beam? You've also got some reptilian features and are significantly more muscular than before. It's not bona fide super strength, but you're certainly strong, and you *definitely* look like you lift, brah.

Thundershock (200): All things considered, discharging electricity from your hands is a simple but effective power. In other words, you shoot lightning. These lightning bolts are powerful enough to incapacitate or seriously injure most people, but don't expect it to work well, if at all on someone like Mecha Man. No thunder.

Dopple (300): You're capable of producing up to three identical duplicates of yourself, for a total of four. The process reproduces any clothes and weapons you had on your person in the process. You're otherwise normal barring other purchases or the otherworldly powers of the Jumper, but hey, many hands make light work. If you *do* have other superpowers, so will your clones..

Psychic (300): Your superpower is telekinesis. It's the ability to make things move and exert force on objects with your mind alone. This includes yourself, allowing you to hover, levitate, or fly. Your size limit seems to be objects you can physically lift with your hands, but you can lift and throw multiple of them all at once, or rotate them around you as defense. Very useful, but it'll stop working if you lose focus.

Corrosive (300): You can enter a green form covered in a corrosive substance at will, becoming a being seemingly of sheer vitriol and toxicity. This has the unfortunate effect of melting clothes... alongside pretty much every other material it comes in contact with, from stone to steel. And you can hurl it or use it at range. You also have flight, super strength and durability, and transforming heals you to an extent.

Bat Man (300): Half man, half bat, all freak. You're some hybrid between *bat* and *man*, with the head of the first but the body of the second. To start with, you're capable of echolocation, but your true strength becomes apparent when you transform. You can assume the form of a bat monster, giving you the strength to lift and throw men, flight (with wings), and a sonic screech. If you worked on it, you could probably resist injuries and greatly improve your stamina.

La Nuit (300): You're an umbrakinetic, dealing darkness and perhaps death too if you're anything like the other person with this power. Cloaking yourself in tenebrous shadow is one option. However, the real strength of this power is increasing the strength and potency of your physical blows, whether they're struck with your bare

hands or with weapons. How convenient, then, that you're superhumanly accurate with thrown knives...

Flaming (400): Pyrokinesis! You control the *fire* and *flames*, and your skin does not burn. You can generate fire from any part of your body at will, giving you more than enough for blasting, burning, blowing, boiling, and blazing away any foe or obstacle in your way, or simply flying over them with pyro-propulsion. Lastly, you're immune to heat damage, allowing you to even shroud your entire body in flames! Finally, your flames seem to get hotter and stronger every time you succeed, though this meteoric rise will reset after a while. But you'll be a (figurative) supernova for a bit.[6]

Prismatic (400): The ideal power to put on a lightshow. You generate and control photons. Firing off lasers and blindingly bright bursts of light is the easiest use of this, but it's really very versatile. Making illusory doppelgangers as force multipliers and all sorts of hard-light constructs are within the capabilities of your power. There's room for improvement, too, if you care to train. Perhaps you could learn to make perfect copies of your allies from that hard light or project illusions on the other side of town.

Picno-Punch Power (400): You have impressive super strength, but what's even more impressive is your toughness. Not only are you tough enough to weather attacks from mud monsters twice your size or giant mecha without issue, but you're also immune to pain and possess a healing factor... not to mention your ability to alter your personal mass and density at will. Brawls, blades, bullets, bombs... nothing can keep you down!

Devil (400): You're a half-demon, Jumper, and your red skin, horns, and prehensile tail make it show. How does this benefit you? Well, you can generate portals and, somewhat surprisingly, heal people by mystically transferring their pain and injuries to you - which you take pleasure in and will immediately recover from. In fact, doing this is beneficial to you, causing a temporary boost to either your vigor or charisma. You have perfect night vision, too, and perhaps vague visions of the future as well...

Golem (400): You're a literal golem like in folklore - a towering construct shaped from durable rock, clay and mud. This affords you incredible strength and toughness, plus a surprising amount of adaptability. You can temporarily increase one attribute at the cost of a smaller decrease to another, learn to completely respec your capabilities to adapt to various situations, absorb certain materials into your body, burrow through and control nearby earth, and become a one-man army by creating clay duplicates.

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[6] Certain exceptions to your immunity to flames apply. Your hair can still be lit on fire and burn in very specific situations involving activating your powers after being doused in flammable substances, but that fire can't hurt you. Your hair, however, will burn in that case whereas it wouldn't normally.

Additionally, your powers come with a degree of super strength and durability, but it's weaker than other options that specialize in those powers. It's here in the footnote for a reason. Enough to lift some heavy weights at a gym and to take a glancing blow from Shroud's mech, but Flambae is shown to knock himself out and lose a tooth from slipping on a puddle and hitting his head on a counter.

Trackstar (400): You're a speedster, fast enough to run from one end of the city to another in seconds or race a bullet. At minimum, you can move fifty times faster than the human baseline. Aside from the incredible mobility this grants you, you can likely generate whirlwinds by moving in circles. The long and short of it is that you've got some serious speed. This doesn't affect your aging unless the corresponding drawback is taken. As a certain hero would say, keep up.

Game Theory (600): You have a supercomputer turned towards predicting the future through mathematics wired directly into your head, granting you extremely accurate clairvoyance and foresight of what's yet to come; things such as every flip of a coin or roll of a die, the next moves of your foes with extreme accuracy, and even accurate predictions of the exact results of a battle - right down to exactly how many of you and the enemy are left standing afterwards. However, you can only calculate the future of someone or something you're aware of, so keep yourself up to date. You could become nigh-omniscient if you had a better power source...

Phenomenal (600): Faster than a speeding bullet! More powerful than a locomotive! Able to leap tall buildings in a single bound! It's... Jumper? You're a humanlike alien from the planet Urgot-52, and your kind is naturally endowed with astounding, *phenomenal* powers you'd associate with the classical superhero. You have super strength and durability beyond any other power here. The strength to hurl giant mecha hundreds of feet into the air, the toughness to tank turbolasers, and flight fast enough to fly from Los Angeles to Tokyo in a matter of minutes.... it's all yours! You also have the power of energy absorption and can survive in a vacuum. You could casually fly to the moon and back with ease. You also have a very shapely, attractive butt if you'd like it. Phenomenal!



Items

Items are discounted by 50% to their corresponding origins, with a discounted 100-point item being free. General items are undiscounted to all unless otherwise stated. You may import similar items you previously had into any of these options, resulting in them gaining the qualities described here. Items gotten here will be returned as good as new if damaged, lost, or destroyed at the end of every jump. You receive **a stipend of +200 points for either powers or items exclusively.**

General

Twinks (100): Twinkies, actually. Twinks has a different connotation. If you don't know what those are, they're cream-filled sponge cakes. You have a replenishing supply of them. If you don't want twinkies, you can have some other food item - chips, an absurdly expensive melon arrangement subscription, inauthentic yet tasty tacos, or even some good whiskey.

Lamp Collection (100): A series of gifts from those who illuminate your life. Metaphorically. They're your friends. You're happy to have them around. You've got all sorts of lamps - desk lamps, standing lamps, chandeliers, lava lamps, rock lamps, floodlights, and more. There's really a lot of variety, just like the many different friends you hopefully have.

Dispatch, the Game (100): Dispatch is a 2025 episodic superhero workplace comedy video game released by AdHoc Studio, and now it's yours. It comes on whatever platform you like in the deluxe edition, the soundtrack, and the associated merchandise that comes with the physical edition or is available on the AdHoc website. You get another version of the game portraying events as they happened with your presence once the jump is over.

Super Bar (400, discounted with Bouncing Bars): Like Crypto Night or hTe Sardine, you own a successful bar where the heroic or villainous elements of the local super scene come to unwind and have a good time. Choose one or another to cater to, because they're probably going to fight if together. If you'd like to get shit-faced, this is the place to be. Some existing superheroes or supervillains will be patrons of this bar in future jumps. Comes with non-slip mats if things get ugly.

Dispatcher

SDN Job (free, optional, and exclusive to Dispatchers and Heroes): Congrats! You've been hired at the SDN Torrance branch. In this case, you'll be working as a dispatcher, or a regular office worker if you prefer that. It's a desk job, and odds are you'll be taking a lot of calls. Comes with good pay, benefits, pension, and more. In future jumps, you'll have an office job.

Training Glasses (100): This folding set of high-tech VR glasses contains a tutorial module used to introduce prospective dispatchers to the process of receiving calls for help and sending heroes to respond. There's no need to plug them in to work. The tutorial's the only thing on there, but perhaps you can add new programs?

Lenart Console (100): Your main tool for the job. It's a little old-fashioned, but the trusty SDN computer gets the job done well, and comes with a headset with a microphone for real-time communication with heroes in the field. Your one-stop shop for receiving and responding to calls, tracking heroes, and more.

SDN Pharmacy (200): One of your heroes failed a call? Need a pick-me-up? Have no fear, for the pharmacy is here! These are one-time use items, but will be replaced every shift (or twice a day). There's coffee, which'll give someone a second wind and replenish their energy, a first-aid kit to patch up minor injuries, and even some substantial medical supplies to get a downed hero into fighting shape once more.

Barebones Apartment (200): A place to call your own. You've got an apartment somewhere in town, and you *own* it. It's your place. That being said, while it's got running water and electricity, there's practically nothing in there - you've got hygiene supplies and a plastic chair. That's it. There isn't even a bed. I guess that means it's time to furnish it, liven it up. Maybe invite some friends over?

Inheritance (400): Fifteen million dollars. More than enough to retire, live a life of luxury, buy a house, whatever. You could even fund maintenance on a mech suit while routinely getting into fights with all sorts of thugs and supervillains with this kind of money! You're rich. This sum will replenish at the beginning of every jump or decade, whichever comes first.

Mecha Man Prime (400): It's old, not obsolete.[7] The original Mecha Man Suit. While it's bigger, clunkier, and not as well-armed as its successors, it's still a powerful, armored mecha... and *unlike* its successors, it needs no ridiculously-advanced, hard-to-create nuclear fusion power cell to run. The suit otherwise has super strength, a durable, armored chassis, and sports a pair of cannons on the right arm.

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[7] Reference to Terminator Genisys.

Astral Pulse (600): "The power of the sun, in the palm of my hand..." [8]
The source of much contention, the Astral Pulse is an energy cell containing what's essentially a tiny star. The nuclear fusion that goes on inside is capable of powering just about anything. In fact, in the words of one of its creators, using it to power a mech is like plugging a cell phone into a nuclear power plant. The long and short of it is, whatever device you want the Astral Pulse to power, it will, from mundane utilities and electronics to fantastic mecha. You get the faulty proto pulse as a bonus, though keep in mind that they're visually identical. It'd be wise to label them properly.

Mecha Man Astral/Blue (600): The main Mecha Man suit itself, or at least a copy of it. Maybe you could just hand this to Robert when his robot gets totalled. Your suit stands taller than any person could be (barring powers) and its servos and armor are strong enough to take on the strongest of supers. If that's not enough, there are flight systems, and the suits are armed to the teeth with all sorts of weaponry. Swords, blades, shields, blasters, and more! They're even double-jointed. Your choice between the classic Mecha Man Astral suit or Mecha Man Blue, or you may take this twice if you want both for some reason. The upgraded Mecha Man Blue additionally packs cluster bombs, plasma nets, wire-launchable limbs, and a truly staggering energy cannon. Either way, you'd have to provide it with a lot of power...



[8] Another Spider-Man reference, this time to Spider-Man 2.

Hero

SDN Job (free, optional and exclusive to Dispatchers and Heroes): Congratulations! You've been hired at the SDN Torrance branch. You're one of the heroes helping people and foiling evil plans out in the field, so naturally you'll have work all around town; but the branch's your home base. Again, this comes with good pay, benefits, pension, and more. This will take the form of an invitation to a super team in future jumps, or an office job if there are no superheroes.

Tracker and Earpiece (100): At SDN, heroes work closely with their dispatcher, receiving orders, carrying them out, and relaying crucial intel on the field to home base. This is your tracker. There are many like it, but this is yours. It functions as a wireless earpiece that connects back to HQ, and helps the support crew there keep track of your location.

Costume (100): Most superheroes have a costume! Or a uniform... or at least some normal clothes they routinely wear while fighting the good fight, be it a shirt or slacks or some Cindy Crawford Pepsi Ad getup. Whatever it is, this outfit is customized to your specifications and won't be damaged by your powers or impede them - it's fireproof if you can burst into flame, or turns invisible if you do.

Demonblade (200): *It was too big to be called a sword. More like a massive hunk of...* unidentified red crystal from hell? While it's no dragon slayer[9] (...unless?), this greatsword's over five feet from tip to pommel and is incredibly sharp. There won't be any problems slicing right through flesh, stone, or steel with this, provided you have the muscle and skill to get it moving.

Hot Wheels (200): You've got a nice car. It looks good, the interior's stylish yet comfortable, and by the power of JumpFiat Insurance™ we'll say that it doesn't require fuel and will return in mint condition within a day's time if damaged, lost, or destroyed. Good for when you accidentally hit someone with it, your asshole coworker sets it on fire, or a depressed superhero inadvertently totals it...

En L'Air (400): A wing harness, for your dreams of gracefully flying and pirouetting through the great blue sky. You can fly with this, even without powers. If you *do* have some method of controlling darkness, this helps focus it. Contains a multitude of very sharp knives, reliable for fighting enemies both near and far. These daggers would greatly benefit from umbrakinesis...

Media and Marketing (400): It pays to be famous. You have an excellent reputation, and are likely one of the faces of SDN if you work with them. Aside from being

[9] This is a reference to Berserk, not an actual statement about dragons in the setting of Dispatch.

popular, famous, and well-liked all over town, you've got a multitude of appearances in commercials and brand deals. They generate no shortage of money and fame for you, and if you were inclined to, you could have over a million social media followers.

Blazing Amulet (600): A beautiful red gem of incredible power; power that is granted to its wearer. Top-tier superhuman strength, durability, blasts of golden energy, flight (*slightly* slower than Phenomenal, but still very fast), a decent healing factor. You even emit a radiant aura that protects your allies to a degree! It's altogether a great powerset, applicable in almost every situation. The amulet automatically generates a costume for its wearer when used, and it can even heal the wielder from otherwise mortal injuries when worn. You become somewhat taller than you were when wearing it, and your hair turns blonde until you take it off.

SDN Branch (600): Congratulations on your promotion, branch manager! By taking this option, you're not just *any* hero in SDN - you're competent and powerful enough that you've been put in charge of your very own SDN branch office, a cross between a superhero base and an office building. That's what it is, with 20 to 30 heroes working out from there, plus support staff. It earns revenue from a substantial amount of subscriptions and contracts and is cleared with the local government - in fact, some of your subscribers are emergency services! Also includes a gym, parking, showers, a locker room, and a green space in the center.



Villain

Mask (100): Superheroes are careful about their secret identities, sure, but villains need to be even *more* careful. The law's after you, after all. This mask of your design does a good job of obscuring your features, though obviously the more of your face it covers, the better. You could even have a copy of Shroud's mask if you want.

Gun (100): .44 magnum. This revolver is the same make and model as the one owned by Mecha Man Astral and later his killer, Shroud, and, well, it's a gun. It shoots bullets and kills people. It's the weapon that killed Mecha Man. Alternatively, you could have an energy blaster, the sort commonly in the hands of Red Ring thugs.

Lightningstruck (200): Don't mock the shock![10] Some decent tech, probably Red Ring, that shoots lightning. Zap 'em. Both of these gauntlets have the equivalent of **Thundershock**, but again, they're gauntlets. They're able to punch through glass no problem and inflict some pretty serious electrical burns. Just watch out for water, it'll short out your blasters. Alternatively, you could have the lava gun used by Lava Lad.

Bomb (200): You know. An explosive device. It's pretty potent, too. While it won't be leveling any buildings on its lonesome, it could probably total a truck with ease... or perhaps, a flying, heavily-armed and armored, robotic, humanoid "truck" (read: suit) piloted by a superhero to beat up supervillains. It's got some serious firepower, this bomb. Knock it out of the sky. You get a new bomb every month if you use it.

Steel Mill (400): A bad guy hideout. It's expansive, it's dark, and it's more than large enough to serve as a supervillain base. It's been retrofitted to serve a process other than steelmaking, though it can probably do that too. Rather, it's a robust assembly plant and workshop for any major engineering projects you might have, like that giant mech you were working on. It has an extensive surveillance system to boot to keep track of any intruders who would *dare* interrupt your work...

Red Ring Augments (400): Cybernetics, and lots of them. Enough to outfit an entire gang if it came down to it. You've got all sorts. Improved prosthetics such as eyes or arms are just the tip of the iceberg, and even *those* are capable of holographic projection or contending with super strength. They're pretty good when ordinary people use them, but get them in the hands of someone with superpowers and they'll work wonders. There's also assorted stuff to deal with medical conditions. Best of all, they can all be remotely shut down if one of your minions goes astray.

Syndicate (600): A gang of your own, controlling something approaching half the crime in Los Angeles county. It numbers in the hundreds, and while most of your

[10] Reference to Marvel Supervillain the Shocker.

people are regular goons and thugs, you've got a number of superpowered lieutenants as well - though none of them are earth-shaking. Maybe you could find some way to amp them up. You've got a ton of manpower at your disposal, plus no shortage of money made from the gang's various crimes and rackets. Your gang's as big as the non-Red Ring gangs such as the Yachties or Freegoes, with room to grow. Perhaps you could one day take over the city if your gang gets big enough...

Spider Mech (600): Robert Robertson's not the only pilot in town. This is Shroud's answer to the Mecha Man suit. This one's much more *Mecha* than Man, being a tripodal vehicle with four additional arms. Two heavy arms for fighting, and a smaller, secondary pair for more delicate manipulations. It's strong, fast, agile, and tough enough to battle even Phenomaman, and comes armed with laser cannons in both arms and an even more powerful laser in its baleful eye, the cockpit[11]. All this is augmented by Shroud's signature predictive technology, which, combined with its existing capabilities makes it more than capable of taking on not just Mecha Man, but a whole team of superheroes and still winning... barring being blindsided by any unforeseen circumstances the pilot couldn't possibly have known about. The mech is also much stealthier than it looks.



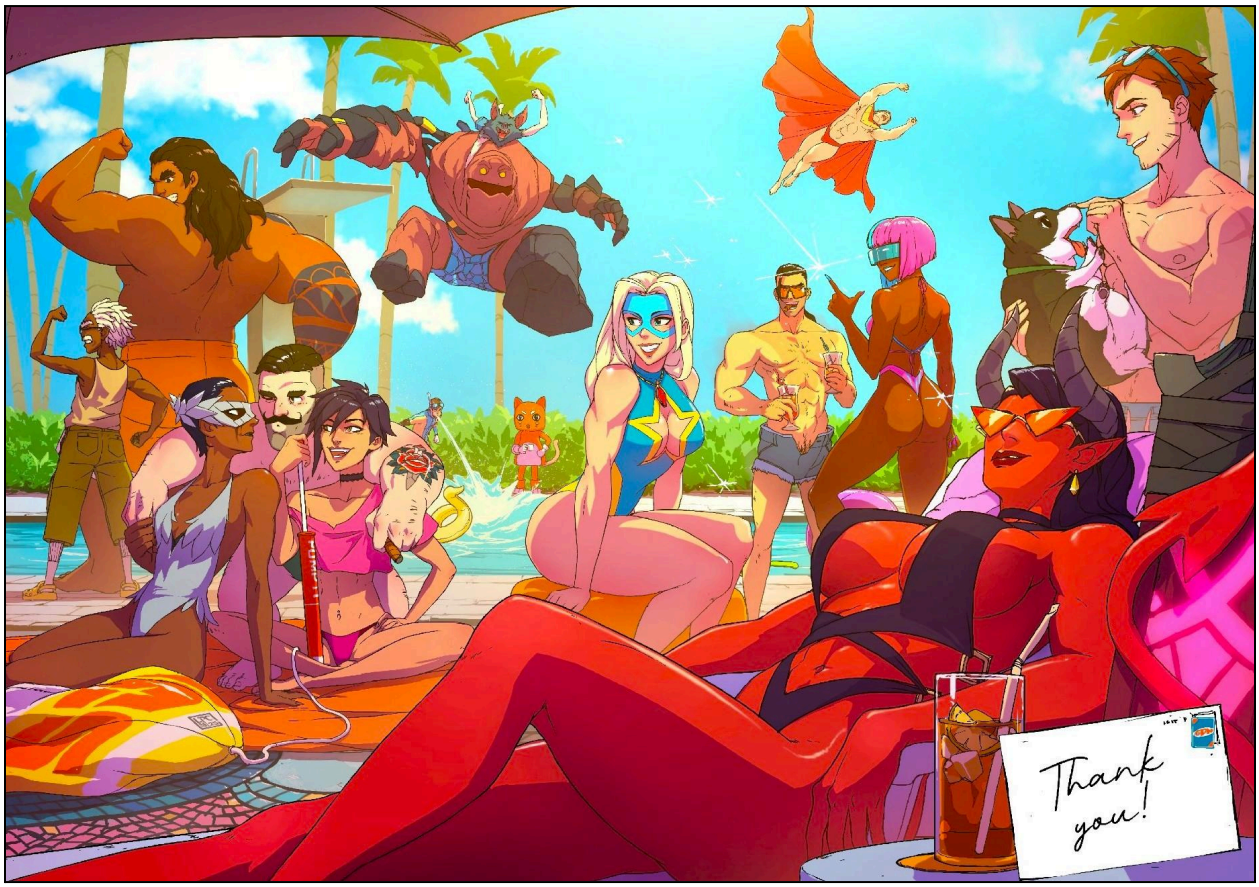
[11] I'm quite fond of how the mech's cockpit resembles the Eye of Sauron.

Companions

Teamwork makes the dream work.

J-Team (free): You may import up to eight fellow travelers who've accompanied you on your travels into this world, free of charge. Each companion receives an origin and a stipend of 800 points, which they may spend at their leisure.

Work Spouse (free/100 per): Fallen in love with Blonde Blazer or Invisigal? Malevola perhaps? Have you established an excellent professional relationship with one of the Z-Teamers? Want to give a villain a second chance? Maybe you're a fan of Robert and you'd like to make the man as mecha as you can? You may recruit anyone in this world as a companion free of charge, *provided* they understand what the chain is, your nature as the Jumper, and have agreed to join you without undue coercion. For 100 points per person, you'll be guaranteed to meet very favorably and will be fated to have several good chances to convince them. If you fail, then you'll get your points back at the end of the jump. This companion benefits from the perk **Synergy**, with you as their partner.[12]



[12] I think Prism's using her light powers to make her butt sparkle in this picture. In case you didn't know, the art's a reference to an X-Men cover drawn by Jim Lee.

Drawbacks

Need more Cape Points? Look no further, though you'll have to suffer for them. There's no limit to the number of drawbacks you may take. Drawbacks override perks from both in and out of jump. A slash between the added points means you may worsen the drawback for more points. Some drawbacks require certain conditions to be fulfilled to be taken, while others are incompatible due to their contradictory natures. Whatever the case, I hope what you've gained here is worth it...

Corporate Language (+100, incompatible with Potty Mouth): You tend to keep your speech... PG-13. Which, don't get me wrong, is fine. There's nothing bad about clean language. You just occasionally come across as a bit of a dork, using phrases like "Triple Ds[13]" innocuously until told otherwise or saying "Bio-Break" when you mean going to the restroom. It's fine. Nobody's really going to judge you for this.

Potty Mouth (+100, incompatible with Corporate Language): Holy fucking shit. Did your mother never teach your bitch ass some manners, or are you just too stupid to get that shit through your motherfucking skull, asshole? It's like you can't go three goddamned sentences without inserting profanity into your fuckass cunt vocabulary. You can't fucking shut the fuck up with the "fuck" or "shit." Shut the fuck up, prick![14]

Suspension (+100, requires employment at SDN): You've made a serious mistake at work and displeased the management, leading to them deciding to remove you from duty pending further investigation. This is likely suspension without pay, and there may even be disciplinary action taken against you. They'll bring you back into the fold, but you'll be on thin ice for a while.

Banned from Granny's (+100): You've angered the local establishments, earning a ban from a donut shop for your heinous and unprecedented crimes; the eponymous Granny's Donuts. I guess you won't be enjoying those gushy glazed cream donuts unless someone else buys them or you find another store. But not *just* from Granny's! You're also banned from some laundromat and the local superhero bar *Crypto Night*.

Rap Sheet (+100): You've got a criminal record. Your debt to society's been (mostly) paid... but you have some unfortunate personality traits still present. Maybe you're something of a perv, or you're kinda dumb, or just a dickwad, though you're far from irredeemable. If you're a hero working at SDN, you're probably part of the Phoenix Program for rehabilitated villains, which is usually the billboard's lowest-ranked team.

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[13] I'm aware some readers might not understand what the phrase means. It means really big tits. It's a bra size. Most of us do understand that, but maybe someone's mother tongue isn't English. I've seen a couple of people make unfortunate statements involving the acronym for Choice Points.
[14] This is a bit of an exaggeration. The swearing in the game started to grate on me a little by the end, so I wrote this drawback. It was an exercise of cramming a lot of vulgarity into the drawback.

Alien Awkwardness (+100): You have a phenomenal lack of social skills. I'd venture that they're perhaps alien, but awkwardness can be homegrown too. While you likely mean well, you have next to no emotional intelligence... and it turns out, the ability to understand the feelings of others is pretty important for relationships. You can get better with effort.

Breakup Blues (+100): Once you were happy. You had someone you loved... until you didn't. They dumped you. Most people are sad after the end of a romantic relationship, and you're taking it especially hard. There's nothing else you're passionate about. Maybe find something else that sparks joy within you. A hobby, perhaps, some friends, or both? You'll feel a lot better if you do.

"I Wish to Make Love to You." (+100): And make love you will, just not the intimate, sexual kind of love that certain people might fantasize about in their dreams. No, your brand of making love isn't romantic, it's Phenomaman's idea of giving someone hugs of gratitude... because you have strange alien genitals that are incompatible with human genitalia. In other words, you can't bump uglies.

Eager Sponge (+100): Wow, you're keen on proving yourself and learning, aren't you? While your desire to improve's commendable, there's such a thing as trying too hard. That's you. You'll repeatedly and recklessly volunteer for many tasks, no matter how difficult it is. You'll inevitably get yourself into trouble, and your aw-awkward, s-s-stuttering demeanor doesn't help either. It's possible to grow out of this mindset.

Brows and Bruises (+100/200): A certain incident at a certain bar led to you embarrassing yourself. It was humiliating. You made a fool of yourself. To add further injury to insult, you're either missing a tooth or you've somehow managed to burn your eyebrows off. More than anything, you've got a bruised ego. For an extra 100 points, you're missing both. Either way, you can replace the tooth, and the eyebrows will grow back.

Pint-Sized (+200): You made an arcane, faustian bargain with a sorceress for power... but the cost you paid wasn't as severe as forsaking your immortal soul. No, you paid in height. Feet and inches. You are now half as tall as you were before. If you're so tall that halving your height won't *short*-change you, then you're 3'3. It'll be an inconvenience. Say goodbye to being tall enough to ride the roller coaster.

Asthma (+200): I'm sure you're aware of it, but asthma is a chronic respiratory condition involving inflammation of the lungs, which makes it hard to breathe. You'll cough, wheeze, and struggle to circulate air through your system. An inhaler would benefit you greatly. I hope you don't have to hold your breath very often. It'd be a crying shame if someone attacked you with gas, too...

Narcotics Anonymous (+200): Drug addiction, the bane of many a life. Will yours be one of those lives? That depends on whether or not you let it control you. It's difficult not to. I don't think I need to tell you that overuse of drugs such as nicotine or cocaine is bad for your health. The "need" for a fix or a smoke is hard to resist, but it can be done with hard work and support.

Splash (+200): Your body constantly secretes water, leaving you perpetually wet. Are you simply abnormally sweaty, or maybe it's the side effects of a specific power at work. You'll never not be damp and moist; the day you're dry is the day pigs fly. Everything you touch gets wet, you leave puddles everywhere, water drips from you, and it's probably a good idea to invest in waterproofing your house.

The Eight-Fingered Jumper (+200): An unfortunate battle with a blade-wielding enemy has left its mark on you - namely on one of your hands. You lost your ring and pinky fingers to the enemy's weapon. Getting by without them shouldn't be too hard, though you won't be able to regenerate your lost digits even if you could otherwise. It is what it is.

"Bitch, You Blind Foreva!" (+300): You've lost your sense of sight, possibly because you were blinded in an ill-advised fight involving a searing, dazzling flash of light. All you see now is night. You can't see. It could be that you're suffering from retinal burning. Whatever the case, being blind is a major disability. Maybe the right person could make cybernetics for you?

Arms (+300): It's like you're a human T-Rex with those comically short, spindly, thin, and weak little arms of yours. Both of them are comically short, thin, and weak. There's barely any muscle to them and they don't even reach your waist. In fact, they're so weak that breaking them's barely harder than breaking bread. Again, you might want to go talk to Shroud and see if he can whip up some prosthetics for you...

Written in the Stars (+300): Your mindset has taken a turn for the worse, or maybe it was always that way. One way or another, you have a grim, fatalistic outlook in life. It's unhealthy and you're worse. Maybe you have tunnel vision and a fixation with revenge, or worry your superpowers aren't the traditionally heroic kind and that you're destined for evil, making you quick to give up. This can be overcome with time, effort, and support.

With Friends Like These (+300): Your coworkers and "allies" seem more focused on sabotaging each other and making sure they themselves don't finish last. It's almost like their jobs hinge on some arbitrary ranking. Oh wait. Anyways, this continual lack of synergy makes things much, *much* harder than they have to be. It's certainly

possible to get them to knock it off by whipping them into shape, and they won't sabotage certain people. If you take this drawback, you *will* end up with coworkers.

Vengeance (+300): You've earned the personal hatred of either Mecha Man or Shroud, depending on which side of the moral spectrum and law you fall on. If you're a **Dispatcher** or **Hero**, your enemy is Shroud. If you're a **Villain,** it's Mecha Man. This grudge is very strong and won't be resolved by anything but the utter defeat and likely destruction of at least one of you, and your foe will have many powerful allies - the Red Ring in Shroud's case or SDN in Mecha Man's...

Normie (+300/400, incompatible with Accelerated Aging): Powerloss. You have no access to any perks, skills, or powers beyond the human norm from outside of this jump. For 100 more points you can't access the superpower section here, too. Looks like you'll just have to get by the same way most of us, the hoi polloi, do, with hard work, gumption, tools, and teamwork. You're not too good for those, are you?

Accelerated Aging (+300/400, Requires Powers, Incompatible with Normie): You have superpowers, the mighty, fantastic and incredible gifts of amazing capabilities. Wonderful! However, yours have come with a heavy cost. You age much, much quicker whenever you use any of your superpowers - 50 times faster at the very least. You'll get old fast if you use your powers too much. For an additional 100 points, you've overused your powers to the point of looking like you might need geriatric care. Any use of them will put you into a potentially life-threatening coma. *Be careful*.



Future

You've spent ten years here. The negative effects of any drawbacks you've taken have now been waived. What now? It's time to choose...



Go Home: Home is where the heart is, and you've chosen to return to the place you left so long ago, bringing back the gifts of the chain and ending your travels.

Stay Here: You've built more than just a team here - you've built a family. Or you took over LA. The chain ends and you stay here. Farewell. You get another **+1000 points.**

Move On: All gas no brakes, baby. You've made friends and had good times in this world, but you know that it's time to add another Jump to your Chain. Adventure ho!

Notes

Changelog:
Original Collaboration WIP made 2025-11-01, but writing began on 2026-08-24.
0.1 - Unnamed Edition released to Bunker Thread #218 on 2026-09-30. Thank you to WoL_Anon for pointing out that I'd priced the villain origin as 100.
0.2 - Elliot's Edition released to Bunker Thread #219 on 2026-10-03.
0.3 - I Tried to Draw Blonde Blazer Edition released to Bunker Thread #222 on 2026-10-13.
0.9 - Invisigal Edition released to Bunker Thread #223 on 2026-10-15.
1.0 - Astral/Image Doctoring Edition released to Bunker Thread #223 on 2026-10-17.
1.1 - Robert Robertson III Edition released to Bunker Thread #224 on 2026-10-17.
Changelog:

- Deleted the erroneous space in "Picno-Punch Power".
- Imported companions now have 800 points to represent the stipend instead of 600.
- Made the Mecha Man Astral image more colorful.
- Additional notes of thanks written to those who helped me with the document or made builds.
- DC Elseworlds - Golden Age, Empowered, Jujutsu Kaisen 1.1, and Redwall have been added to my personal reference list, which is simply there because I may make a chain out of the reference jumps, ending in this one. I looked at the first three for their stipend mechanics and the last to review *Aerial Acrobat*. Plus, DC Elseworlds and Empowered are superhero jumps.

Jumps that I looked at for reference:
DC Cinematic Universe, by Valeria
DC Elseworlds - The Golden Age, by Aehriman
Dispatch V2, the older Dispatch Jumpchain, by Gastroc2525
Empowered, by Songless
Jujutsu Kaisen 1.1, by Carvin
Justice League Unlimited, by SpyroAnon and KOTORAnon
Marvel Cinematic Universe Vol. 2, by Red
Petals of Reincarnation, by Valeria
Redwall, by NarniaAnon
Worm, by Worm_Anon
It's a Superhero CYOA and It's A(nother) Superhero CYOA (not jumps)

The above list has been compiled for my own reference. When I write a jump document, I look at others. In fact, I think every jumpmaker does this. Jumpmakers should read jumps. Then they should decide what they like and dislike in a

document and try to put those principles into practice. In my case, I look to some prior jumps for reference. Unfortunately, I've seen some writers claim to be "inspired" by someone else's work and proceed to edit or outright plagiarize their work, which I consider low. I started writing down these "reference lists" in August of 2025, when I was making the jumpchain for Arawn. This is my first time writing it down on the Jump itself.

On Robert's Decisions in this Jump:
>Jump looks great! One thing I would suggest is a 0CP Drawback that lets you decide what route Robert will take if you don't butterfly anything.

- An anon responding to WIP 0.9

That's an excellent suggestion, my friend. Thanks again for writing the first proper build for the jump. I've decided to address your concern here. The Jumper may decide what general choices Robert would make in this jump without your interference (i.e. canon). Whether he romances Blonde Blazer or Invisigal, fires Sonar or Coupé, recruits Phenomaman or Waterboy, whether Visi becomes a true hero or not, whether he spares or kills Shroud, and more. This does *not* grant the Jumper control over Robert's actions. The Jumper is simply being sent to a timeline or universe where Robert makes these specific choices on his own.

On Radiant: If you take it without the powers, you're probably an extremely competent non-powered superhero similar to Batman, sans the angst, brooding, darkness, and *maybe* the ninja stuff.

On the Astral Pulse: Assume it can power any single device in future jumps. It's treated like the MacGuffin for much of the story; i.e. it's a device that moves the plot forward because the characters want it. However, a MacGuffin does nothing else in a story, so the Astral Pulse isn't a true MacGuffin. That'd be the Briefcase in Pulp Fiction, which was the last thing I made a jump for. The Astral Pulse serves the purpose of powering super technology, whether that's the Mecha Man suit or Shroud's predictive cybernetics. The Red Ring members with augments are visibly strengthened when Shroud gets the Astral Pulse... or at least temporarily strengthened, if he guesses wrong and puts the faulty Proto Pulse into his implant. It's still weird, having a battery slot in the side of your head. It's nice being able to see the future, but I'd think twice about digging out part of my head to install a battery holder. Maybe somewhere else on the body, like Chase suggests in one of the DLC comics, but certainly not the head. Shroud might need to put the pulse near his head, though, because his augmentation probably supplies information directly to his brain.

Prime Tech isn't based on Royd, though he's in the picture under the perk. It's based on Robert Robertson I/Mecha Man Prime. More importantly, I've written the capstone perks **Prime Tech** and **Augmentation** a certain way. A Jumper with both of those perks should be able to create his or her own Astral Pulse. I think Robbie and Elliot worked together to make it, and their technical skillsets are represented by **Prime Tech** and **Augmentation** respectively. In short: **Prime Tech** + **Augmentation** = The ability to make your own **Astral Pulses.**

Miscellaneous Notes and Gratitude: #37. Mada Mada Plus Ultra. This document should be considered a very elaborate piece of fanfiction. Its author makes no commercial gain from its production. Thank you, as always, to QafianSage and Poscidion. An honorable mention goes to Grillbear/Bookworm35. We'd planned to work together to make a document, but it didn't pan out. Thank you to Pixel Kitty, who did some last-minute proofreading, and Amrynel, whose criticism was particularly helpful. It turns out the document appeared differently across search engines, which threw me off. And thank you to those in the communities who encouraged me or offered constructive feedback.

Thank you to those who made me a build for 1.0, including:

- The anon on Thread #223
- Ir_fane
- TokuSaka
- Rowan-The-Wise-1

I have much more to say. Notes from the WIPs. For the sake of brevity, I have put them in a separate document. Not the most elegant solution, but it works. It's mostly just my opinions, gameplay choices, and musings made while writing this doc.