



Dispatch Jump v0.1

by TeliKrystal

A funky superhero world filled with dysfunctional misfits. Practically identical to modern earth, if you've been there then it will be pretty familiar to you. There's likely a fair amount of advanced technology instated in most systems throughout the world; police force, medical system, household appliances. Spoilers for all 8 Episodes are present, so caution reading!

The Jump starts on the night when Mecha Man breaks into Shroud's hideout, at the very start of the game. In several months, Robert will come out of a coma, and announce that Mecha Man will no longer be Mechanising, and he is later brought in as a dispatcher for SDN.

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

Starting Location

Roll a **1d4** to determine where you start, or simply choose, we won't stop you.

Torrence

The big old city it all happens in. With Shroud and his crew in most shadows, and major heroes on call around most corners.

Los Angeles

In this Jump, you'll be starting in another city ripe with villains and heroes, its own branch of SDN functioning across the city, a majority of heroes on their payroll. Every dispatcher in this branch are past heroes, the city holding a long history of low level heroes busy on the streets.

Chicago

The City that the Robertson family raised their third Robert. The city is always looking for a new hero, with plenty of *traffick* moving throughout the city by villains.

Free Pick.

You are free to choose where you choose from the available options, or anywhere else on Earth, it's a big planet, and SDN is likely to operate in plenty of countries, otherwise you can find another superhero business to mess with.

Age and Sex

Roll your physical age with a minimum of 1d20 + 1d8. Sex is whatever makes you comfortable. Gain +50 CP for an uncomfortable/unfamiliar sex, and body.

Origins

Drop-In [Free]

You are dropped in this new universe with no background or memories, luckily though you're documented and people will only question your existence like normal.

Hero [100 CP]

You are a registered hero. Not necessarily on SDN's payroll, but the world views you as a saviour.

Villain [100 CP]

You're a known villain. The world has seen you act against the good in the world, and disrupt the peace. It's never too late to change though, right?

Powerhouse [200 CP]

Hero, Villain, Vigilante, either way the world has seen some major power come from you, so they'll think more than twice about how to deal with you. Take 300 CP worth of Powers.

Race

Human [Free]

You are a boring vanilla human, good luck out there!

Inhuman [100 CP]

Not quite human. Something like an elf, or maybe simply a mutated human that makes you distinct from them. Take 100 CP worth of Powers

Hybrid [100 CP]

No, not two Races at once, the classification. Didn't you play the game? Anyways, you're essentially what people think of when they imagine a werewolf. Take the full 250 CP of Monster Spawn, with one semi-specific, and get them discounted.

Biblical [200 CP]

Demons, Angels, Celestials, or outright godly aliens. Take 300 CP of powers. You'll be very different to most people you come across, whether you don't feel like a person or have normal understanding, or simply have a lot of knowledge people find awkward or disturbing.



Powers

Le superpowers. You were expecting these, right? It's a superhero world, with super-individuals- Anyways, powers taken here are like Perks, but their power levels mostly depend on you, and how well you'll develop them. These aren't discounted, unless gained elsewhere.

Body Powers

Animalism [100 CP]

Choose an animal of sorts, semi-specific, like Wolf, Cat, Lion, Bear, Lizard, etc. You become a humanoid form of them, with all the main features you would want from them. This adds to your Alt-Form, but you can also choose to manifest these alterations to any other Alt-Form you take. Any further purchases of this are discounted, stacking with the one you already have from Hybrid, and can be different semi-specifics, if you simply want to be both Gecko and Bearded Dragon (two lizards), you may do this for 25 CP, once per semi-specific, this is free for a Hybrid. (If a Hybrid wanted to be two semi specifics, it would only cost a total of 25 CP.)

Beast [50 CP]

You can choose to shift into a dire form of your semi-specific, a large apex predator of whatever your animal is, larger than the animal naturally would be, and 3x as strong and quick. Unless taken by your Race, you can also choose to drop your Animalism features, growing them from your body at will.

Monster Spawn [100 CP]

You can shapeshift into a huge, monstrous version of your semi-specific. At least the height of a human, averaging around the size of a car. 10x as strong and fast. You come with exaggerated powers related to the features of your semi-specific; bat's screeching high frequencies that shatter glass and flight, bears with super durability and claws that cut steel, chameleons climb walls and camouflage. Your transformations start out triggered by specific emotions, but you can take time to control them.

Absorberiser [200 CP]

Your body is made of some amorphous material, you can have a normal form you take when relaxed, but the rest of the time you can reshape your body in style to whatever you are made of. Your body can also take in objects and use them for mass, or weapons. Depending on what you're made of, you can be incredibly strong, or incredibly fast, or a good split, and are likely to be pretty durable since you can also regenerate your body with focus.

Elemental Form [200/300 CP]

Take a simple aspect, like "Toxin", Ice, Lava, Dirt, or some other specific, simple "element". Your body can change and essentially be a solid manifestation of it. Being struck by, or by touching whatever this element is, can heal and strengthen you by absorption, with no negative effect, since what is yours is now forever yours (no tricks where "this person sent it out and now controls you" shenanigans. This is mostly Jumper-power, so you can pull the shenanigans if you wanted to).

For 100 CP more, choose a core element, or style (air, or simply “Smoky” meaning airborne ash and smoke). This is now your element, you can absorb a large amount of it, and let it circle you as a defense and extension of yourself.

Alchemical Body [200 CP]

*Requires **Elemental Form** and **Absorberiser**.* Your amorphous body is completely made by your element, and can take in more material matching your element, growing in size, and creating weapons. You can produce your element, to reconstruct your body and use it as weapons.

With Elemental Form+, you can take in anything matching your style and element, even if it's simply Water:Liquid, Air:Gas, Earth:Solid, or Fire:Smoke/Ash/Lava. With focus, you can leech into other themes, like Water and Mud, Air and vapour, Earth and Lava, maybe Fire and lightning or simply burning energy.

Capabilities Powers

Strength, Speed, other not specifically just body powers to be added.

Mind and Skill Powers

Telepathy, Telekinesis, Technokinesis, extreme technological understanding and learning. Etc, etc.

Expert Engineering [100 CP]

You have the knowledge and expertise in engineering that a professional rarely manages after a PhD and 10 years of experience. This puts you at the high end of experts in most universes in modern-earth time periods, in electrical and mechanical engineering.

Technically, this puts you above Robert in general knowledge, but you can't really go around making Mecha Man Mechsuits without reverse engineering his advanced gear.

Advanced Engineering [100/150/200 CP]

*Requires **Expert Engineering**.* This power comes in three tiers of how advanced your technology and engineering skill can be. You can always learn more, but these specify the general area of how advanced most of your capabilities will be. For 100 CP, you are about Robert's or Royd's own abilities, creating mech armour, or advanced weapons, like swords made of lasers, or a menagerie of laser blasters.

For 50 more CP, you are within the reaches of Shroud, to MCU's Tony Stark. You could create micro-supercomputer implants, or even a Stark Reactor-like powersource. We'll say that both of these are at the ends of your capabilities, and require the resources and situations to make them, the main area allows you to make powerful implants that can make people superhuman, or specifically enhance superhumans's powers, unless your taste is superbots, which, yes, you could make Iron-suits, but it will take time and experimenting before reaching Mark 50 (Infinity War's Iron-suit).

For another 50 CP, you reach the capabilities of far-reaching starfaring civilisations. The main issue here, is mostly availability of resources you will need, so for this Jump, I'll let you be a specialist in *almost* every form of

engineering out there on earth, and when you reach future Jumps in a setting with the resources and capabilities you are looking for, you'll near-instantaneously gain the knowledge about what you're working with. This puts you around the average of anyone working on... Star Wars spacecrafts, weaponry, and droids.

Technokinesis [100 CP]

The control of technology through your sheer will. Telekinetically lift and control technology, starting with around you before extending this reach to afar. Activate technology and its workings with this same control, setting parts working away without laying your hands on it. With thick effort, you could come to have a floating mech that you control, with parts only working together through your own techno-control.

Technomage [100/200 CP]

*Requires **Technokinesis** and one tier of **Advanced Engineering**.* With the advanced workings of technology present in your mind, you can now extend it upon your will and control. Reshape, rebuild, alter, and manipulate technology within your power. Change your technology on the fly, within your capabilities, altering how it behaves and what it does right when you need it. With the last tier of Advanced Engineering, you could have an Iron-suit Mecha Man that runs with loose parts connected and moving sheerly from your own control that amalgamates technology around it, or perhaps it shifts purpose at convenience, becoming a safe container for space travel.

For a further 100 CP, gain Technoformation, essentially the ability to become technology. What this means is, while you do have a physical body, you gain, on a whim, transform into "technology", like the idea of a virus lurking inside of the technology you control, or uploading yourself to the internet. You could literally *be* your Iron-powered Mecha Man Mech that amalgamates technology around it and shapeshifts into a canister to shoot off into space, or you could zip into a nearby camera, and upload yourself halfway across the planet, and form back out just to pick up food.

Misc. Powers

Elemental control and manipulation, general energy, semi-magic, the good stuffs.

Elementalism [100/200/300 CP]

For 100 CP, gain the ability to control one of the basic elements; fire, water, earth, or air (can be taken more than once, for each element). Control a beachball of fire, hurricane strong winds, home pool of water that slams around you, erupt pillars of earth that cannonball forth from the ground. Freeze water, launch stones as projectiles, ignite distant flammables, drain the air from a room, control it all however you want, just at a mostly urban level of destruction. If you choose to take this, but for a more specific "element", like with **Elemental Form** then this power is discounted at all levels.

For 100 CP more, you could match weaker natural disasters with your destructive output, and you can generate your element on the fly, mostly in small amounts exponential to your own will and energy, working better if generated in a destructive move.

For the last 100 CP, you become a Calamity, matching most natural disasters. Tear down brick walls with gusts of wind. Send meteors into a forest and engulf them in moments. Raise a tsunami of beached tides, and crash it down as solid icebergs. Turn bricks into bullets, while you rip open a wound in the earth.

Surcharge [100 CP]

*Requires **Technomage** and one level in **Elementalism (Electric)**.* Whilst controlling nearby technology, channel your electrical power into them, and overcharge them to the highest degree. If done to something already incredibly powerful, like a Stark Reactor, pumped into technology that can handle it, this could be devastating. *City Block leveling*, devastating.

Perks

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

Drop In

Basic Training [100 CP | Discounted for Drop In]

Your license to fly, combat training, power utilisation, all that jazz. Consider yourself to have your first hero ability, along with professional talent in any powers you have, with the certificates to back it all up, carrying over to other Jumps in the future.

Unknown [200 CP | Discounted for Drop In]

You can control if people know about you, and who that specifically is when you first enter this, and any future Jump. You can control how fast information about you spreads, by simply making people have less incentive to acknowledge and spread information about you. Additionally, you know who has information about you, when they get it, where from, and how if need be.

Perk Name [400 CP | Discounted for Drop In]

Description

Perk Name [600 CP | Discounted for Drop In]

Description

Hero

Hero History [100 CP | Discounted for Hero]

Consider yourself an expert in situational improv when it comes to your powers. You have professional experience with all of your powers, (not specifically certificates or anything), and are amazing on your feet using them to deal with a delicate situation. You're also pretty quick to figure out a way around something, but better yet, how other powers could work better, and where someone else would fit in better.

Perk Name [200 CP | Discounted for Hero]

Description

Will against Evil [400 CP | Discounted for Hero]

When you are fighting against a negative force, as simple as defusing a bomb, or actually fighting a villain, or even in a war with the very forces of darkness, you will find your stamina almost undying, your ability to get up continuous, and your powers strengthened.

Perk Name [600 CP | Discounted for Hero]

Description

Villain

Hidden Markets [100 CP | Discounted for Villain]

Villains are always doing something. With this Perk, you know where to look, and always have some way of getting into buying and selling schemes that are happening around you. Starting in this Jump, you have access to Shroud's implants, along with whatever else Shroud moves to fund all of his work. In future Jumps, you could access magical drugs and materials being moved around by people in whatever settlements you are visiting.

Criminal Tactician [200 CP | Discounted for Villain]

You are an amazing strategist, whether it's combat, or general criminal activity. You could run a brilliant criminal organisation that generates hundreds, to millions, quickly growing at astronomical rates. Otherwise, you could plan far ahead and prepare for the upcoming events you know about, knowing exactly what to expect when forming an attack.

Sly Cards [400 CP | Discounted for Villain]

You are an expert in sensing, and keeping track of people's information, or more specifically, insecurities, ambitions, wants, anything you know and could use against them. You're also brilliant at using all of this, to manipulate people to your bidding. Keeping this up, any slights and manipulation ploys you do, latch to people's brain like a parasite. This makes them more likely to give into them, as the ideas eat away at them, basically giving the devil on their shoulder telling them to give in multiple voices and friends that feast on the corpse of the angel on the other shoulder.

Villainous Emulator [600 CP | Discounted for Villain]

Bizarro Superman, Homelander, Shazam, Sentry, Omni-Man, and even Phenomaman, are all Superman homages. You are specifically like Bizarro or Homelander, a villainous recreation of them. Specifically, you are a villainous emulator of other heroes, when you witness them using powers, abilities, or whatnot, you will be amazing at using your own powers to copy them. As time goes on, and the more you are around other heroes, or just generally morally good characters, you will be great at emulating their powers, and slowly becoming better than them at these things as much as you can be. Entering further Jumps, choose one "hero", you will become a Villainous Emulator of them, entering the Jump with amazing ways to copy their powers and abilities. Superman's frost breath could be made by your own Cryokinesis powers, his laser eyes made with a random mix of solid light and pyrokinesis. The abilities don't need to be mimicked by exact powers similar to theirs, it's why you're emulating them.

Powerhouse

Extreme Development Plan [100 CP | Discounted for Powerhouse]

You know how the strength of powers is all dependent on your own use and development of them? Well, yours start off City-Block level, and excel in developing and growing in power, swiftly overtaking most of the other supers above you. When entering future jumps, if there are powers more powerful than yours, you will continue to climb, with the rate you grow in power fluctuating with the average power level in the world.

Perk Name [200 CP | Discounted for Powerhouse]

Description

Perk Name [400 CP | Discounted for Powerhouse]

Description

Perk Name [600 CP | Discounted for Powerhouse]

Description

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Item Name [Free]

Description

Item Name [100 CP]

Description

Break Room [200 CP]

A small room, with a counterspace, small appliances, a vending machine, and a small table. It has windows, which show views of your past Jumps. Comfortably, it can fit about six people inside, which is why it can also hold six companions. This passes any rule against how many companions, or simply people, you can have anywhere really. Entering a Jump, you could have 8 imported companions, and six more imported companions in the break room, swapping as you go. You can also keep people there, as additional space from your warehouse, as a break room is its own pocket-space. To access a breakroom, simply motion into a wall like there is a door there, and there will be on the moment of contact, it will remain there until you leave, or will the door to vanish, but can only appear back at the same place afterwards, until you leave and disappear the door once again. Any further purchases are only 50 CP, and is an additional break room with room for six more people.

Item Name [400 CP]

This is a Capstone Booster

Description

Drop In

Item Name [100 CP | Discounted for Drop In]
Description

Item Name [200 CP | Discounted for Drop In]
Description

Item Name [400 CP | Discounted for Drop In]
Description

Item Name [600 CP | Discounted for Drop In]
Description

Hero

Item Name [100 CP | Discounted for Hero]

Description

Item Name [200 CP | Discounted for Hero]

Description

Item Name [400 CP | Discounted for Hero]

Description

Item Name [600 CP | Discounted for Hero]

Description

Villain

Item Name [100 CP | Discounted for Villain]

Description

Villainous Sources [200 CP | Discounted for Villain]

Every week, you get a shipment worth whatever £50,000 can buy you in raw material, other crafting resources, or weapons. Alongside £20,000 of jewelry, or random precious nonsense. With all of this, you have an updating collection of some of the best people to go to if you need information, weapons, gear, technology, or any other black market dealings, it can give you the best people for this, along with a handful of others, with any information money, or hacking, could get you about the, it updates for location, and universe, meaning you really shouldn't be lost on where to go when you need to start up a new business per Jump.

Item Name [400 CP | Discounted for Villain]

Description

Item Name [600 CP | Discounted for Villain]

Description

Powerhouse

Training Weights [100 CP | Discounted for Powerhouse]

Straps you can attach to your body. Choose if they are four straps for both wrists and ankles, or a large weighted strap for your chest, or however you want them. They weigh the max you can casually lift, but the main point is that if you have more than just physical powers, these weights also weaken your powers, similar to weak kryptonite, affecting Perks and Powers alike. These don't stop you from using your perks and powers, but makes it difficult to channel them, making you train them as well while you use them. The weights will apply stronger weakness, and become heavier the stronger you get. There is no material inside of them, as in, if someone opened up the training weight to harvest the material to make a weakness out of it, they will be empty and lose their abilities, until closed back up, and put back on your body. If you want more than just one chest strap, or four small straps, then you can "order" more of them to arrive in your warehouse, or similar property, taking a week to arrive. Keep in mind, they will weigh the same, meaning if you can lift a max of 8 pounds, each weight being about 8 pounds each, so you would be wearing 8 more pounds, stacking as you go, and your powers will be double-weakened, but you will still get further results.

Item Name [200 CP | Discounted for Origin Four]

Description

Baby Kaiju [400 CP | Discounted for Powerhouse]

Remember that thing? Causing all the trouble, well, you don't have that one actually (unless you specifically do want that one). What you have is a soon to hatch egg, and inside is the spawn of a new kaiju creature, with nuclear level powers, that it will develop over it's long lifetime.

Item Name [600 CP | Discounted for Origin Four]

Description

Companions

Companions can purchase more companions, but they count against your personal count.

Companion Import [50-200 CP]

Want to grow the Z-Team? Or run your own villain organisation? Well import a single companion into any origin and race for 50cp each or eight for 200cp. They will have 600 CP, each, but gain from your Drawbacks, except Lockdown, which they can take individually, gaining +300 CP, not 600.

Canon Companion [100/300/350/50 CP]

So you want to take any other existing character from this world. Well then this option is for you. Malevola, Golem, Prism, the likes of Z-Team are all 100 CP.

Blazer or Phenomaman though, are 300 CP. Except for Star Blazer, who is 350 CP... Oh, and Waterboy is 50 CP, but in due time he can match Fambae in power.

Bitch [100 CP]

Robert Robertson III. Mecha Man. An epic nerd, in a line of nerds. He's an expert in engineering, with insane hacking skills, with a mech suit a storey tall that can wipe a town off the map and keep fighting. Specifically, he'll have the Mecha Man suit from the end of the game, you can find him and the suit on the [Fan Wiki](#). Depending on the route, he'll come along with either Invisigall or Blazer, if he's dating one of the two. These two are **not companions, and cannot be imported as one in later Jumps**, unless you take them as companions individually. You will have to convince those two to come along as well, which, good luck, since Blazer will want to stay and protect the city, get her to give up as a hero here, or move on one way or another. If he purchases members of the Z-Team (or Blazer/Invisigall), then they count as *his* companions, not counting against your count, positive or negative (*he* imports them into future Jumps, meaning they count as his 8. Perks can't affect them as *your* companions.).

Amorphash [200/+100 CP]

Essentially a large being of slime with reaching limbs of smoke. They are a new member of Z-Team, called in for specific moments, rather than always on Boberto's call. They have Golem's experience in their powers, which are Alchemical Body, Elemental Form+ (Slime:Water), Elemental Form (Smoke), and Absorberiser. They enjoy absorbing fluids, enjoying the sensations and simply the power, with a giddy personality that polarises their destructive and cruel fighting style and how they handle calls.

If you don't take them as a companion, they will never join the Z-Team, and continue to be a Villain, causing random disasters around the city. You can take them as a rival if you want, and they'll find you an entertaining enemy, +100 CP.

Scenarios

Scenario One [Bob “Jumper” Bob]

Proto-Pulse Test 7 went a lot worse than it normally does. It went Simple Locomotion, Complex Locomotion, clunk-*caboom*. The Proto-Pulse ruptures, and shatters on impact. Robert is placed in care, and is out of commission, clinging to life as he recovers for the rest of the game’s timelines. You will be required to fill in Robert’s role as dispatcher of the Z-Team, if you have the **Dispatcher** drawback, then you will be moved over to the Z-Team as their dispatcher and work Robert’s hours. Royd and Chase will be working on the Mecha Man suit out of respect for and honour of Robert, and unless you have the **Expert Engineering** Power, or something similar, you won’t be able to help much, other than putting yourself in the suit for Proto-Pulse testing. Normally, Robert will recover just in time for the final battle against Shroud, but if you take this Scenario with the next, he won’t, and you’ll be by yourself.

Reward

Mecha Man suit. As repayment and honour of your aid, when Robert recovers, him, Royd, and Chase, work together to make an additional Mech Man Mech Suit, one that fills in any gaps they notice after making the end-of-game suit. Once this is done, you will get the end-of-game suit as a hand-me-down, to help out as a Mecha Jumper if you wish. The suit will continue to Jump with you, can access your warehouse through Jumper powers, and any further upgrades done to it will remain over further Jumps.

Scenario Two [Lights out robocock]

The final bossfight of the game. Usually, the Z-Team, Mecha Dick, Supe- *Phenomaman*, Blonde Blazer, and Star Blazer, all join together to defeat Shroud. This doesn’t necessarily change most of the major story, but ensures you will be part of the fight, against Shroud. You will join alongside the Z-Team, and eventually you’ll be forced to fight Shroud in a 1v1, until you wear him down. In the end, it will either be you, or Lieutenant Dan to- What? No, Robertson. *Mecha Man*? Not actually the guy from Forest Gump. It will be you or Mech Man who defeats Shroud in the end, and the original games’s timeline comes to an end. Like said before, if you take this with Scenario One, Robert fails to recover in time, and you have to fight Shroud with whoever likes you enough to help.

Reward

Shroud’s Prediction Algorithm. Normally, it’s an implant in Shroud’s head, which it still is, but upon his defeat, the microcomputer that runs the Algorithm will eject from his brain, and be transformed into a tiny, portable display that you can use. While you hold the display, you can read the next possible outcomes. If you wish, you can also have the microcomputer implanted into your brain, which will simply be an option on the display. It will be as powerful as Shroud’s however, so you’ll need to find a convenient powersource for it if you want to reach the omniscience he rambles on about.

Scenario Three [Scenario Name]

Description

Reward

Description

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Canon [+0]

Developers work fast, but fanfiction writers work even faster. If you've already read some fanfiction work you'd like to spice up the world with, then consider it cannon in this jump, and have fun playing it out. This can be headcannons, or entire AU storylines.

Work time! [+50 CP]

While you are likely to be a hero or villain in this world, with this drawback you are also required to work a simple, not necessarily mundane job for about 30 hours a week, you can change jobs however you want. If you don't work these hours a week, unless actually ill and taking sick days or allotted holiday days, then you will find yourself growing weak, in strength, stamina, and actual power, affecting all of your Perks unless they say otherwise, only being full strength whilst working.

Dispatcher [+100 CP]

You will now be a Dispatcher, working for SDN. You will be required to work your shifts, four days a week. The other days, you will also be on call, as a hero working for SDN, called out by one of your coworkers. You will have holidays and sick days, separate as both hero and dispatcher. The same rules apply, but you are not required to work as a hero for your powers.

Roberto Robertoson [+100 CP]

You have an injury, or some other debilitation as to why you cannot be a hero anymore. You are required to work as a Dispatcher 5 days a week, to keep up your perks, with limited holidays and sick pay. You will only be able to act as a hero in specific moments, like pushing past your injury, disability, or however you are bound from your hero act.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Side-plot [+200 CP]

Alongside the main events of the game, you will personally have your own storyline going on similar to the normal events found in games, movies, books, just media in general. This will keep you busy, and your life interesting. You won't have your own major bossfight at the end, but you'll have a lot of major events going on every other day.

Boomshakalaka [+100]

You get your own bossfight at the end. This will take a major effort on you and any companions' part, and will happen after 8 years of Side-plot, or at least after 80% of your time in the Jump.

Leaderboard [+200 CP]

No matter your 'occupation', there will always be a leaderboard involved in it. If you are at least average, it won't matter but be below half and it will suddenly matter as people will talk and it eventually (indirectly) affects the work environment and relationships.

Number Go Up [+200 CP]

The job environment itself you are in is now downright toxic due to everyone wanting to gain points and their ranking to go up. In-job 'relationships' only matter in respect of how much you can help increase the others' rankings and if you are bad enough, well? Expect to be kicked out everywhere.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse. It's sort of hard to tell what's *in context*, so let's say anything not from a generic superhero world, or, I guess, hell too?

Decisions

You have three choices ...

Go to next Jump

Continue your chain, Jumper. There is much to be done.

Stay

Stay and enjoy your current life. Defend from the Villains, or ruin the world as one.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1

Jump Doc first made with the help of [Jump Doc Template by Negative-Tangerine](#)

v1.0

v1.0 will be released when the doc is classed as “Jumpable”, and will have it’s own post on the subreddit.

Notes

Images taken from the [official Steam page](#).

Jump Document Template Change Log

v1.0

Initial Template Creation