
-----Ben 10 Jump-----

*It started when an alien device did what it did
And stuck itself upon his wrist with secrets that it hid
Now he's got super powers, he's no ordinary kid
He's Ben 10.*

*So if you see him you might be in for a big surprise,
He'll turn into an alien before your very eyes
He's slimy, creepy, fast and strong
He's every shape and size
He's Ben 10*

*Armed with powers, he's on the case
Fighting off evil from Earth or space
He'll never stop till he makes them pay
'Cause he's the baddest kid to ever save the day
Ben 10*

Hello there! And welcome to the universe of Ben 10. Here you'll find monsters, magic, and lots and lots of aliens. You will awaken on the day Grandpa Max embarks on a summer road trip with his grandchildren, Ben and Gwen. Whether you wish to join them, make your own way, fight aliens, or be an alien is up to you.

During your time here you may find yourself in conflict with galactic warlords, eldritch abominations, wizards, and criminals with fantastic powers, so I'll give you 1000cp to help you along the way.

---Starting Location---

Roll 1d8 to decide your starting location. You may also spend 50cp to choose your starting location. Tennysons automatically start the jump in Bellwood.

1. **Bellwood:** The hometown of Ben and Gwen Tennyson. Bellwood has a hidden Plumber base and may eventually become the home of Undertown, a subterranean alien settlement. Expect a lot of weirdness.
2. **Los Soledad:** A ghost town located near Bellwood. Back in the 50s it was a military base, but after an incident involving a government time travel project it was shutdown. Be careful, dangerous temporal anomalies could prove to be your undoing.
3. **Plumbers Academy:** A space station used to train prospective Plumbers. Don't worry if you don't have a spaceship, they'll provide transport to get you where you need to be. If you aren't a Plumber, expect a lot of questions.
4. **Mt. Rushmore:** You appear just outside the secret entrance to the Plumber base hidden inside Mt. Rushmore. If you don't have any business there you might want to leave before being discovered.
5. **Friedkin University:** An Ivy League College found to the east of Bellwood. It's basically a Miskatonic University knock-off.
6. **Primus:** This planet is actually an organic machine create by Azmuth to store DNA samples for the Omnitrix. You appear next to an abandoned space shuttle that looks like it might have one flight left in it before it irreparably breaks down. You'll probably want to leave before Azmuth comes to check out who's poking around his creation.
7. **Galvan Historical Museum:** A museum located on the Galvan homeworld, Galvan Prime. Depending on what you are, you might find the inhabitants mighty curious about what you are doing there.
8. **Free Choice:** How lucky, you get to choose your starting location.

---Backgrounds---

You start as whatever sex you were before you entered the Jump. You may spend 50 points to choose both your age and sex.

Homeless (Drop-In): You wake up in an ally or subway station (or closest equivalent) somewhere. This could be really dangerous for a kid, but you're not an ordinary kid, are you?

Cost: Free

Age: $9+(1d8/2)$ rounded down

+No new memories to cloud your judgments

-You're a homeless child

Tennyson: You're a Tennyson, specifically a cousin of Ben and Gwen. Who knew Grandpa Max had another kid?

Cost: Free

Age: $9+(1d8/2)$ rounded down

+You have memories of growing up in the Ben 10 universe with all the friends and family that entails

+You are on Grandpa Max's summer road trip with Ben and Gwen

+/-Buckle up kid, because you're plotbound

Plumber: The space police, military, and men in black all in one. Your job is to keep the universe free of crime and prevent war.

Age: $17+1d8$.

Cost: 200cp

+You have memories and a background

+You know about aliens

+You have an advanced organization at your back

+Not a child

-You're part of a military police force with all the responsibilities that entails

Refugee: You are a human refugee from Legerdomain, the dimension where magic comes from.

Age: 10+(1d8/2)

Cost: 200cp

+You can use magic

+You have a family member to watch over you and mentor you in magic

-Your people have been almost completely wiped out and driven from Legerdomain

-All but one member of your family is dead

?Family member may or may not be evil and abusive

Forever Knight

Age: 14+1d8

Cost: free

Originally founded by Saint George to stop the incursions of a powerful extradimensional being named Daigon, the Forever Knights have long since fractured into a collection of squabbling factions, each led by a pretender Forever King. Now, as a member of one such group, you protect Earth from the alien scum that seeks to corrupt humanity.

+You have memories and a background

+You're a part of a knightly order

-A xenophobic knightly order

-You haven't made Knight yet, but you will soon

---Species---

You can spend cp to be another species. The Tennyson Background makes you the adopted child of Max Tennyson. If you decided to be a Plumber than you're just a Plumber. Forever Knights and Refugees can't be aliens. (Discount: Plumber, Forbidden: Forever Knight and Refugee)

Appoplexian: Let me tell ya somethin' Jumper, you're some sort of space tiger that has trouble controllin' your emotions and loves to fight. That sometimes makes it hard to focus on things that aren't fightin', but who cares about that when you can remember everything about fightin' you ever learned! It ain't all fun n' games though, Appoplexians have a highly advanced sense of shame, are commonly afraid of water, and there exists a certain high pitched noise that can kill ya.

- +Amazingly strong and durable
- +Seriously, you could take a powerful energy blast to the chest with no visible injury
- +Very good at fighting and always getting better
- +Retractable wrist blades that can be used for stabbing and cutting
- +Blades are strong and sharp enough to cut through metal
- Highly aggressive
- Poor emotional and impulse control
- Short attention span
- Hydrophobic
- Strong sense of shame, so no running around naked
- Can be killed by a rare noise frequency if exposed to it for too long

500cp

Arachnichimp: Despite having chimp in the name, you actually have more in common with a monkey. Much like a monkey you are incredibly agile and are much stronger than you appear. As you might have guessed from the "arachni" part of the species name, you can shoot webbing and stick to surfaces.

- +You are much, much stronger than your size would imply
- +Great hearing

- +Monkey-like agility
- +Spider-like wall crawling
- +Prehensile tail and hands for feet
- +Can shoot webbing stronger than steel from your tail
- +You're basically Spider-Man

400cp

Cerebrocrustacean: A crab with a giant brain. Not only does a big brain mean big thoughts, but you can open the top of your head to expose your brain, allowing you to perform a variety of powerful electrical techniques.

- +As smart as a Galvan
- +Ridiculously good math and physics skills
- +Strong
- +Extremely durable shell
- +Highly dexterous and rather agile
- +Electrokinesis, including electrical telepathy, memory manipulation, limited technokinesis, levitation, and force fields
- +Wall crawling
- Prone to arrogance
- Brain becomes vulnerable to attack while generating electricity

800cp

Ectonurite: A strange, ghostlike alien from the Anur system. You possess many powers you would expect from a ghost, a severe weakness to sunlight, and a genetic memory. While you can regenerate from a single strand of DNA, it won't make clones of you and you can't store your DNA somewhere else like some sort of phylactery.

- +Strong and durable
- +Can survive in space
- +Doesn't need to breath

- +Can become both intangible and invisible
- +The power to possess and control the body of others
- +Second skin that protects from the sun
- +Can remove the skin for a massive boost in power and tentacles that can shoot lasers and use telekinesis
- +/-Genetic memory that allows perfect recall and regeneration from anything as long as a single strand of DNA survives if given enough time
- Will literally burn away in seconds if exposed to strong enough sunlight

800cp

Florauna: A mean green mother from outer space. You are very versatile with your great strength, agility, plant control, explosive seeds, regeneration, and thorns. As a further bonus you don't need to eat if you don't want to and you are immune to hypnosis.

- +Strong, agile, and extremely flexible
- +Photosynthesis
- +Regeneration
- +Thorns and explosive seeds for combat
- +Grow vines to bind people
- +Merge with and control plants
- +Burrowing
- +Able to stretch
- +Immunity to hypnosis

600cp

Galvan: One of, if not the smartest species in the known galaxy. You possess an instinctive understanding of technology, allowing you to easily understand, use, repair, and even improve on most forms of tech you run into. The universe is a big place with a lot of smart people in it, so don't be surprised if you run into things not even your mighty brain can understand.

- +Beyond genius level intellect

- +Stick to surfaces like a gecko
- +Frog-like tongue
- +Amphibious
- +A lifespan that can be measured in millennia
- +Good jumper
- +Agile
- +/-Slimy skin
- Prone to arrogance
- Small and weak
- Not anywhere near as smart as Azmuth or even Albedo

700cp

Galvanic Mechamorph: Much like anything related to Galvans, you're broken as fuck. Not only can you shape-shift and shoot laser eye-beams, but you can fuse with machines to improve and control them.

- +Strong
- +Breath in space
- +Regeneration
- +Can merge with technology to both control it and make it more powerful
- +Shoot powerful beams from your eye
- +Can stretch and change shape
- Magnetic fields and electrical attacks can mess you up

800cp

Geochelone Aerios: You're basically a giant sea turtle that's been fused with a fan. As you can imagine your shell is incredibly difficult to pierce. By spinning your fins around yourself like a fan you can create strong gusts of wind or a powerful vortex to push and pull your enemies. You can also use your amazing fan powers to fly, pretty cool right? Oh, and you're also immune to magic, but who cares about that?

- +Strong
- +Incredible durability
- +Be the fan
- +Flight
- +Selective magic immunity
- +Can learn magic
- Not native to the Milky Way, so no visiting family anytime soon
- Have trouble wrapping your head around this whole “lying” thing, but this can be overcome with time

800cp

Humans: You're the most dangerous species... on Earth, but in the grand scheme of things you're pretty weak. You can survive comfortably in a fairly large range of environments and tend to react quicker under surprise attacks than most other species, but you're weak and fragile compared to most of them too.

- +Some humans can learn magic
- +Pretty adaptable
- Physical capabilities are low
- Home planet isn't very advanced

(Free)

Incursean: You're a militaristic Long Island frog, what more could you want?

- +You're pretty fit compared to your average Incursean
- +Good-looking too
- +Agile
- +Amazing jumping capabilities
- +Long, sticky tongue
- +Strong sense of smell
- +/-Long Island accent

-Strong sense of smell

100cp

Kineceleran : You're basically Sonic if Sonic were a space lizard with wheels for feet. You're speed comes from being able to manipulate friction, which means you can also run on walls.

+Strong and dexterous

+Recovers from injury quickly

+Extremely good reflexes

+Can run at 500 mph (804.672 km/h)

+Can run on walls too

+Near instantaneous acceleration

+Prehensile Tail

+Can create a powerful tornado by running in circles

+Sharp claws

-The attention span of a toddler with ADHD

-Can't run on slick surfaces and running on water will give you a nasty shock do to static buildup

500cp or 600cp for enhancements that protect against static buildup

Loboan: Native to Anyr Transyl's moon, Luna Lobo, you're essentially the Wolfman of aliens.

Loboans are strong, frighteningly fast, and possess a great sense of smell and hearing which makes you an excellent tracker. You also possess the ability to emit a howl that is strong enough to damage enemies.

+Razor sharp claws and fangs

+Very strong and durable

+High endurance

+Incredibly fast and agile

+Great sense of smell and hearing

+Good nightvision

+Ultrasonic howl strong enough to reflect projectiles and rocket jump

- Incredibly strong instincts can make it hard to function in society although this can be overcome
- Sensitive hearing means loud noises hurt

500cp

Necrofriggian: You're the ice cold ghost with the most who sends shivers down everyone's spine. You're able to breathe ice, turn intangible and fly. As far as survivability goes, neither heat or cold bothers you and you don't need to breathe so there isn't really any place you can't go.

- +Strong enough to rip steel apart with your bare hands
- +Wings that allow you to fly even if you're in space
- +Freeze things with ice breath or rays you can shoot from your hands
- +Immune to extreme temperatures, although I wouldn't try flying into a star if I was you
- +Don't need to breathe
- +Intangibility
- Can't reflexively turn intangible so it can't be used to defend against unexpected attacks
- Intangible or not, electricity is still gonna hurt

700cp

Petrosapien: This species of alien is made from a crystalline material that makes them extremely durable and hardy. As a Petrosapien you will also gain the ability to generate crystal for offensive and defensive purposes. Very few Petrosapiens are left as Vilgax destroyed their planet.

- +Super strong and a diamond hard body
- +Transform your limbs into things like weapons and shields or to regenerate
- +Shoot crystals from your body
- +Grow crystals from the ground to create walls and ramps
- +Control and shape the crystals you produce
- +Immunity to lasers and some other energy based attacks
- +Heavy resistance to extreme temperatures
- Strong sonic vibrations and other effects that heavily damage crystal could potentially kill you

600cp

Pisciss Volann: Are you sure? While this species is strong, especially when it comes to swimming and biting, they don't do so well on land. If you decide to be a Pisciss Volann you will be provided with a device that can keep your gills moist to make your time a little easier.

+Strong

+Amphibious

+Incredibly fast and agile underwater

+Razor-sharp claws and large, strong jaws powerful enough to chew through steel like it was paper

+You can turn your tail into legs and vice-versa

+You have one of those glowing antenna that deep-sea angler fish possess

+Can withstand incredibly high pressures

-Kind of clumsy on land

-Can only stay on land for short periods of time before dying of dehydration without special equipment

400cp

Polymorph: There's nothing wrong with being a puddle of acidic slime. While you need an anti-gravity projector to stay active on most habitable planets, you're also nearly impervious to harm and full of powerful acids.

+Regeneration

+Nearly invulnerable due to being a liquid and possessing no vital organs

+Can stretch and change shape

+Produce slime that is sticky or acidic

+Anti-gravity projector allows you to fly

-Without your projector you're pretty much stuck wherever you are until you get a new one

-Looks like you're made of snot

200cp

Pyronite: Your one hot guy/gal. You're immune to fire, extremely cold resistant, and you can produce fire hot enough to melt metal. With a little bit of practice you can learn to fly as well.

+Strong and durable

+Immune to extreme temperatures

+You can produce and throw fire

+You can absorb fire

+You can channel fire into large chunks of rock to fly on it like some sort of hoverboard

+You can fly

-Attempting to fly without something to ride on is nearly impossible due to how hard it is to control

-Your fire powers are greatly weakened when exposed to large amounts of water.

600cp

Revonnahgander: A cat-like species with cat-like reflexes from a very traditional and rustic planet.

You are one of the rare members of your species to leave Revonnah.

+Great reflexes and jumping capabilities

+A practically indestructible prehensile tail

-You lose the tail at puberty

-It might take you a bit to get the hang of contractions and figures of speech

50cp

Segmentasapien: Essentially Lego gorillas, Segmentasapiens can generate new sections of their body and possess a limited form of shapeshifting.

+Really strong

+Can rearrange and create new body segments at will, allowing you to regenerate and build things out of your body

+Your pieces are incredibly durable and if you're knocked about you can just pull yourself back together

-Looks goofy as fuck

500cp

Tetramand: What is big, red, and four armed? You! As a Tetramand you belong to a proud race of super-strong warriors.

+Super strong and super tough

+Hulk style jumping

+You have four arms which could really come in *handy*.

+You also have four eyes

+Heavily resistant to high temperatures

-Is having no weaknesses a weakness?

400cp

Thep Khufan: Like all the space-mummies of the Anur system you are nearly indestructible as long as your head is intact and ability to generate new bandages. You can use your bandages to bind people, which combined with your increased speed and strength can be very dangerous indeed.

+Strong and very agile

+Only hits to the face can actually hurt you

+Body is made of bandages that you can grow and control

+Can squeeze through incredibly small spaces

+Don't need to breath

-Very light

-Can get tangled in own bandages if not careful

600cp

To'kustar: A race of Ultraman knockoffs who stand vigil on the edge of the galaxy. You're a big guy (for you) that can shoot space lasers from your forearms and generate cosmic storms to live in or

travel through space.

- +Huge body means huge strength
- +Incredible durability
- +Able to live in space
- +Can generate cosmic storms to live in and travel between solar systems while in space
- +Energy blasts strong enough to destroy Pluto and small fleets of space ships
- Energy blasts aren't nearly that strong when fighting people for some reason
- Too big to use things built for most other species

800cp

Transylian: A species of Frankenstein aliens native to Anur Transyl that can take a beating and survive in pretty much any environment. You are very strong and have fairly good reflexes. On top of all this you can also produce electrical blast and electromagnetic force fields to pull off a bunch of crazy things, but wait, there's more! As a Transylian you can also hook yourself up to machines to gain control of them.

- +Very Strong and very durable
- +Good reflexes and manual dexterity
- +Electrokinetic and Technokinesis
- +Electromagnetic Levitation
- +Can absorb electricity
- +Resistant to high temperatures and can be revived after being frozen alive
- +Can survive the vacuum of space
- +Can become magnetic

700cp

Vladat: I wouldn't show my face in the Anur system if I was you. Your species is thought to have went extinct when the Transylians rose up and killed your people for using them as both slaves and a source of food, but somehow you're still around. You have the power to fly, hypnotize people, emit a powerful sonic blast, see into the infra-red spectrum, feed on the energy of living beings, turn into a bat-like alien, fire Corrupturas, and are all around more powerful than a human. One of the

reasons your species was so hated is because their Corrupturas had the power to latch onto people's heads and take control of their bodies. A word of warning: Sunlight will cause you serious burns and destroy your Corrupturas.

- +Physically superior in pretty much any way possible
- +People who look into your eyes can become hypnotized
- +Flight
- +Sharp teeth and claws
- +Infravision
- +Can produce a sonic bursts to knock enemies away
- +Immune to hypnosis
- +Turn into some sort of alien bat
- +Can create mind control projectiles known as Corrupturas
- +/- Suck the life right out of people
- Sunlight won't kill you but it hurts so bad you might wish it did
- Sunlight will destroy your Corrupturas
- Hated and feared in the Anur system and possibly other places too if they find out what you can do

800cp

Vreedle: You seem to be one of them there Vreedles. I reckon your pretty strong and do not fear the vacuum of space. Make sure you make time for family, ya hear? They is the most im-por-tant thing in life and you would not want to break your poor ol' Ma's heart, now would ja?

- +Pretty strong
- +Can breathe in space
- +/-Talk like a hillbilly
- +/-Your mother is Ma Vreedle, one of the universes most feared criminals and your father is Pa Vreedle, one of the universes most incompetent criminals
- +/-Got a bunch of incompetent criminal siblings and if you're good to them they'll be good to you (except maybe the Pretty Boys)
- +/-Especially Octagon and Rhomboid
- +/-Can't really seem to get away from Octagon and Rhomboid
- People are going to assume you're a criminal

- Ma Vreedle will always love the Pretty Boys more than you.
- You don't get a clone machine, so when you die, you die for real

50cp

Vulpimancer: Congratulations! You're now a car-sized space dog who can see through hearing and smell. Why is this free? Not only do you not have eyes, but you also speak a language that even the most advanced translators can't decipher. Just so you know, vulpimancers are cannibalistic and extremely territorial, so have fun with that.

- +Super strong, durable, and fast
- +Using nothing but your nose and your ears, you can "see" extremely well
- +You can use your claws to fight, dig, and climb up walls Gargoyle style
- No eyes, so if things get really loud or smelly your going to have a lot of trouble "seeing"
- Can't talk
- You're basically a wild animal and most people will probably treat you like one

(Free)

---Skills and Abilities---

I'm Hurt. Deeply Hurt: People trust you even when they shouldn't. It doesn't matter if you screwed them over before, for some reason they just seem more willing to give you a second, third, or maybe even fourth chance. 100cp (Free: Homeless)

Bug Whisperer: Despite the name, you can actually control other animals as well, but insects are the easiest by far. The smarter the animal the harder they are to control. If they don't like you then don't expect to keep very many intelligent animals under your control. This power maxes out at the smarter monkey level and cannot control species at great ape or dolphin intelligence or above. 300cp (Discount: Homeless)

Osmosian: You can absorb matter to either form a protective coating around yourself or turn into it completely depending on how much you have available. You can even use this power to turn your limbs into weapons, create objects, and regenerate. What? Is that still not enough? Well, you could absorb energy to increase your ability to heal and produce energy blasts if you wanted to. You could also absorb living energy from others to mutate horribly and gain their powers at reduced strength. Some powers will be unobtainable however, like the omnipotence of a Celestialsapien until post-Spark. All of this comes with a price: the more energy you absorb the more mentally unbalanced and violent you become. Willpower can help you control your violent, paranoid impulses but it won't protect you from becoming a complete sociopath. 600cp (Discount: Homeless)

Lightbringer: Much like an Osmosian you can absorb energy, although it always expresses itself as a golden beam or energy shield that you can use for offensive or defensive purposes. The more energy you absorb the more energy you'll need to maintain your current level of power, but at higher levels your strength and durability increase and you gain the power to fly with a sparkling trail of light. At your maximum level of power your entire body turns gold and your ability to resist damage becomes truly frightening. Finally, if you feed on a living being they become attracted to you, making them easier to manipulate.

The "drawback" to all this power is that if your energy reserves run low your body becomes a withered husk. You are still incredibly strong, durable, and can fly, but you lose the ability to passively feed on others. You can also produce and manipulate a form of negative energy that lets you attack and drain others at a distance, but you lack the pure power found at your higher energy states. Just so you know, you can eventually run so low on energy that even these abilities dwindle down to almost nothing. While you do need to feed on energy to keep from going negative, that weakness goes away once your ten years are up. You can still go negative by purposely using up too much energy or pushing your energy reserves too hard.

If all this wasn't enough, with the proper knowledge and the absorption of mana you can cast spells. Be warned that if you make a habit of absorbing mana you will find other sources of energy less nourishing.

Finally, yes you can combine the benefits of Osmosian and Lightbringer if you don't care about the side effects. Doing so combines your energy pools until you empty them. You can also combine

them at any time for a boost of power and crazy. 600cp (Discount: Homeless)

Technopath: You can move, communicate, analyze and control machines with your mind. You are likely to run into some machines that are so complex and advanced that you won't be able to manipulate them, but it doesn't really matter because you can use your powers to breakdown and build your own advanced machinery. 600cp (Discount: Homeless)

Annoying: You know just what to say to get under someone's skin. With a few choice words you can draw someone into an argument or infuriate an enemy into making a mistake. 100cp (Free: Tennyson)

Alien Harem: There's just something about you that seems to attract the romantic attention of aliens, magical beings, mutants, and people with weird stuff going on in general whom you might find attractive. This will usually manifest as a low level crush unless you do something to draw their attention further or are really their type, but if you aren't careful there is a small chance you might just start a galactic war. Luckily with some careful social maneuvering it shouldn't take much work to turn a romantic attraction into a platonic one as long as they aren't crazy for you. 300cp (Discount: Tennyson)

Anodite: Not many people are lucky enough to be descended from an Anodite. You not only find it easier to learn magic, but you can draw on a lot more power than your average spell caster as well. On top of all this you can turn into an Anodite; a being made of pure mana with the power to fly, pull mana from living things to grow or gain more power, and more. Be careful, if you spend too long as an Anodite without the proper training you could lose yourself to the power and forget your pre-Anodite existence. You do have magic potential, you are completely untrained beyond the ability to form shields, platforms, and energy blasts. While your default color is purple, using Anodite to fuel non-Ben 10 magic may change your color. For example, if you use this to cast a spell that is usually green, you will turn green until you cast a different colored spell or purposely purge it to become purple again. 600cp (Discount: Tennyson)

It's Hero Time!: If you try and save someone the chances they survive increases exponentially, essentially giving them a minor form of plot armor until the danger passes or you stop trying to save them. In addition, you'll be able to avoid permanently injuring or killing the people you're fighting as long as you don't attack them with killing intent or hit them with something that would be ridiculously and overwhelmingly lethal to them. 600cp (Discount: Tennyson)

Plumber Training: You're a veritable encyclopedia of galactic law and know how to operate Plumber equipment whether it's a gun, tank, or spacecraft. You're only as good as a standard Plumber (so not very), but as they say, practice makes perfect. 100cp (Free: Plumber)

Revonnah Kai: You are a grandmaster of Revonnah Kai, a fighting style which can give you an edge against some of the more physically inclined aliens in the galaxy. You can even use the Stone Cutter, a technique which can be used to split rocks and break armor. 300 CP (Discount: Revonnahgander and Plumber)

R&D: You have the technical knowledge to build and even improve on Plumber equipment. You shouldn't have much of a problem reverse-engineering other alien tech with enough time either. 600cp (Discount: Cerebrocrustacean, Plumber | Free: Galvan)

Bravery: They may be bigger, stronger, faster, and better armed than you, but that doesn't mean you won't get in there and fight them anyway. This doesn't mean you're without fear, you're just better at pushing through it than most. 100cp (Free: Forever Knight)

Weirdness Magnet: If there's an alien in the city or some magical artifact laying around, you're probably going to bump into something that could lead you to it, if you don't just bump into the thing itself that is. 300cp (Discount: Forever Knight)

Saint: Much like Old George, you are immortal, have increased physical capabilities to the point that you could crush rocks with your bare hands, and a will of iron. Not only that, but you're a

master swordsman who can go toe-to-toe with eldritch abominations, read minds, and sense magic. You lack the ability to use magic yourself unless acquired from a different source. 600cp (Discount: Forever Knight)

Forever King: You're a natural born leader. If you send out the call, others will flock to your banner and you'll find organizing your followers and putting them to good use second nature. 600cp (Discount: Forever Knight)

Studious: While this perk doesn't make you any smarter per se, it does allow you to absorb information easier and study for much longer periods of time without growing tired. 100cp (Free: Refugee)

Sanctum: You know how to arrange your magical possessions in such a way that as long as they're nearby you can draw upon their ambient power to increase your own magical capabilities. This takes time and careful arrangement to set up, so don't expect to do it on the fly. 300cp (Discount: Refugee)

Totem Transformation: You know a ritual that you can use to steal other people's magic and are quite good at it. If you create a magic circle and can get someone into it, you can cast a spell to turn them into a small figurine. You can psychically communicate with a totem as long as they are within close range. The real benefit of this spell is if you get several powerful totems you can perform another ritual to drain the magical energy from them, becoming much, much stronger. While you could technically just learn this ritual normally, this perk makes you much better at using it and allows you to keep the power you stole between jumps. Because these totems are technically people, they and their magic wouldn't usually come with you unless they were made a companion, but this perk will allow you to bring them along as if they were items. Beware, if you try to return one of these totems to human form or tamper with them in any way in order to give them autonomy without them being a companion, the spell will be broken and they will be returned to their home dimension. 600cp (Discount: Refugee)

Magical Prodigy: You're a wizard, Jumper You start out with enough knowledge to perform basic spells such as generating wind and track people and are generally on the same level as Charmcaster at the beginning of Ben 10. You're a magical prodigy that could one day reach the same level of power as Bezel himself if you pushed yourself hard enough, but that could take decades if not centuries of studying and practice. If you purchase both Anodite and Magical Prodigy the benefits stack and the time it takes to fully master your Anodite form is cut in half. 600cp (Discount: Geochelone Aerios and Human | Free: Refugee)

Animojo: When it comes to genetics you're one of the best in the universe. Not only can you manipulate the DNA of living things to change them to suit your purpose, but you can even bring long dead species back to life. On top of all this, you also possess the knowledge to build the equipment you need from components you could find at your local electronic and home repair stores. 600cp (Discount: Cerebrocrustacean, Galvan, and Human)

Paradoxical: Being cast through time and space can be hard on the psyche, but you have passed through madness and came out the other side sane and rather bored with the experience. No matter what strange alien dimensions you pass through or long lengths of time you spend without any stimulation, you will find yourself immune to any potential mental damage that it might cause. In addition to this, you have an innate understanding of the time-space continuum. While this doesn't allow you to manipulate time in anyway (at least Pre-Spark, Post-Spark is another story...), your knowledge on the subject would put almost anyone else to shame. On a more practical note, you have perfect timing and are always aware of and can choose to be unaffected by powers that mess with time (even if you choose to not be affected you will still be mentally aware of what is going on). Finally, you exist as a sort of outside observer when it comes to the timeline, meaning that you can recognize when the past has been altered and remember previous timelines. 600cp (Discount: 100+ Jumps)

---Items---

Any truly lost or destroyed pieces of equipment gotten from this section will disappear and reappear good as new in your warehouse one week later.

Merchandising: With all those powers and skills you have, you're practically a superhero (or villain)! So what kid wouldn't want to own a Jumper action figure or a t-shirt with your face on it? You receive a large box full of merchandise based off of you. Feel free to give it away or sell it, the box will refill one week after being emptied with a random assortment of goods. 50cp

Jumper: The Musical: Telling by these bootleg videos that keep on turning up in your warehouse, someone out there is making a musical based off of your life without your express permission! The production values are kind of shoddy and the writer seems to have gotten a bit... creative with their depiction of you and your adventures, but if you're willing to swallow your pride, you might be able to get a laugh or two out of these things. More of these things keep on showing up every jump, so you'll never be without this "tribute" to your greatness. 50cp

Nemetrix: A variant of the Omnitrix invented by the Cerebrocrustacean Dr. Psychobos, the Nemetrix was designed to counter the Omnitrix by allowing the wearer to turn into the non-sapient natural predator of whatever creature they are facing. WARNING: Do not wear if you value your intelligence and sanity; the biofeedback will destroy most intelligent minds. I suggest you put it on a dog or something. 500cp

Evolutinary Function: This device can take DNA and simulate millions of years of total war to create even more powerful aliens when installed in a Nemetrix or Omnitrix (or maybe even something else if you're feeling creative). Unfortunately, the Evolutinary Function also has a built in Jump-Lock, limiting it's usefulness. 500cp

Cincotrix: The Mark 5 Nanoshift Enabled Exo-Armor is a powerful Techadon weapon in the shape

of a wristband. When activated it becomes a nearly indestructible suit of armor armed to the teeth with a vast arsenal of ranged weaponry. It can also grow a thruster back to allow flight, wheels for high-speed acceleration on land, and a face mask to allow you to survive in oxygen-less environments. 500cp

Omnitrix: The Omnitrix is a device built by Azmuth to allow a person to transform into different sapient species. This device was originally built as a tool of peace to be used to understand other aliens better, but many people covet it as a tool of war. This is not that Omnitrix.

Close examination of this Omnitrix reveals some seriously shoddy workmanship, revealing it to be a cheap knock-off. On top of this, it has something called a "Jump-Lock" on it, which prevents the use of certain alien species. Transformation times are unreliable, but will tend to last between 10 to 30 minutes. It also tends to not time out in situations where you absolutely need it to survive, so you usually won't need to worry about that. It only takes a few minutes before it can be used again. In addition to all of this, it also has all the benefits of a Plumber's Badge built into it for free (except for the override function). Because Jump-Chan is merciful, it also allows access to a modified version of the Life-Form Lock. When engaged, the omnitrix won't time out, but once the user changes back it will stay timed out for as long as the user was transformed.

The Omnitrix only comes pre-loaded with 800cp (discounted) worth of aliens in it, but it will automatically scan new species and add them to its catalogue. If you somehow gain more points you may use them to purchase more aliens at a discount. You can scan new sapient aliens to add them to the Omnitrix, but species such as Celestialsapiens, Chronosapiens, and other overpowered aliens cannot be accessed. Species that lack some form of genetic structure altogether also cannot be scanned for obvious reasons. In addition, any Alt-Forms you may have that would be considered a valid candidate for the Omnitrix will be added to the catalogue. When you're done jumping from universe to universe, the Jump-Lock will be removed from the Omnitrix, allowing the user to access all Omnitrix functions that it lacks.

You can modify the Omnitrix to gain access to the features that aren't unlocked (besides from the ability to turn into OP aliens) like the Master Control and improve it, and even build copies of it, but do keep in mind it is the most advanced piece of technology in a very technologically advanced universe and was built by the smartest being in 3 to 5 galaxies. You can also build machines that are compatible with it. If you wanted to plug it into a cloning machine or even slot it into another DNA

storage device to transform into alien hybrids, go right ahead. 1000cp

ID Mask: A mask that can be used to disguise yourself as a different person. You could even use it to look like an alien, but it does not give you any extra capabilities and it's ability to hide your size is extremely limited. 100cp (Free: Aliens)

Space Suit: A well armored suit that can allow you to survive in a variety of environments no matter your species. 100cp (Free: Plumber and Forever Knight)

Laser Rifle: Your standard “not actually a laser“ space gun. 100cp (Free: Plumber and Forever Knight)

Taydenite: You have found yourself in possession of a large taydenite crystal. Both the rarest and hardest gem in the galaxy, it could be sold for a small fortune. The only thing known to be able to cut taydenite is taydenite. Taydenite is also used to power spaceships, so with some work you could use it as a power source. 200cp (Discount: Homeless)

Sweet Ride: A muscle car that's been upgraded with alien tech. It's equipped with a variety of weapons and other useful upgrades like an invisibility cloak and a tachyon transceiver for picking up alien transmissions (among other things). 300cp (Discount: Homeless)

Alien Cookbook: A cookbook full of recipes from various alien cultures throughout the galaxy. Inside this book you will also find small snippets about the cultures that these recipes originated from. It isn't all that helpful if you're trying to learn more than proper etiquette during meals and ways to not offend guests. For some reason using this book while cooking will produce food that is extra delicious. You'll find the various aliens you meet will usually like you more after trying your cooking. More recipes are added every Jump that fit the taste of whatever non-human species you may run into. Be warned, most humans will be less than thrilled with the food produced from these recipes. 100cp (Free: Tennyson)

Dream Entering Machine: Exactly what it sounds like. If you hook this up to someone you can use it to enter their dreams. Great for interrogation or gaslighting prisoners. Be careful though, the dreamer will likely overwhelm you if they become lucid. 200cp (Discount: Tennyson)

Rust Bucket: You own a replica of Max Tennyson's motorhome. Do not let appearances fool you, this vehicle has been kitted out with upgrades like thrusters, laser turrets, and a plasma cannons, just to name a few. 300cp (Discount: Tennyson)

Plumber Badge: A standard issue Plumber Badge. It not only show that you're a Plumber, but it also has a built in universal translator, communicator, Extranet connection, locator device to track other Plumber Badges, and an override function that can be used to unlock Plumber and poorly encrypted electronics. Do be aware that impersonating a Plumber is a felony, so if you aren't one you should probably keep your badge hidden. 100cp (Free: Plumber)

Proto-Tech Armor: Armor strong enough to withstand extreme punishment without hindering movement. 200cp (Discount: Plumber)

Proto-Tool: An extremely difficult to use piece of equipment that can turn into a variety of different weapons and tools. If you can think of it and it isn't too big the Proto-Tool can probably become it. 300cp (Discount: Plumber)

Plumber Ship: Pretty lackluster as far as spacecraft go, but it can still travel faster-than-light so who cares? 400cp (Discount: Plumber)

Proto-TRUK: What appears to be a truck belonging to a local plumbing company can transform into a highly advanced faster-than-light spaceship. Comes equipped with a Tri-Blaster Turret and a holding cell for prisoners. 600cp (Discount: Plumber)

Null Void Projector: A gun that lets you send people to the Null Void. Until you're done jumping, outside the Ben 10 multiverse Null Void Projectors send targets to a mini Null Void prison that especially determined people will somehow eventually find a way to escape. At the end of each jump whatever is left inside the Null Void prison will be shunted into the Ben 10 Null Void, so please be careful, okay? 600cp (Discount: Plumber)

Focus: A weak magical object that can allow someone with magical potential but very little training or some sort of block to use magic easier. It can even make it ever so slightly easier for experienced magic users to cast spells, but the boost is hardly noticeable. Kind of like the Staff of Ages, but with a fraction of a fraction of the power. You can instead choose to grant this benefit to any magical item you already have. 50cp (Free: Refugee)

Grimoire: A book of spells for beginners. Good for teaching the fundamentals to novices. 50cp (Free: Refugee)

HO12: A bottle of water filled from the Fountain of Youth. Contains enough water to deage you 10 years. The effects of the water wear off after a few days, but luckily the bottle refills every night. 200cp (Discount: Refugee)

Magic Bag: This small, strange looking bag can hold an almost unlimited amount of items in it as long as you can fit them into the opening. 300cp (Free: Refugee)

Stone Creatures: Eight figurines that can transform into large stone golems to fight or do physical labor for you. Any lost or destroyed figurines will reappear in your magic bag (if you have one) or in your warehouse the next day. As they are technically sapient you could theoretically free them from your control. They appear to have been following you willingly, so as long as you haven't mistreated them they will be amicable towards you. Freed stone creatures do not count as companions and must be podded if you wish to keep them. 400cp (Discount: Refugee)

Archamada Book of Spells: In this book you will find some of the strongest spells in the known universe. You can find spells that summon town destroying storms, bring statues to life, and even allow you to travel through time. These spells require a lot of power and skill to use, so you better be ridicoulsly strong (or at least have a strong source of magic to draw on) and really good if you plan to use them. The time travel spell won't actually work until you're done jumping, though. 600cp (Discount: Refugee)

Staff of Ages: Only a master magician can draw upon the power in this staff, but anyone who manages to wield it will find their magic power magnified by an astounding degree. 600cp (Discount: Refugee)

Energy Sword and Shield: A sword and shield made from pure energy. They possess power and durability far beyond mundane Earth equipment. 200cp (Discount: Forever Knight)

Power Armor: Now we're talking! Designed to help even the odds between humans and aliens, this armor is highly durable and increases the physical capabilities of its wearer. 300cp (Discount Forever Knight)

Excalibur: The legendary sword of King Arthur. Not only is it strong and sharp enough to cut through nearly any material, but it also increases the wielder's chances of victory in battle. 400cp (Discount: Forever Knights)

Super Serum: A drug made by Dr. Jekyll himself from alien blood. This serum will turn whoever uses it into a human/alien abomination. It grants those who are willing to sacrifice their humanity the strength, agility, stamina, and durability to go toe-to-toe with some of the stronger aliens out there. This potion also comes with instructions on how to make more. Some of the components might be a bit difficult to find out there in the multiverse, but if you know what you're doing you'll find it isn't that hard to substitute ingredients. 600cp (Discount: Forever Knight)

Amber Ogia Farm: A fruit native to Revonnah that grow in the cracks found in boulders. Amber ogia can be turned into clothes, fuel for ships and weapons, and even a meal that give your body everything it needs to survive. This is just the tip of the amber ogia iceberg though, with the right knowledge and some work you could find other amazing uses for it, such as creating a mind control potion.

Despite all attempts to grow this wondrous fruit on other planets, amber ogia always produces a poor and sickly crop unless grown on its home world. Even artificially constructed farm planets fail. Luckily for you, you own a hectare of land on Revonnah that's perfect for growing amber ogia. The best thing about this plot of land is even if you strip the place completely clean of amber ogia vines, they will eventually start growing again anyway. Post-Jump, your farm will automatically be connected to your warehouse. 600cp (Discount: Revonnahgander)

---Companions---

You may spend 100cp per Companion to give them a Background and 600cp to spend. If you spend 300cp you can import eight Companions instead of one. Any Companion you import gets 300cp for free that can only be spent on what species they are. Your Companions can also take Drawbacks, but some are changed or restricted for them.

Jumper's Contract: This document is not of this world, but it is something you might find useful. If someone from this universe who would be eligible for podding signs it of their own free will with full understanding of the consequences, than they will become a companion if you cosign it. Don't worry if they don't have a sense of sight or their appendages don't allow them to write their signature, the document will change form to allow them to comprehend it and mark their consent. 300cp

Partner: You have a friend that will stick by your side through thick or thin. They start with a Background of your choice and 600cp to spend along with an extra 300cp you can only spend on a

species for them to be.

Plumbers get one Partner for free, but they always have the Plumber Background and they can be any selectable alien species for free (that includes Ectonurites, just in case you were wondering). You two will be assigned as partners by the Plumbers, so try not to break any laws. They'll ultimately choose you over their loyalty to the Plumbers, but they won't be happy about it.

Refugees start with a cold and somewhat abusive older relative as a guardian. This relative is a human with the Magic and Sanctum perks and all starting Refugee items. This relative is not a Companion, but you may purchase them as a Refugee, allowing you to decide their personality and granting them 600cp to spend on more perks and items. 200cp (One free purchase: Plumber)

Ship: An animalistic Galvanic Mechamorph the size of a small dog, just like the one Julie Yamamoto has. While it can't upgrade technology it can absorb and replicate it. 400cp (Discount: Homeless)

Unitrix: This prototype of the Omnitrix can only store one DNA sample at a time and cannot be used to transform into an alien. When activated it becomes a sapient being that takes on the form of an alien that matches the DNA sample stored in it. The Unitrix can also absorb animal and alien DNA to gain some of their abilities for about ten minutes. There is also a button on the back of the Unitrix's neck (or similar region) that when hit will return it to canister form. 400cp (Discount: Tennyson)

Forever Ninja: An android bodyguard created using stolen alien technology. A master at close combat, it is equally skilled in the use of unarmed combat and its beam swords. While less dangerous at long distances, it can still shoot deadly shurikens at foes who are unwilling to come into melee range. It also possesses limited self-repair functions. 300cp (Discount: Forever Knight)

Pretty Boy: Ma Vreedle has entrusted you with a Pretty Boy, even if none have been made yet. They aren't good for much besides being spoiled brats, but that doesn't mean Ma Vreedle won't mess you up if you get him hurt. For an extra 100cp you can get a giant Pretty Boy that is twice as big as and

many times stronger than a normal Pretty Boy. 100cp-200cp (Discount: Vreedle)

---Drawbacks---

You may take up to three drawbacks for points, but any beyond that gets you nothing but trouble.

Another Time, Another Place: If you want to you could always start your journey at a different point in time. You can choose to start at the beginning of any series rather than just the first one and your Background will adjust to make up for any discrepancies. Alternatively you can choose to start in the Ben 10,000 future or any of the alternative universes shown in the show, like a universe where Gwen got the Omnitrix instead of Ben or a Mad Max-esque wasteland ruled over by an evil Ben with an Australian accent. +0cp

Jumper 10,000: Your stay in the Ben 10 universe is extended to 50 years. +0cp

Arrogant: You have an extremely high opinion of yourself and often overestimate your capabilities. This can make you extremely annoying to be around and may occasionally cause you to bite off more than you can chew. +100cp

Bro: You've been infected with Fistrick's bro essence, turning you into a bro. You'll find yourself using the word "bro" a lot, have a decreased attention span, and a strong urge to work out and party. In addition to all this you'll become extremely competitive to the point of cheating and sabotaging your closest friends if it allows you to gain an edge. Adding "Fist" to the beginning of your name is optional, but encouraged. +100cp

Null Void: Congratulations! Instead of starting somewhere normal, you get to begin your adventure in an inhospitable dimension full of hardened criminals. Escaping the Null Void is almost impossible, but it has been done before. If you take this than you and all your Companions start in

the Null Void, but your Companions can take this to start in the Null Void themselves as long as you choose not to take it. +100cp

Walkatrout: You just can't catch a break, can you? You're Omnitrix and/or Jumpertrix always seems to time out at the worst possible moment and for some reason it almost always seems to grant you a different form than the one you wanted. +100cp (Omnitrix and Jumpertrix only)

Numbernumber: Sixsix, a dangerous bounty hunter, is after you. He'll stop at nothing to kill you, and even if you manage to take him out one of his relatives will come after you seeking revenge. Don't worry about running out of bounty hunters, for some reason new relatives seem to pop into existence whenever you kill enough of them ensuring your 10 years will remain interesting. +200cp

Wanted: For whatever reason the Plumbers consider you a dangerous criminal and want you taken into custody. While they will try and take you in alive, they will shoot to kill if you don't surrender and try to fight them. If you do get caught expect to spend time in a prison onboard a Plumber station, or worse, in the Null Void. Even if you do manage to escape they'll just try and arrest you again. +200cp

Jumpertrix: It sure was lucky you found that watch that gave you all those powers, eh? Its apparently been loaded with a bunch of different powers and alternate forms gathered from across the multiverse, which could be very useful for an ordinary person like yourself. Sucks about that cool down timer though. This also applies to your Warehouse, but it usually stays open a lot longer. If the Jumpertrix times out with people in your Warehouse they will be harmlessly ejected.

If you haven't guessed yet, all your powers and alternate forms from other jumps have been stored inside the Jumpertrix, which much like the Omnitrix will only stay active for several minutes before shutting down to recharge for a short period of time. If this wasn't bad enough, you can only access the powers of one jump at a time. You keep your Jumpertrix after the end of this jump without any of your powers inside it (or indeed, any apparent way to have stored your powers in the first place) as a memento. It's basically worthless, but you might be able to figure out something to do with it seeing as how it does have some fairly advanced alien technology in it. If you take this Drawback than your Companions must take it too. After all, you can't expect them to do all the heavy lifting.

If you're feeling lucky you can take this drawback for +800cp instead of just +200cp, but if you do an extremely powerful and dangerous alien known as Vilgax will know about the Jumpertrix and wish to claim it for his own nefarious purposes. The only people who can utilize a Jumpertrix are Vilgax and the original owner. +200cp or +800cp

The Most Dangerous Game: Khyber, the greatest hunter in the galaxy, has learned of your existence and wants to see your head mounted on his wall. Until your final year he will always manage to survive whatever you throw at him and he always seems to have something up his sleeve that can threaten your life. +300cp

Rooting You Out: The Rooters, a black ops branch of the Plumbers, has learned of your existence and considers you a grave danger to the universe. When they strike it will come unexpectedly and they will bring top secret technology to bare against you along with genetically altered super soldiers (even if they don't get Kevin, they'll still find a way). Even if the Plumbers find out about the things the Rooters have been doing, they'll just give them a pass. If you manage to take out Servantis and his followers even more dangerous people will rise to take their place. FYI, be careful, because you never know who's a sleeper agent. +300cp

Freaked Out: Not only do you have an Ectonurite form stored in your Omnitrix, but oddly enough, Ghosfreak seems to have been replaced with Big Chill in Ben's first ten available aliens. This choice is not for the faint of heart...

The funny thing about Ectonurites is that their minds are stored in their DNA and it just so happens the DNA sample in your Omnitrix belongs to High Ecto-Lord Zz'Skayr. Zz'Skayr is none too thrilled to be trapped in a watch and put on like a suit, so when he breaks out, and he will break out, expect him to do whatever he can to take your body and/or conquer a world and try and take your body or kill you. Also, killing him won't help. Even if you utterly destroy him, some of his DNA will miraculously survive and find its way to somewhere where he can safely regenerate.

You can instead choose to become an Ectonurite, but if you do, you will become Zz'Skayr. You will have to spend the next 10 years fighting for control of your body. If Zz'Skayr is in control after your 10 years are up, he will take your place as Jumper. If multiple people take this Drawback, than some

of them have/are clones of Zz'Skayr.

Look on the bright side, if you manage to survive until the end of the Jump, your Omnitrix will get an actually usable Ectonurite form added to it or you will gain an Ectonurite Alt-Form free of Zz'Skayr's influence. +300cp

---End---

Now that your 10 years are up you must make an important decision about your future. No matter what you decide, you get to keep all of the stuff you earned here. If you died then you have no choice but to go home.

Go Home: Every road trip has to end eventually, even multidimensional ones. You've had your fun (or not) and now it's time to go home.

Stay: Why keep on traveling the multiverse when you've still got an entire universe to explore? Don't worry, your loved ones will be alerted of your choice.

Move On: Continuing your journey then? I hope you enjoy yourself no matter the time or place you end up. Who knows, maybe someday you'll find a means to visit this universe again.

Notes: With all the time travel shenanigans, omnipotent aliens, and universe destroying devices out there, it can sometimes be downright impossible for a Jumper to avoid their certain demise. In situations where a universe-wide disturbance that you are not responsible for would erase you from existence and someone (probably Ben) eventually undoes it, Professor Paradox will come by and take you to a point in time where everything is fixed.

Post-Spark, Paradoxical grants you the power to freely travel through space and time, as well as

slow down and speed up time. You can choose what is affected by this power, and thanks to your knowledge you know the limits that you can abuse it before it damages the space-time continuum.

You and your companions cannot take with you or use Ascalon, the Omnitrix, or the Alpha Rune. Anyone you pod or turn into a Companion from Ben 10 who is wearing the Omnitrix can keep it, but it essentially becomes a part of themselves and cannot be removed.

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“I hope you wasn’t plannin’ on leavin’ us behind, Jumper.”

“I think what Rhomboid here is tryin’ to say is we would be de-lighted if you’d do us the honor of lettin’ us come along on your myriad journeys through space and time.”



If you chose to be a Vreedle and befriended Octagon and Rhomboid, they will join you as a Companion. That’s right, you can choose to import them both into a single Companion Slot and have them share a Background and perks. You may not have asked for it and they may turn out to be more trouble than they’re worth, but they consider you family, and family sticks together.