

Generic Hentai Superheroes

By Zenaku82

“With great power, comes great lewds”

The world was changed when the first superpowered individual appeared. The people welcomed him as he fought to protect them from war and crime. However, they did not realize what it truly meant. For while there were people willing to use their powers for good, there were always those who were willing to use their powers for evil. And thus, the supervillain arrived.

The battle between good and evil is always being fought. There are millions of stories about this. What there are less of, is the other side. For we all wonder, how do these powers affect their sex lives.

Welcome to the world of Generic Hentai Superhero! Here's 1000 cp to start you off.

Age: 21+1d8, or pay 50 cp to choose

Gender: Same as previous jump or pay 50 cp to choose

Origins

Drop-in: You got connections. Whether those connections are nerds, or supers you've befriended/blackmailed.

Hero: Here I cum to save the day!

Villain: Crime boss

Damsel in Distress: Fallen into the villain's clutches? However will you survive?

Generic

Free/100 **Most Common Superpower:** You are practically a model. Your body is gorgeous, and to proportions that normal humans pay top dollar to go under the knife for. Even better, those around you are gorgeous too. For 100 cp, this perk carries over into future jumps.

100 cp **Second Most Common Superpower:** You're rich! This perk grants you \$1,000,000.

200 cp **Liefield's Anatomy:** Your body operates against the logical laws of nature. A spine should break if it tries to bend the way you are. Breasts that big should get in the way, and should be nowhere near that perky. A dick that huge requires too much of a blood flow to be able to work properly. These are not issues for you. Even better, you'll never have to worry about sagging or drooping.

Negated by 'Logic is a Bitch'

Drop-in

100 cp **Man In The Know:** You've studied the heros and villains. You know their techniques. Their powers. What they enjoy, what they hate. What their sizes are and their fetishes. And the new ones that come out? You're quick to analyze. You'll win any argument on the local message boards about them

200 cp **He's Harmless:** You're not a hero. You're not a villain. You're just the guy on the sidelines. Because of this, you tend to get overlooked. The heroes don't suspect you, the villains don't target you. That is, unless you start making waves...

400 cp **Karma:** What goes around, comes around. The question is, to whom does it go to? Whoever it is, Karma is sweet to you. Help a hot heroine out, she might decide to fulfill your fantasies. Tie down a villain and rape her, and it will be her just desserts for her life of crime.

600 cp **I Know Who You Are:** Often times, revealing that you know someone's secret identity is a dangerous thing. You never know how they're going to react. Well, now you get to choose. Promise to keep it a secret, and they'll treat you well. Develop a friendship. Maybe even become lovers. Threaten them, and they'll beg you not to reveal it. Doing almost anything you ask to keep that info a secret.

Hero

100 cp **That Can't Be Him:** A little change makes all the difference. Change your hair. Change your outfit. Your demeanor. Just a little. And the villains will never suspect you're the city's protector.

200 cp **Good Guys Finish Last:** You've got the girl. And the skills to please her. She'll leave the bed pleased and eager for next time.

400 cp **Frisky Frisking:** Sometimes, you gotta get a little handsy with the villain. A little grope here. Some inappropriate fondling here. One thing leads to another. Nobody will care. The people will cheer you for taking down the villain. And your fellow heroes will give you a pat on the back. And next time, the villain might just 'go down' a little easier.

600 cp **Caught Monologuing:** Villains love to monologue. Especially to a 'captive' audience. They are far more likely to attempt to capture you then kill you. And when they do, they'll want to talk. Tell you all

about them. About their schemes. About their plans. Giving you plenty of time to free yourself, and maybe put that mouth to better use.

Villain

100 cp **Presentation!**: This is what separates the villains from the supervillains. You know how to make an entrance. You know how to keep your audience hanging on every word (even when they aren't already hanging over a vat of acid). You've got style! Class! The whole 9 yards. Everyone will remember the day they ran into you!

200 cp **See Ya Next Crime**: You know what the problem with heroes is? They have morals. Standards. Oh sure, they'll fight to stop you. But the moment you surrender, or are incapacitated, they'll stop. Haul you to the court to be sentenced and serve your time. Where you'll eventually break out. But they'll never try to kill you. You'll still have to watch out for the non-hero vigilantes taking the law into their own hands. But you can handle them, right?

400 cp **Upstanding Citizen of Society**: You've served your time (or didn't). Cleaned up your act (or didn't). Now you're a model citizen. Working for the betterment of society. Or so everyone believes. You've got them all fooled. All your crimes forgotten the minute you say you've changed. Oh, the heroes may not fall for it, but society will. And there's not much the heroes can do about it without turning all of society against them. At least, not until you prove otherwise.

600 cp **You Broke it, You Bought It**: You know what's better than having a beautiful woman with superpowers as your sex toy? Having a beautiful woman with superpowers as your sex toy, who can still operate outside of bed. Now, when you break/corrupt someone, you can choose to rebuild them into your loyal servant. Besides being always willing to do the horizontal mambo, they can regain the skills that made them a fearsome opponent, this time to be used in your favor.

Damsel in Distress:

100 cp **What Doesn't Kill You**: Hurts like a bitch. But you'll survive. Your pain tolerance has increased, making lesser wounds less painful.

200 cp **A Little Rape Never Hurt Anybody**: The human mind is designed to only be able to handle so much trauma. Too much forces it to shut down, possibly even killing its owner. You no longer have to worry about this. Your body can handle the pain, both physical and mental, with no psychological trauma afterwards.

400 cp **Oh God! We'd Never Do That!**: There are certain lines that even villains won't cross. Amputation, mutilation. Live dissection. Oh, they'll still abuse and mark you. But nothing that severe! They're not monsters after all. Well, some are, but that's beside the point!

600 cp **A Good Night's Rest:** Wow. They really put you through the ringer didn't they? Just... wow. But it'll be alright. All you have to do is get a good 8 hours of sleep, and it will be like none of it ever happened. Any scars, any wounds, any stretching of certain holes. As long as you get 8 hours of uninterrupted rest, they will be all healed.

Powersets

You are allowed to choose one powerset. You get the Basic and 100 cp perk for free, while the other perks under your Powerset are half off. Note: You cannot gain the Basic perk of any other powerset. However, as normal, you can purchase a perk under a different powerset then your own for full price.

Ultrahuman: Faster than a speeding bullet. More powerful than a locomotive. Able to leap tall buildings in a single bound. You are beyond the basic human abilities.

Basic: You are able to run/fly at the speed of sound. Durable enough to take a shot from a tank, and strong enough to smash through steel

100 cp **Men of Steel, Women of Kleenex:** There are so many problems to having sex with super powers. Mainly the loss of control over your powers in the heat of passion. Move too fast? Friction burns and premature ejaculation. Super strength? Lose control and crush your lover. These are no longer an issue. You are now in complete control of your powers, even during sex.

200 cp **Acrobatic Sex:** When the limits of the human body aren't an issue, it's amazing the kind of sex you can find yourself in. Aerial, aquatic, bent over backwards. Experiment a little. See what you enjoy

400 cp **Insatiable:** You don't tire. Ever. Run around the world a couple dozen times, and you'll barely be breathing heavy. Have sex with a dozen people? Go out and save the world without a rest.

600 cp **Go Beyond:** Sometimes, a situation calls for more then you can give. For that time, you can call up extra power beyond what you could normally do. Run faster, hit harder. For a short period of time. Overexertion of this could lead to permanent damage.

Magic: Tap into the arcane powers of the universe to cast spells, while tapping that booty

Basic: You can detect the magic inside of people and objects..Choose an element to manipulate through magic. It doesn't have to be one of the four classic elements.

100 cp **Tantric Recharge:** Spells low on power? Running out of that mojo? A quick romp in the hay will fix that for you. Now, sex restores your mana, based on how powerful the person you had sex with is. This will lead them slightly drained.

200 cp **All Seeing Eye of Agamat:** A mystic artifact capable of creating a viewing portal, allowing you to gaze anywhere on anyone. Use this to spy on the villains. Or peek in on the showers. Can only focus on one person at a time. Can be blocked if they know you are watching.

400 cp **Scarlett Bondage of Sisarack:** This spell conjures up mystical bonds to hold a person captive. But they are so much more. For the bonds increase the person's sensitivity as well, making the pleasure or pain magnified. Comes with a safe word.

600 cp **Dream Walker:** Astral project yourself into the dream realm. Here, you can enter any sleeping person's dreams. You can view them, learning about their deepest desires or fears. Or, you can influence it. Changing a perfectly normal dream into a lewd one. You have absolute control of everything, including how you and they appear. Even better, everything done here is perfectly legal! After all, it's only a dream. Depending on the willpower of the dreamer, this can either change them immensely, or have no affect at all. Course, there's almost no way for them to tell you were messing with their dreams... unless they are a Dream walker as well...

Technology: Machines, chemistry, science. You're the man to come for them all

Basic: You are now an Nth level genius. Given time, you can reverse engineer any piece of technology you get your hands on and rebuild it. You can work with anything, anywhere. Even if that's just a box of scrap parts in a cave in the middle of the desert.

100 cp: **But It Can Be Better!:** You've taken a look at the common everyday items, and you're shocked by how crude its design is. Why, with just a tweak here and there, it could be so much better! Why, just look what you did to that vibrator! It now brings its user to a screaming orgasm in .5 seconds.

200 cp **Science is Sexy:** Ever notice when you start talking science, people's eyes start glazing over? Most people would assume it's because they don't understand a word you're saying. And that's part of it. The other part is how sexy it is! Now, the more complicated and non understandable your invention is, the more aroused people get hearing about it.

400 cp **Quantum Warping:** Your inventions no longer obey the laws of reality and physics. You can now create devices that warp reality around a single person. Bind them in a bubble of paused time, Make what their wearing transparent. Or create a portal near them from which rapacious tentacles emerge. Sadly, the devices are one-shots, and require a week to rebuild/repair.

600 cp **We Can Rebuild Them!:** Thanks to your immense genius, death is no longer the end for those around you. You can bring them back, make them better! Using cybernetics, you can now upgrade even a normal person to a mid-tier brute. And perhaps add a few other upgrades... A rotary dildo, some titty missiles. Upgrade those knees so they have no problem being on them for a long time. Too bad you can't do it to yourself.

Psionics: The unlocked power of the mind at your disposal.

Basic: Telekinesis, teleportation. Precognition of up to a 15 minutes

100 cp **Empathy:** You can sense emotions. Even better, you can project them. Calm a scared child. Project awe towards the people as you float in. Make them fear you. Make them lust for you

200 cp **Multitask:** Some people find it difficult to deal with distractions or focus on multiple things at one time. You're not one of them. You can focus your telekinesis on a dozen objects, causing them to go through a pre-programmed behavior, with alterations whenever you spare a thought to it. With lots of practice and training, this amount and control can improve further. Sit on air, read a book, and at the same time, use a bunch of toys to give your friends/captives screaming orgasm.

400 cp **Reprogram:** The mind is like an advanced computer. Others may try to hack at it. But you, you've got administrative access. You can use this access to train an ally, give them your knowledge and skills. Or, you could use them to control them. Alter their memory. Rewrite their personality. Make them think they are your loyal dog.

600 cp **Mind Over Matter:** Using your mental powers, you change a person's impression of themselves. Even more so, this changes their body. Heal wounds by making the brain accelerate its own regeneration. Change your minions into hulking brutes. Change an average looking woman into a gorgeous nympho. The change is temporary as the mind reasserts reality.

Inhuman: A mutant, a freak. You may not look pretty, but you are a powerhouse

Basic: choose the features of three animals. These animals now make up your body, granting you abilities based on which part of them you have. Example:. Cheetah legs grant speed. Hawk wings grant flight. Bear claws grant strength and a weapon.

100 cp **Prehensile:** It might be your hair. Or your tail. Heck, maybe even your dick. Some part of you can now be moved at your will and is completely prehensile.

200 cp **I Can Fit!:** Your body has some slight size shifting ability. You can puff yourself up to add to your intimidation, or shrink yourself down about a foot, allowing you to squeeze into tight spaces. This applies to your sex organs as well. Puff out your breasts to make you more attractive, or your vagina to allow for something bigger to fit inside. Shrink your cock to fit inside a tight hole, then swell it up to knot inside. Note: Size changes must be reasonable.

400 cp **Pheromones:** There's an animal attraction about you. Pheromones. Drawing people in. But its not just lust that they induce. You can also use them to put your opponent to sleep to stop them. Or cause hallucinations to prevent them from fighting.

600 cp **Alpha**: You are a big one, ain't ya? Amongst Inhumans, you are one of the ones in charge. You're bigger, stronger, more powerful than the others. Your pheromones are more powerful as well, able to override those of lesser Inhumans. Being an Alpha means that there will always be those wanting to take you down. To take the throne. It's not easy being the King.

Items

Items are discounted for origin. 100 cp items are free to to their origin.

100 cp **Decoder Ring (Free Drop-In)**: You can't call yourself a true fan unless you have one of these! You had to send in 30 box tops from that disgusting cereal, then wait 3 months to get it. But this was worth the wait. With this, you can decode any written code with enough time. If lost a new one will be delivered to you in a day.

100 cp **Hero License (Free Hero)**: Laminated, with a picture that changes to match yours. Showing that you are an officially licensed hero. With your hero name on it, show this to anyone to be recognised as an actual hero with all the benefits associated with such status

100 cp **Lawyer's Card (Free Villain)**: From the Law Offices of Louis E. Cypher. A paid crack team of lawyers willing to work any case for the money. Willing to exploit any loophole and mistake in order to keep their client out of jail.

100 cp **Sterility Pills (Free Damsel)**: For those who wish to avoid the nasty complications of pregnancy. A pair of boxes, one full of white and and one of pink tablets. Taking a white tablet makes you sterile. Taking a pink tablet will make you fertile again. If one color runs out, the box will be refilled in the morning. Warning: Taking a pink tablet while already fertile may cause a state of hyper fertility, resulting in pregnancies of multiple children. Do not, for the love of all that is lewd, take multiple pink tablets while already fertile. The developer is not responsible for any broods of children caused by ignoring instructions.

200 cp **Super Powered Toys**: This box comes with a whole assortment of sex toys. From shapeshifting condoms, to dildos that will fill any hole. Onaholes that can mimic the vagina of any girl whose dna is placed in the little side container. There are even vibrators possessed by the souls of succubi, that want nothing more than to keep you orgasming. Everything for the lonely horny superhero. If any of the toys break, are stolen, or disappear, a new one appears in the box. They are all dishwasher safe.

200 cp **Pink Glowing Stone**: A strange stone from outer space. Its radioactive, though not poisonous. Rather, anyone exposed to its radiation without proper protection will find themselves getting more and more aroused, quickly losing control and going into a sexual frenzy. Worse, if the stone should come into contact with a person's skin, the person's primary and secondary sexual characteristics would grow as long as contact is maintained. Effects wear off in about an hour after exposure is stopped. If lost or destroyed, a new one will appear in your warehouse in a week, enclosed in a secure lead box

200 cp **Costume Closet**: A special addition to the warehouse. A closet full of superhero/villain outfits. For all your costume needs. Whether its out there fighting crime, committing said crimes, or simply kinky bedroom fun. Note: Some are under copyright and we advise you not to use them as your official outfit.

400 cp **Supercam (Discount Drop-In)**: There are times when you just wish you had a camera. Like when The Cheerleader's 'pom-poms' pop out. Or when Super Ditz is flying overhead and forgot her underwear. Well now you will! This camera will instantly pop into your hands, recording at just the right time to catch everything, and at the perfect angle. Perfecct for sharing with your friends, posting to Superpornhub, or blackmailing said heros/villains.

400 cp **Super Pimp-mobile (Discount Hero)**: Not every hero can fly. That's where this beauty comes in. With land, air, sea and even space capability. Comfortable leather seating that are entirely stain proof. And a back seat that folds out into a bed, complete with romantic music and minibar. To get those super fangirls in the mood. You may import a previous vehicle you own to have these properties.

400 cp **Minion Vat (Discount Villain)** This large vat of mysterious bubbling chemicals spits out a mutant creature known as a minion every 6 hours. They aren't much to look at, are barely a quarter of the strength of a normal human, and can't be trusted with any complicated task. However, what they lack in quality, the more then make up for in numbers. Able to group together to perform any menial task you deem fit to order them to. If destroyed, will be fully repaired in a week.

400 cp **Bastard-B-Gone! (Discount Damsel)**: Apply directly to the bastard! A combination paralysis, mace and highly potent skin irritant. Manage to spray the villain with this, and they will definitely think twice about messing with you

400 cp **Orgasm Ray (Discount Technology, Magic)**: a powerful beam of pure energy that strikes the nerves, sending the target into orgasmic bliss. It has varying degrees of intensity, from 'Warm Afterglow', to 'Earth Shaking' to 'I Can't Feel My Everything!'. Focused beam or wide area blast. Use it to bring about world peace, or stopping any security guards. If lost or destroyed, a new one will appear in your Warehouse in a week.

400 cp **Unbreakable Bed (discount Ultrahuman, Inhuman)**: Just because your body can handle any sexual activity you or your significant other can think of, doesn't mean your bed can. Well this one can. You can hold an olympian orgy on this bed, and it would remain in one piece.

400 cp **Rings of Linking (Discount Esper)**: A set of 5 rings, meant to link the wearers' minds. This allows them to explore each other's thought and emotions. Or share feelings. Like orgasms. If a ring is lost or stolen, it will reappear in 24 hours.

600 cp **Fortress of Solitude (Discount Drop-In)**: Also known as your basement. No one else comes down here, so you're activities won't be interrupted. A large room, complete with multimedia entertainment system, a large table for games, and equipment for any kind of sexual activity. Perfect for a weekend with friends, or an orgy.

600 cp **Orbiting Fortress (Discount Hero)**: A large satellite base in orbit around the earth. Capable of scanning all unencrypted signals on Earth to look for danger, as well as teleporters to beam you up and down from the surface. With plenty of rooms, a kitchen, offices, and group showers.

600 cp **Volcanic Island Base (Discount Villain)**: Built into the center of an active volcano, this super secret base is the perfect location to plot your next evil deed. With defenses to ward off any would be invaders. Holding cells, barracks, training areas. The works. Also doubles as a tropical beach, for you and your allies/minions to develop a skinship.

600 cp **Safe, Secure Apartment (Discount Damsel in Distress)**: After a while of being violated, you need a place where you can safely stay to unwind and recover. This place is it. Top-notch security from the most brilliant minds in the world. A big, soft, warm bed that you can just sink into. Calm relaxing music with a bit of subliminal messaging, designed to relieve all stress and ease the psyche.

Companions

Companions are discounted for their origin. No freebies. Purchasing all three companions under an origin discounts them by a third, which stacks with origin discount. Meaning, buying all three of your origin costs 200 cp. Buying all three of a different origin costs 400 cp.

Drop-In

100 cp **Fellow Nerd**: A cute girl you chatted with and met on the boards. Yes, an actual female on the internet. She enjoys talking about who's the hottest hero or villain, what position is their favourite and how their powers would affect their sex lives. She's also into cosplay. Both in and out of the bedroom.

200 cp **Ms. Yuri**: Crime doesn't always pay the bills. Even villains need the occasional part time job, and Mother Nature's is that of a community college professor. A technological genius who developed a way to control plants. She wanted to use her technology to help nature, only to be blocked at every turn by politicians and big business. Now, when she's not robbing banks and attacking those who stood in her way, she's arguing about the role of powers in helping the environment and protecting the planet. An open ear and an understanding heart could go a long way towards giving the teacher a 'D'.

300 cp **Ultra Vixen**: A former superheroine. She drew upon thought power. The more people thought about her, the stronger and more durable she became. This led to risque outfits and even more risque photoshoots. After giving birth, her body developed to MILF proportions. With the much increased attention, came energy blasts capable of destroying large areas. This led to her power being labeled a weapon of mass destruction and she was forced to retire. She now lives a happy life next door to you, where you can often see her bending over to tend the garden.

Hero

100 cp **Miss Print:** Star reporter for the Galactic Gazette. She has a nose for news and believes you're her ticket to a Pulitzer. First to arrive at the scene of any daring deeds you do with the hard hitting questions. But you can always trust her to write the truth. Willing to exchange a night between the sheets if it includes an exclusive interview.

200 cp **Bombshell:** Formerly known as Gravity Gal. She was a perky, precocious sidekick, with the power of tactile gravity control. She tended towards keeping villains pinned down after you defeated them. Then, puberty hit. Now in her late teens, she's going through a rebellious stage and has changed her name to fit her new... endowments. Uses her powers to prevent any discomfort from her development in her spare time, and to pound the villains during work. She's also been giving you some hungry looks...

300 cp **Amazonia:** Princess of a small tribe of warrior women living off the coast of Africa. Body like she was carved from ivory, and the beauty of a greek goddess. She is unused to the ways of civilization and seeing men outside of domestic roles. Physically impressive, she is always up for a good fight, and tends to be domineering in bed.

Villain:

100 cp **Gal Friday:** It takes a lot of work running an evil organization. Luckily, you've got her on your side. She keeps the books balanced, the schedule in order, and everything running in tip top shape. She also has this little knack for knowing just what it is you want or are going to ask for, even before you know.

200 cp **Crazy Hot:** Formerly a psychiatrist at the Institute for the Criminally Insane, you broke her during your previous stay. Now, she's developed pyrokinesis, sociopathy and an obsession for you. She'll insist on being close to you, calling you by a pet name, and will do anything for you, without question, the moment you ask her to. Just watch out for her jealousy issues.

300 cp **Lady Shadow:** A fellow villain. Lady Shadow is a mistress of dark magic, cloaking herself in shadows. Literally. She's wearing nothing under those shadows. Nothing. Says it gets in the way. She can use her shadows to teleport, attack, infiltrate. Let her in a scheme that promises to benefit you both, and she might just show you some of the other things she can do with them.

Damsel in Distress

100 cp **Dr Frank N. Stein:** After the abuse you've been put through, you need a good doctor. One who can be trusted to keep a secret. Wouldn't want the public learning of what happened. The good Doc might be unlicensed, and eccentric, but he's the best at what he does. And that's stitch people together.

200 cp **Rage:** A heroine who is possessed by a demon of Wrath. She uses its powers for good, but sometimes, the emotion becomes too much. In order to stop, she needs to work the rage out, usually by

punching the things closest to her. She's a real sweetie otherwise, and is always quite apologetic after one of her attacks, doing her best to make it up to those who performed as 'meat shields'.

300 cp **Slimerella**: A strange being made of a newtonian substance. No one knows exactly where it came from. What is known, is that it is a symbiote. Attaching itself to a person, it grants them low level powers from others it has been with. In return, it amps up their sex drive and BDSM tendencies.

Generic

+0 **Rule 63**: Like one of the companions above but would prefer they were a different gender? Simply pay their base cost and you can have them. Instead of Ultra Vixen, you now have Mega Stud living next door. Or perhaps Dr. Francine Stein is stitching you back together.

50 **Comrade!**: An ally in the fight for justice, or a co-conspirator. This allows you to import/create a new companion. They get the same origin, their choice of powerset, and 700 cp to spend.

50 **Dating Catwoman**: Love is blind. And so is Lust. The object of your affection is on the opposite side than you. But don't worry, they're a switch. Occasionally coming to your side in your time of need. They get a different origin than you, their choice of powerset and 700 cp to spend.

200 **League of Our Own**: Recruit 8 fellow powered individuals to join your organization. Either through importing your companions, or creating new ones. Each will have the same origin, their choice of powerset and 700 cp to spend.

Drawbacks

You can take up to 1000 additional cp in drawbacks

100 cp **Sturdy Cape**: Capes are a hazard. They get easily snagged and grabbed. Unfortunately, every costume you have now has a cape. One that is securely attached and won't rip, ever.

100 cp **Logic Is A Bitch**: Your overdeveloped body has become a drawback. Hard to run with those oversized breasts or that massive dong. Not to mention the back pain or loss of blood to the head the minute you get an erection. And over a dozen other problems it's going to cause you.

100 cp **Easily Torn**: You may be bulletproof, but your costume sure isn't. It'll get ripped and torn by the blows you receive, frequently exposing you to the public view.

100 cp **Empowered**: Your costume is skimpy as hell. It has to be. Your powers demand it. The more you are covered up, the weaker your powers get. Wear a bikini and you'll be fighting at full strength in no time.

100 cp **Sex Fueled**: All of your powers run on sex. Be it your magic, machines or superhuman capabilities. Without daily intercourse, they will run out of juice and stop working.

100 cp **Freaking CCA**: Your life is now censored by the Comics Code Authority. No nudity, sex is hinted at but never shown. Graphic violence is tone down. Everything kept PG.

100/300 cp **Super Fertility**: You are now hyper fertile. Whether you are fucking or getting fucked, sex leads to pregnancy. Condoms will break, birth control will fail. If you are gay, you'll occasionally end up having sex with someone of the opposite gender. And pregnancy will occur.

For 300 cp, this includes ways that would normally not lead to pregnancy. Anal and oral are no longer safe. And if you are a guy, congratulations. Your intercourse has led to you becoming pregnant as well. Don't ask how.

200 cp **Bondage Break**: You have a problem with ropes. The moment you are in cuffed, tied up, or in any other way bound, all your powers are gone. This lasts until you are freed.

200/300 cp **Kryptonite**: Choose a rare material. A space meteor. A certain chemical composition. This object now takes away all your powers, leaving you weak. For 300 cp, the news of this weakness gets out quickly, and people have no trouble getting their hands on this supposedly rare object.

300 cp **Bottom Bitch**: You have a colleague with a massive ego. With the power to back it up. Problem is, they are certain their better than you. And determined to show it. By putting you 'beneath' them.

300 cp **Injustice**: An alternate universe version of the heroes have shown up, promising to wipe out crime and villainy. And society is eating it up. Problem is, their way involves lobotomizing criminals, and turning the country into a police state. Oh, and if you're a hero, there's a version of you among them.

400 cp **No Standards**: Heroes literally crushing villains into paste. Villains committing mass genocide. Nobody is held up to any sort of moral standard any more. Except you. Good luck with that.

400 cp **Retcon**: 5 years into your jump, everything is retconned. Origins rewritten. Plotlines reset. Friends become enemies. Enemies become allies. Those you've loved, now can barely stand you. And the worst thing is? You are the only one who stays the same, and remembers how things were.

500 cp **Debauchery!**: Everyone is perverts! Everyone! And not in the sexy way! All your most hated fetishes have become popular, and the villains and heroes are eager to engage in them. And you are now their number one target.

600 cp **They're coming for you....**: Someone out there has been watching you for a long time. They know your powers. Your strategies. Your techniques. Worse, they know your weaknesses. Your flaws. How to counter you. They are coming for you. To break you and make you their toy.

10 years later?

This is my home: You choose to stay, making this world your new home.

I must go. My people need me: You return home, ending your jump while keeping all your new powers.

Up, up and away!: On to the next jump...

Notes:

All origins and powers are gender neutral. A Damsel can be a guy, a Hero can be a girl.

Thanks to everyone at Questionable Questing for help with this jump.

Generic Supplement:

This jump can be used to supplement an existing jump, or take place in a world that doesn't have a jump
Rules are as follows:

- This jump can only be used to supplement a non-generic jump.
- All cp from either jump is kept separate. All Cp gained from drawbacks remain in the jump that the drawback is taken from.
- For story purposes, background/ages/origins are mixed between the two jumps.
- The jump used must be thematically compatible. I.e. It needs to have people with superpowers
- If you use Return on this Jump, you forfeit any free cp, and can only gain CP from drawbacks you have not taken before

<https://docs.google.com/document/d/13Pf78jRdXhwOfkSQTFOFxop1nIUCdvHcBRR3i1-m7Ug/edit>