

Power Creator Xenon Jump

v1.0

Original CYOA & Concept by MythicLegendary Jumpdoc by LJGV/Sin-God

In this particular setting the focal point of the action is Earth. History proceeded as it did on mundane earths until the year 1945. At some point in 1945, an apotheosis and apocalyptic event occurred and the first supers emerged.

Super beings of various tiers of power have emerged over the course of the last century, some of whom are the children of supers while others gained their abilities in the wake of some sort of trigger event such as the usage of psychedelic drugs, a lucid dream, or a near-death experience. The world has had time to acclimate to the existence of super beings, though truly powerful superhumans are still quite rare. In some ways humanity has reacted rather impressively to all of this; civilization still exists, families still happen, and order, of a sort, still exerts itself.

Still, during the initial period of adjustment, humans have had a bit of a rough go of it; humanity has discovered that other Earths exist, populated with humans (and also humanoids of other types) with powers of their own (though at RADICALLY rarer rates of Earth's own humanity, with Earth's humans having powers at a rate of every 1 in 30,000), and beings more alien and esoteric than humans can properly fathom have begun to assert themselves and reveal their existences to mankind.

Some of these creatures are *Titans*; unbelievably powerful and incredibly vast monsters that took advantage of the *Extinction Event* (an event in which four out of seven *Egregores* were slain, and an unbelievably vast quantity of powers were freed to wander the cosmos and find new hosts; some of these powers arriving on Earth is what precipitated the current age of superheroes and supervillains) and now seek out both other powers to claim and chaos to sow. Meanwhile, the remaining *Egregores* have claimed the lion's share of freed powers, and interact with Earth and other Earths through agents (some of which are unwitting!).

Other alien beings include three *types* of entities; Fractal Morphs, Knight Morphs, and Biodependent Morphs. These beings are capable of being friendly with and even collaborating with humanity, engaging in symbiotic relationships with humans with powers, and who may indeed DEPEND on humans with powers for a variety of reasons. For now, these beings remain some of humanity's only non-human allies, and even then they can partner with humans who are decidedly anti-human in their motives and actions… This promises to be a fascinating time in Earth's history, and it'll surely be an exciting epoch in your personal journey across the multiverse.

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

Author's Note: This is a CYOA conversion jump of a Choose Your Own Adventure originally by MythicLegendary. Have a link to the source.

Please note: this serves as a departure from past CYOA jumps and is intended to be used collaboratively alongside the base CYOA (at least in the sense that it is important to have the base CYOA open for reading, for the sake of saving this poor jump-maker hours of typing). ***For ease of reading, and designing a build, please read the base CYOA alongside this document.***

Starting Location

There is one starting location here; Earth.

Earth:

You select the precise location and starting circumstances of your foray into this setting. If you wish you can be about to meet an agent of your bloodline's on the streets of Tegucigalpa, you could be fighting a villain above the skies of Jakarta, about to attend a meeting of the business elite in Washington, you could have just finished a shift at the job you work at to help maintain your secret identity, or any other option that makes sense per your origin and your in-jump build.

Humanity's home and birthplace, this version of Earth had a history that was identical to ones you may be familiar with until 1945. At some point in that year, *Icarus Idols* were activated as part of a scheme hatched far from Earth. This event ultimately led to the massacre of 4 *Egregores*; unbelievably powerful Morphic Entities who have territorial claim over powers themselves. In the wake of this event only three known *Egregores* remain alive. The first of these beings is The Crimson Emperor; the Icarus Entity, the Egregore of unblemished power and inextinguishable will. The second of these beings is The Cobalt Monarch; the Daedalus Entity who is the Egregore of the flawless logos, the supreme knowledge, and the master of secrets. The final of member of this trio is The Ebony Prince; the Minos Entity which is the Egregore of animal instincts, and the cruel cycle of nature. This trio worked together, in at least a minor capacity to cultivate a weakness in the remaining quartet of now-dead Egregores that they exploited in one cataclysmic moment that sent shockwaves throughout the multiverse as powers were freed from the territorial grips of the now-slain monsters. It is unlikely that such an event will ever occur again, unless a truly powerful being is involved and comes up with an incredible plan. And so long as the Egregores exist and empower champions and agents, the world will forever be at risk…

In this setting each power corresponds to a specific anomaly, which is then controlled (or more properly; "Masked") by a morphic entity (a being from a negative-dimensional subspace) and shaped in such a way that a power is created. These powers remain even after the Morphic Entity that shaped them is done with them, and they can be acquired by an advanced archetype-form consciousness, such as a human under the influence of cognition-altering drugs. Most of the time when a power is acquirable in the first place that means that the morphic entity that masked the anomaly that produced it is dead, but some powers are occupied and to acquire said power requires a sort of partnership. Some beings, such as Egregores are capable of enough subtlety that they can mask their presence, and thus a human can enter into an unwitting partnership, but many are either not capable of that subtlety or being subtle would be actively disadvantageous so they operate openly ("openly" being very context sensitive).

Age and Gender

You select your age within the bounds of a certain number based on your origin. 1st Gen. Supers will be between 70-100, 2nd Gen. Supers will be between 40-69, 3rd Gen. Supers will be between 20-39, and 4th Gen Supers will be between 1-19. Your gender and sex are freely determined by you, though by default this simply assumes whatever gender and sex you are corresponds to your age and gender during your last jump. That said, changing this is free.

Origins

All origins can be drop-in options.

4th Gen [Free]

The next generation; this very young cohort has plenty of true superheroes and vicious supervillains, but most of them need training and time. That said true prodigies exist, and some mutations allow even a child super to contend with an ancient, possibly immortal hero or heroine on even footing…

3rd Gen [Free]
The current crop of mainline supers, both good and bad. The lion's share of active supers are about this age group, and there are plenty here who are very powerful as well as many who are more city-scale in terms of their powers.

2nd Gen [Free]
You are someone who has seen tremendous change but you probably don't remember the first villains and the first heroes in the same way that 1st Gens do. You are probably more of a mentor and teacher by now, but there are still plenty of active 2nd Gen. Supers.

1st Gen [Free]
The oldest supers, these supers have endured a world of change. Any super born during this era has watched the world dramatically and radically transform. That said, if you lack some sort of means of immortality or at least heightened longevity you are far past your physical prime. What that means for you is… flexible, due to the nature of super powers.

Race
The race you pick becomes an alt-form you can access freely in future jumps.

Human [Free]
Humans, ones native to *this* Earth, are the most common human-type beings on Earth. The lion's share of powered beings are humans, and their commonality across the planet means you will have plenty of other humans to interact with and you can more easily hide among the populaces of large cities and the like. You are considered a member of the species *Homo Sapien*.

Mutaform [Free]
In the early days of the superhuman population bloom a number of unrefined tests designed to awaken superpowers in those they endured caused a number of side effects. Mutations that leave one clearly different from other humans were common, and these included traits like bioluminescence, prehensile tails, unusual skin pigmentations and the like. These individuals would have children, both with *Homo Sapiens* and with others like them. If they had true superpowers their powers wouldn't always be inherited, but their mutations often would be. They eventually became considered *Homo Morpheus*; a whole new species. This option confers a number of small advantages, as you can design your whole form to fit your vision of yourself but you will not necessarily gain powers on par with true powers as described down below in the *Power Creator and Customizer* section.

Non-Native [Free]
You are not native to Earth. What this means is up to you; you can be the first (or one of the first at least) true alien to visit Earth; hailing from somewhere else in the cosmos in THIS reality. This gives you a wholly new form, one that is in all likelihood completely inhuman, as well as knowledge of a whole new culture. Aliens in this setting, at least sometimes, have also developed powers of their own.

Alternatively, and more realistically, you can be a non-native hailing from an alternate Earth, one that has in all likelihood been destroyed or severely harmed by the Egregores and the

Titans. In either case you may have powers, but if you're a non-alien non-native then you should know that it's rare for beings from alternate Earths (which are not always humans/human-like, even if many are), to develop powers. The prime Earth, the one you initiate this jump in, is weird because it's home to a very healthy population of superhumans, which is why creatures like Titans haven't wrecked it yet.

Power Creator & Customizer Section

In this section you'll determine the precise superpower build you have. This is where you'll determine your listing (which affords you a stipend for use in this section), and where you'll discover what sort of powers are on offer here. Please note, in addition to your listing, this section covers mutations, and actual powers. Things like patrons (be it egregore or symbiotic), bloodlines, and resources are all covered elsewhere in this document.

Listing

Your listing is the approximate class of your powers. This is not an end-all-be-all system, but rather is based on things like the scale and scope of the individual powers you possess. A hero or villain with a lower listing can defeat a hero or villain with a higher one, it's simply not expected that this occurs. Each option here costs or grants **Power Points**, and confers a stipend you can use to purchase mutations and powers. You can also convert **Power Points** into points for use in this section of your own volition, converting 50 PP into 1 point here (but several mutations cost less than a full point, so keep that in mind).

D-List (+6 points): +300 PP
C-List (+9 points): +200 PP
B-List (+12 points): +100 PP
A-List (+16 points): 00 PP
S-List (+20 Points): 100 PP
X-List (+25 Points): 200 PP

Mutations

Mutations are extremely common among supers, particularly those who were born supers, and some mutations even appear in people who lack *powers* as defined by this setting (though such individuals are usually the offspring of powered individuals)! Many options here cost less than a full point, so keep track of this section. By default, it would be impossible for you to find someone with mutations that cost more than 1 point (Morbidity Limit tier 2, Set Architect tier 2, Power Lock, second or third tier Flashpoint, 2nd, 3rd, and 4th tier Hypermutation, 3rd tier Low Frequency, 3rd tier Polytype, and 2nd tier Adaptability), and generally speaking the closer to 1 whole point each tier of a mutation becomes the more and more likely it becomes that you won't find others like you (assuming you buy said mutations).

Some mutations have modifications from how they present and work in the base CYOA. Those mutations, and their differences, will be discussed below. If a mutation is not explicitly outlined in this section of the jumpdoc it operates the same as it operates in the base CYOA. If a change to the price of a mutation is not specified then it costs the same as it does in the base CYOA.

Polytype operates differently in this jump than it does in the base CYOA. In this jump polytype allows you to secure discounts on more than one family of powers. The first tier of the mutation lets you get one more set of discounts, the second tier lets you get two more discounts, and the third tier lets you get all color-coded powers at a discounted rate. Polytype also lets you invest in powers that are normally mutually exclusive in future jumps.

In addition to the differences between Polytype in the base CYOA and Polytype here, Grabbag also works slightly differently. If you invest in the 3rd tier of Grabbag twice you can grab every one of the mutations present in it.

Flashpoint is modified slightly in future jumps. It represents the creation of a breakthrough point; a moment in which you've trained enough that your abilities explode in potency and intensity, becoming twice as strong (if you purchased the first tier), four times as strong (if you purchased the second tier), or becoming fifteen times as strong (if you purchased the third tier).

Power Sensing and Low Frequency gain similar enhancements in future jumps, with P.S. letting you sense all manners of supernatural abilities to the degree corresponding to the tier you purchased, and LF protecting you from any manner of supernatural detection to the degree corresponding to the tier you purchased.

Power Lock has had its final tier's cost upped to 3 points but now you can still have beneficial effects have an effect on your powers instead of permanently locking out beneficial meta modifications to your powers.

Mutations such as Hypermutation and Adaptability now apply to all of your powers, not just your powers derived from here.

Powers
This section will have significant differences between the canon CYOA and what is available here.

There are nine large families of powers in this setting. Or rather it's more appropriate to say that there are eight large families and a more unique and difficult to categorize catchall group for powers that can't be categorized in one of the eight families. The aberrant category of powers is a set of powers that do not neatly and tightly fit into the pre-existing families.

Type red powers are directly physical in nature, and the lion's share of them operate as direct enhancements to your body in ways that do not externally or change you in ways that are visible and readily apparent. Type blue powers are mental and psionic in nature. Type green powers are arcane in nature. Type violet powers are based in energy manipulation. Type gray powers are related to learning and skill sets. Type black powers are stealth, subterfuge, and deception based. Type yellow powers are related to biology and life. Type orange powers are based around creating, destroying, and otherwise manipulating types of materials or objects.

<u>In this version of this setting you get to select a single family, not counting the aberrant power set, to have a discount in (without taking into account whether or not someone has the polytype mutation, which grants more discounts).</u> This discounts every power in the chosen family, cutting the price of any relevant power in half. For example, if someone chooses to discount the Red family of powers, everything from Leviathan to Lifeline gets their prices knocked down, though the cheapest a power can be is 1 point. By default a jumper-super can select powers of multiple colors without any penalties, but ones outside of their chosen color(s) have no discount.

Type Orange powers no longer operate off the tertiary, secondary, and primary manipulation slots, letting you get as many of these powers as you can afford, though you must still pay for access to tiers (however the costs you pay can be folded into the cost of a power in said tier, which can render the cost nearly meaningless in the right circumstances such as if you have a discount). Once a tier has been paid for you can purchase any color's powers from it.

This CYOA allows for custom power creation. The rules here for custom power creation using this jump are the same as the base CYOA's rules.

<u>For Paragon Abberants an X-listed hero can discount a single power of the eight.</u>

Perks

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

4th Gen

Quick Study [100 PP]
You may be young, but as a super only a fool would underestimate you. You are stunningly quick-witted when it comes to mastering your own powers and abilities. You have a 3x learning boost when it comes to mastering your own powers, which gets doubled when you're being taught by someone else (and tripled when you're being taught by someone with abilities similar to yours!).

Age Is Just A Number [200 PP]
You are fantastic at dealing with people with more "experience" than you. When you're facing more experienced foes you get a temporary booster to your creativity when it comes to your own abilities, letting you outwit more experienced foes.

Innovation [400 PP]
You are a master at innovation, constantly coming up with new ways to use your abilities and new tactics that can catch foes off guard. Even when you aren't trying you'll find that a part of your mind is constantly running simulations and working to give you new ways to use your powers.

No Longer Green (Except For When It Helps) [600 PP]
No one will ever use age as a reason to discriminate against you. People intuitively sense that you are more than the sum total of your years, and when you are otherwise qualified

for a position or opportunity people will respect it when you prove it. That said, age is still a shield for you. You will still benefit from the illusion of innocence and naivety when doing so would help you in some way.

3rd Gen

Popular [100 PP]
You are a mainline, popular hero. This means that people know you, and that you have the benefits of a reputation and a fanbase. In this and all future jumps you will quickly gain a name, so to speak, and the benefits of popularity, fame, and mainstream celebrity.

Active [200 PP]
You are an active hero or villain, and thus have learned something important; the power and necessity of time-management skills. You can manage a busy schedule successfully and without accidentally overbooking yourself or even double-booking yourself now.

Instinct [400 PP]
Years of active heroism or villainy have given you a wellspring of experience and instincts. You can trust your instincts and when you follow them with your powers things tend to work out well for you. Your powers get a slight boost when you use them instinctually, and they will not betray you, reacting to the stimuli you consciously and unconsciously process, while protecting you and your allies.

Myth In The Making [600 PP]
Your actions are remembered. When you engage in heroism or villainy people notice, and what you do leaves an indelible mark on the world. With enough time and energy you will be remembered as a legend. The more you are remembered and spoken of the stronger you become, with your powers actively growing as your legend grows.

2nd Gen

Mentor [100 PP]
You are a talented teacher, one who specializes in teaching supers and others with powers but also just a skilled educator in general. You are incredibly good at teaching people with powers similar to yours, teaching them fifteen times as effectively as you teach other people, while you teach people with powers, in general, eight times more effectively than you teach other people.

Support [200 PP]
You are fantastic at support roles, even if your powers allow you to be a beast in confrontations between powerful supers. You know precisely how to effectively coordinate all sorts of logistical needs, and can effectively communicate all sorts of intelligence between various active supers, even in the middle of a pitched battle.

Knowledge [400 PP]
You are an expert when it comes to powers. You have a lengthy, accurate understanding of how powers work and you know precisely what will happen when powers you've seen

before will clash. This repository of knowledge updates in future jumps, and grants you great skill at making predictions related to powers, down to predicting what might happen if people with powers intermarry.

Leadership [600 PP]
You are exceptionally talented at leading others with powers. People with powers recognize you as a natural leader and those with ideologies and morals similar to yours will often seek you out for advice, help, and push you to accept your natural place as a leader and organizer of your kind.

1st Gen

Symbol [100 PP]
You are a symbol of something, a natural consequence of enduring the most chaotic and bloody period in human history and coming out unscathed, relatively speaking. You can pick a trait, once per jump, and you become a symbol that inspires that in other people.

Experience [200 PP]
You have experience. You are a wise old soul in every way, from staying cool under pressure to witnessing world-changing events, you have the experience to go through a variety of situations, and this wellspring of experience will help you stay in control and come out on top. You are also exceedingly difficult to truly surprise.

Underestimated [400 PP]
People will constantly underestimate you. Be it them thinking they know every facet of your powers, or them thinking age has caught up to you, you will constantly benefit from people's mistaken impressions.

Enduring [600 PP]
You are beyond resilience, beyond stubborn. You are incredibly, stunningly good at enduring things, be it attacks from foes, attempts to manipulate you, or even the unceasing passage of time. Others will rise and fall long before you are moved to change. This dramatically enhances your defensive abilities, and makes you much harder to reality-warp or mind-control.

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

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

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

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

General [Undiscounted]

Resources [Varies]
This refers to the items in the base CYOA itself. In the CYOA you get a stipend of points based on your listing, that will carry over here as well. Beyond that, if you wish to invest further in this you can turn 50 PP into 1 RP, similar to how you can convert PP into points to use in the power customization section.

D list supers get 25 RP
C list supers get 20 RP
B list supers get 16 RP
A list supers get 12 RP
S list supers get 9 RP
X list supers get 6 RP

Additionally, each origin has a discount on a specific set of items. 1st Gen get a discount on bases of operations, 2nd gens get a discount on assets, 3rd gens get a discount on teams and henchmen, and 4th gens get a discount on suits.

All items here get fiat-backing, with team members and henchmen respawning upon death, bases self-repairing and not needing upkeep, suits repairing and staying stocked with anything they give you, and assets transferring across jumps.

4th Gen

Materials [100 PP]
You have access to a small but handy supply of anomalous materials you can use as you please. This includes biothread, teslite, nanovelour, metaanon, andromedite, and other such materials. The amount here is small, but it's enough to be creative with and it replenishes every year. In future jumps a tiny supply of other anomalous materials is added to your stockpile.

Wardrobe [200 PP]
You have a series of super suits made of weaker versions of the properties of the suits in the base CYOA. You can freely give these out to your underlings and allies, which will protect them but not as solidly as your own suit protects you.

Stylist [400 PP]
You have a professional stylist on your staff who makes sure you always look good. This person is a branding genius who knows exactly how to help you give the impression you want to give and knows everything about marketing.

3rd Gen

Police Scanner [100 PP]
You have connections in law enforcement who work to either undermine the law or to give you chances to strengthen it depending on your alignment. You'll know where things are lax, or when criminals are active, depending on your views.

Membership [200 PP]
Despite your young age you have earned membership in a skilled superhero or supervillain league. This item is proof of membership in this organization, and it comes with influence appropriate to that group. In future jumps this guarantees membership into an exclusive, high profile group with morals similar to yours where your membership will be seen as doubly impressive due to your young age.

PR Team [400 PP]
You have a personal PR team handling all of your social media who are constantly workshopping your brand and who are working to keep your name on everyone's lips in ways you like.

2nd Gen

Educational Institution [100 PP]
You are the head of a well-respected institute for supers and are a well-known name in the super community for education and research. Supers of various alignments know they can come to you and work with you and know about your dedication to science and education. In future jumps this expands to include all sorts of supernatural abilities and inhuman communities.

Jumper Business [200 PP]
You are the head of a popular, well-respected business that sells merchandise and goods related to the super community. This business has something of a monopoly on super-related things and retains this powerful advantage moving into future worlds and other settings where superpowers exist.

Manager [400 PP]
This financial wizard is loyal to you and is tasked with seeing to it that your finances soar. They may well be a super themselves, perhaps a type-gray with powers related to numbers and finances. They are utterly loyal to you and will do everything in their power to see to it that your wealth increases.

1st Gen

Memorial [100 PP]
This item is a monument to your past adventures. It is a symbol that fills people who see it with whatever emotion you most inspire in others, and it is indestructible and mobile, allowing you to place it wherever you see it.

Real Estate [200 PP]
This is a company you own that aggressively acquires real estate on your behalf. It is connected to other related companies, such as a landscaping company, companies that build houses, and other such activities.

Alfred [400 PP]
Well, not quite Alfred exactly but someone on his level. This person is a majordomo of immense skill, one who is stunningly skilled at making household decisions that reflect your will and at serving you. With this person managing your affairs you can more easily focus on grander needs than keeping your home in order.

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50PP each or eight for 200PP. This is also how you create custom companions. Regardless of whether you create a companion or import one, they get 600 PP to spend on their own build.

Canon Companion [50]
You can use this to recruit bloodlines if you qualify for them, but if you don't qualify for them then recruiting bloodlines costs 100 PP per bloodline. Bloodline individuals count as followers, but you can pay to import them. You can also use this to recruit canon individuals in your take on this setting

Symbiotic Patrons [100]
Symbiotic patrons; Fractal Morphs, Knight Morphs, and Biodependent Morphs all cost 100 PP, per patron. These are low-level morphic entities that make concessions with powered people, bonding with them and offering to serve them in exchange for the ability to feed off of the energies produced by their powers or otherwise extract some sort of benefit from the partnership. In addition to offering unique benefits, all three types of symbiotic patrons dramatically enhance the ability of your powers to develop horizontally (as in, in terms of flexibility but not in terms of raw power and potency; your powers will develop new uses but will not (with this alone) evolve into strengthened versions of themselves).

Titan [200]
If you can suitably impress a titan, and ask it to come with you (and you pay this fee), you can bring a titan along your chain. Titans are wildly powerful morphic entities that possess suites of carefully optimized powers that are deeply antagonistic towards humans for reasons that yet defy human understanding. Your nature as a jumper, and as a multiversal being, means that you can potentially interact with them less hostilely than they would interact with humans, and if you can persuade them to join you, you would gain an immensely powerful ally even if you chose a titan not among the current triumvirate that

consists of Hydra (the titan of electromagnetism), Typhon (the titan of the nuclear strong force) and Golem (the titan of the nuclear weak force).

Scenarios

All completed scenarios offer 200 PP as a reward, in addition to any unique stated reward in the scenario.

Goals

Select any number of goals as defined by the goals section of the base CYOA. Completing them to some sizeable extent (such as establishing your own lineage and bloodline for the "Your Lineage" goal) completes this scenario. If you take multiple goals you still only get 1 installment of 200 PP.

Reward

Whatever fame, materials, and influence you acquired as a result of your goals will follow you along your chain, becoming a fiat-backed part of your reputation, composite build, or mutating into perks as appropriate for the chosen goal. If you, for example, seek to become the ruler of the world and you achieve this goal then this Earth follows you along your chain. If you seek to stamp your morals across the world in some meaningful way, you get a perk that makes your morality more impressive, easier to instill in others, and more inspiring to those who see it.

Titan Slayer

Your goal here is simple; kill or subdue the titans that ravage the planet. The big goal is to defeat Hydra, Typhon, and Golem.

Reward

Upon completing the downfall of the big three titans you can choose whether or not to take a single one of them as a servant, a defeated titan who is now loyal to you and still retains their power. You can also subdue and take a small army of other titans as well, gaining incredibly powerful minions if you have the power to defeat them at all. This also affords you an extra 100 PP, giving you a total of 300 PP for completing this scenario.

Save The World

The Egregores represent a colossal threat to mankind, and indeed to the rest of the cosmos. Their wars and conflicts will rage and rage until one of them stands alone as the master of existence, and in their clashes they will rampage and destroy countless realities, including this one, if left unchecked. Your goal is simple, even if how you do it is not; you must defeat the egregores and orchestrate their downfall. This is not impossible, they did it for four of their kind after all, but it is unbelievably difficult to do, and even someone with something like Oracle or a perfected Path To Victory power would be stunned by how much it'd take to defeat them, barring something like truly remarkable OCP. Still, if you find a way to defeat the egregores and save reality the prize is worth the effort.

Reward

In the final confrontation with the Egregores you leashed one of them to your will. Perhaps the Icarus entity lays broken and submissive before you, or the mighty Daedelus entity bows to your will, maybe you've even outshone the Minos entity in terms of cruelty and it now fearfully awaits your judgment. You can now claim one of the egregores as your servant and minion. Which will you claim? This scenario also rewards you with an additional 300 PP in addition to the base reward, giving you a total of 500 PP for completing it.

Drawbacks

Another Universe [+0 PP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. ***This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.***

Plot is King [+0 PP]
You may leave any time after the main plot is complete unless any drawback or scenarios are still in effect and incomplete. This means you can leave the jump after you complete any chosen scenarios, if you wish.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Power Creator Xenon universe you're about to enter.

Extended Stay [+100 PP]
For each purchase of this your time here is extended 10 years. You can purchase this three times for points, before it becomes only a jump extender.

Stereotypes [+100 PP]
How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Adjustment Period [+100 PP]

Unlike most supers you do not understand how your powers operate and work instinctively. You can still learn how they work with no problem, and they are still responsive to you, but you are guaranteed to have a bit of an adjustment period while you work out the finicky kinks of your powers.

Remote Reaches [+200 PP]
The corner of the multiverse Earth is located in is an unspeakably vast distance from other places in the multiverse and for some reason, teleportation infrastructure and some devices have the hardest time with you. Enjoy spending your decade just going to places, almost always after something cool happens, unless you want to stick to Earth. This power also prevents instant teleportation abilities that are larger in scale than planetary from working properly. You can teleport across a planet, but you aren't going to teleport to another planet in the same universe.

Anti-Power Age [+200 PP]
Somehow the anti-power abilities your foes have may not work on your allies but on you… Well, on you anti-powers seems to go berserk. It's very inconvenient for you and your allies. If you can catch your enemy off-guard then you can protect yourself from your enemy's ability to counter your powers.

Distrust [+200 PP]
Regardless of your normal charisma supers do not trust you off the bat. This can be overcome easily enough, but other supers find something about you to be offputting and not trustworthy as if they innately sense your alienness.

Hazardous Mutations [+200 PP]
Mutations are common in supers. Normally the negative ones have disappeared, and even in you the kind that cause things like spontaneous combustion won't occur but other less harmful ones will. Mutations that make you susceptible to your own powers in ways proportional to their power and intensity are fairly likely to show up, and mutations that are random and gross are even more likely to show up. Alternatively, or for an additional 200 PP, you can instead allow other supers and other lifeforms to have mutations that cost more than 1 whole point, though these individuals will still be incredibly rare.

Dramatic Bastard [+400 PP]
Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a super can be quite bad, since it damages your reputation.

Sly Snake [+400 PP]
This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Morphic Foe [+400 PP]
Morphic entities do not like you. They are hostile to your presence and will actively work to harm you and weaken your powers whenever and however they can. Such entities are the most common source or claimants over meta powers (powers that can affect other powers) so expect to be harassed by people and beings with powers that manipulate powers (though such powers invariably have limits and there is no such thing as a power that permanently cancels powers from the other side of the cosmos, so you don't have to worry about that).

Age Of Myth [+600 PP (Exciting tier) or +800 PP (Epic Tier)]
The Mythic-Verse is a dangerous place, but by default this setting is protected from the biggest terrors of the verse. If you take this drawback at the first tier that protection is slightly weakened, and characters and monsters from **Ouroboros** can come through to this continuity, though such individuals are far from the peaks of power here. If you take this at the epic tier, then **Living Gods** can find this place. Such entities are beyond power, beyond definition, with meta-narrative abilities that put them past mundane views of superheroes or gods.

They Know You [+600 PP]
This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge and guarantees that foes will plot strategically to figure out how best to take you on.

X-Lister [+600 PP]
At the same time as you appear and enter the super scene an X-Lister super emerges. This individual has no beef with you, but is on the opposite side of you in terms of morality, and has a build that reflects the fullness of an X-lister's powers, very possibly having a Pinnacle power of their very own.

Lockdown [+600 PP]
You have no **Out Of Context** items, powers, or warehouse.

Public Enemy #1 [+800 PP]
Everyone has it in for you, dear jumper. At least all of the cosmic-level baddies. All three of the Egregores and all three of the supreme titans agree that you've got to go. Their plots and schemes start off subtle, for the most part, but over the course of your jump they'll grow

more and more aggressive until they are gunning for you explicitly. They'll only actively cooperate to destroy you in the last year of your stay here, but they'll be throwing the kitchen sink at you at that point.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

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

Change Log & Notes

v1.0

> This jump document was created on October 28th, and completed on November 14th.

Freedom was the name of the game with this CYOA and with this jump conversion. I wanted to create ways jumper-supers could get the big daddy powers, and to allow for more varied builds. That's why I made modifications to allow for more varied resources, to acquire a wider range of powers, and even made things like the Paragon Abberant powers accessible. It is my hope that with this slightly loosened take on the setting jumper-supers can go wild and have a lot of fun. I hope it worked. I feel like it did.