Megamind

Jump by 9anon



Welcome to Metro City, a mostly regular metropolis with the exception of the feuding superhero and supervillain who live there, Metroman and Megamind respectively. Their battles have been going on for decades, and as a result Metroman is the beloved protector of Metro City and Megamind is a reviled criminal. They arrived a few decades ago as children, launched from their distant home planets right before said planets were swallowed up by a black hole. Metro Man's pod landed in the home of a rich couple, while Megamind's pod landed in the yard of a prison.

Metro Man is your usual Superman type, possessing flight, super strength, nigh invulnerability, and a suite of other powers. But at the end of the day, he's just a normal (if good natured) guy who's been at this superhero game for a long time.

Megamind doesn't have much going for him beyond his super genius. Beyond that, his blue skin, and bulbous head, he's functionally just a normal human. Even worse, he's 100% caught up in his role as a villain, and that whole 'game' is what defines his life.

A couple of other notable figures are **Roxanne Ritchi**, a smart and practical journalist who often gets caught up as a hostage in Metro Man and Mega Mind's battles and who's become more annoyed by it after so many years, and **Hal Stewart**, Roxanne's cameraman who has a crush on her and doesn't really have much of a life.

You enter this world about 1 week before Megamind gets the win he never predicted he'd achieve. Here's **+1000cp** to make your time here pleasant.

Location

You are starting out in **Metro City**, though you've got a free choice of where in the city you start out. The following are notable locations, but you aren't limited to them.

City Hall: The center of local government. It's about what you'd expect from a city hall, with a domed center and two wings. There's a mirror pool out front as well, serving as a nice looking public space.

Industrial Area: An old industrial area on the outskirts of town, near the water and complete with a pier. The perfect place to set up a hidden lair.

Metro Man Museum: While it isn't open yet, this large museum dedicated to Metro Man enjoys a relatively central location in the city. The opening ceremony isn't something that you are going to want to miss.

Metro Tower: One of the tallest buildings in Metro City, full of commercial space and potentially even residences.

Prison for the Criminally Gifted: A prison located on the outskirts of the city. It is run by a no-nonsense warden, and is where Megamind grew up.

Background

You may choose whether you drop in or have a history and memories in this world.
You may freely choose your age and sex, within reason.

Civilian: A regular citizen of Metro City, gainfully employed and far more perceptive than usual.

Super: A ‘super’ of some variety. You probably don’t have a secret identity, and you’re MADE for the ‘game’.

Perks

Licensed Soundtrack [Free/Optional]: You have a complete library of all music you’ve listened to in your head, which you can play at will and in any way you want - manual and automatic playlists, shuffle and repeat, all manner of other sorting options, choosing who can hear what songs and when, and so on. It picks up new music as you encounter it.

Even better, you can integrate this library with any devices you have in order to do things like play your music through them, and you never need to pay licensing fees if you happen to play this music during public events.

Journalist [-50cp/Free to **Civilian**]: You are an actual journalist, skilled in all parts of the job - from the actual research and fieldwork that goes into a story, to the public speaking and writing skills to write and present those stories in an engaging manner, and even a decent enough grasp of videography to be a well-qualified cameraman.

Alternatively, you can get a similar spread of skills for some other profession of your choice. You can take this perk multiple times, picking up a new set of skills each time.

Bait [-50cp/Free to **Civilian**]: You are incredibly attractive in a manner of your choosing, easily 9/10 at least, and something about you just screams ‘perfect hostage’. Wherever there’s some kind of ongoing conflict, you can choose to become caught up in it as a “hapless hostage” in a manner that’s helpful to your overall goals. As a hostage, you’ll enjoy temporary protection from whatever horrible things would normally befall captives.

Big Picture [-100cp/Discounted to **Civilian**]: You’re (probably) only human, so it’s fair that a lot of things will be outside of your awareness. However, you have a knack for piecing together the plans and events that are in motion from indirect information, even when those things are secret or obscure.

This perk also provides you an intuitive sense for when things are happening in the background, giving you a vague direction for where to focus your attention.

Untapped Potential [-200cp/Discounted to **Civilian**]: When someone is looking for people to empower, you’ll be at the top of their list. This includes ensuring that you end up on their list, that your would-be benefactors somehow see you as having all the characteristics that they are seeking, and that any empowerment works out in the best way for you.

Seen It [-400cp/Discounted to **Civilian**]: Being caught in the middle of a decades long super feud will harden any normal person, especially when they play by the rules and you never end up in any real danger. You are incredibly hard to intimidate, and are able to maintain your wits in situations where you'd normally be panicking. This includes an intuitive sense for how far someone would be willing to go, so you'll know when someone is bluffing or a genuine threat.

Great Hair [-50cp/Free to **Super**]: You are an easy 9/10, or lower if you want a more humble vibe, attractive in a general manner of your choosing. You may choose a particular body part to emphasize, potentially even focusing the entire boost to your appearance on that part.

Additionally, your appearance holds up even through the most grueling situations, or when you have some manner of unusual form. Even if you're a blue bulbhead that's been beat half to death, you'll still be quite handsome.

PRESENTATION [-50cp/Free to **Super**]: What separates a run-of-the-mill villain from a SUPERvillain is one thing: PRESENTATION!

Whether or not you're a villain, you've got a knack for turning everything you do into an absolute spectacle, and the sheer charisma to pull it off without it coming off as embarrassing or like you are trying too hard. This applies whether you're meticulously planning everything months ahead of time or charging in head first without a care in the world.

Public Figure [-100cp/Discounted to **Super**]: Public relations is an important part of any career in superheroics. Or supervillainy. Beyond having a knack for public speaking, particularly on impromptu occasions, your reputation is both incredibly easy to grow and tends to develop in ways that you desire. This doesn't mean that you can get away with acting outside of the 'role' you've developed in the public consciousness all of a sudden, but you can pull off a convincing heel-face turn if the circumstances are right…even if those circumstances are your fault.

He's Perfect! [-200cp/Discounted to **Super**]: Power isn't always something you're born with, nor is it always easily accessible. Good for you, as you are incredibly quick to adapt to any new powers or equipment that you acquire, getting the hang of them almost the instant you realize you have them and mastering the basics far faster than it would normally take you. This even includes a slight boost to how quickly you can improve or expand these skills beyond the basics, though nowhere near as fast as you can get to grips with the basics.

Additionally, you have near perfect control over anything that's under your power, though only over aspects that are actually under your control. For example, you've got excellent aim with firearms, but the bullets will still do whatever damage they'd normally do.

Cops and Robbers [-400cp/Discounted to **Super**]: At a certain level, all this hero and villain stuff is just kayfabe - a big game. The good guy wins some, the bad guy almost wins others, and that repeats ad nauseum without anyone really getting hurt.

As long as you play by the rules, your opponents tend to do so as well. They won't go for killing blows, massacres, or the like. So while you may repeatedly end up in jail, you won't be too seriously injured at the end of the day. And if you're the hero, you can usually rely on villains to not start escalating things unless you do.

And for those opponents who won't play by the rules, fate will conspire to give you an advantage as long as you continue to play by the rules, even if you've fucked up and given some bitter loser power on par with Superman when you're just a weedy supergenius. Maybe you'll luck into the perfect opportunity to depower the guy, maybe their fellow villains will turn against them for bringing too much heat or crossing too many lines.

Powers

You can freely choose the nature of the powers you acquire in this section. They could be biological, magical, psionic, ki-based, or whatever else makes sense to you.

This includes making your purchases into items that carry their effects, with the same restriction that it has to make sense to you. You can even load multiple powers into the same item, like creating a ray gun with multiple settings. These items benefit from the same universal rules in the item section and work consistently.

Aesthetics [Free/Optional]: It isn't fun if your powers are a mess of unmatched aesthetics. At the start of each jump, you can freely customize the aesthetics of your powers as long as the end result is appropriate to the power. So your fire will still be fire, but you can play with what it looks like as it burns.

You can also use this on any of your fiat-backed items, allowing you to bring all of your equipment into cosmetic harmony rather than having a hodgepodge of random junk. This includes your Cosmic Warehouse or similar things you may have.

Comic Book Physics [Free/Optional]: There's a certain level of leeway with physics that comes with being in a setting that features superheroes and supervillains, and you can retain those benefits going forward.

You enjoy the benefits of whatever minor secondary powers are necessary for your primary powers to function as intended. Examples include being able to lift things with your super strength without just tearing a part off or having them fall apart, moving at super speeds without igniting the atmosphere or disintegrating yourself, and so on.

This allows you to operate under 'action hero' rules, as far as injuries go. You can survive getting knocked around a lot more than normal, you are far less likely to lose limbs and generally are much more likely to retain your bodily integrity, and far more parts of your body can be injured without serious or permanent repercussions.

Super Senses [-50cp]: Your senses are incredibly sharp, enough to perceive anything within a wide range of yourself with great accuracy. This includes a major enhancement to your unconscious filtering, so you aren't overwhelmed by all that information and only the relevant stuff comes to your attention - great for keeping an ear out for crime. You can also focus your senses on a location, functioning like telescopic vision but for all your senses. This doesn't make you any more vulnerable to attacks against your senses than normal.

Unusual Sense [-50cp]: You can purchase this option multiple times, each time you gain some manner of unusual sense. Examples include, but aren't limited to, echolocation, thermal vision, x-ray vision, tremorsense, magnetoreception, and electroreception. It can also be something more unusual like 'detective vision'.

Super Agility [-50cp]: Through a combination of perfect proprioception, awareness of your immediate environment, motor control, and quick reaction speeds, you are capable of incredible feats of agility and dexterity. This also has the side benefit of bringing your running speed, jump distance, and similar feats to the peak of your physical body due to all of the above allowing you to maximize the efficiency of your movements.

Pew Pew [-100cp]: Eyebeams, rayguns, random detritus, it seems like most supers have some way to reach foes outside of their reach. By purchasing this, you gain a reliable ranged attack of some sort, the exact nature of which is up to you. The main restriction is that this power cannot be more effective than Metro Man's eye beams - which are powerful enough for someone to carve their name into a city block over the course of several minutes.

For an extra **-100cp**, you can add some manner of unusual effect to your attacks, like dehydrating a target into a glowing blue cube, harmlessly paralyzing a target's body, causing an instantaneous build up of ice, and so on. You can toggle these effects at will, and they can be applied in lieu of the damage this power would normally do. You can purchase this upgrade multiple times in order to acquire multiple effects.

Hypnosis [-100cp]: You are able to hypnotize others by stimulating their senses in a fairly obvious way, like summoning a spiral of light in your hand that captivates anyone who looks directly at it. You can use this to trap people in hallucinations, or simply leave them in a daze, though the effect will wear off after a while.

For an extra **-100cp**, the effects of this are much more lasting, and you can make mental alterations which last beyond the initial daze. These alterations will be permanent unless disturbed by outside forces, allowing for long-lasting reprogramming of others.

Flight [-100cp]: You are capable of flight under your own power, the nature of which is up to you. You could have wings, this could be a passive function of another power, or maybe you're simply capable of floating around without any good reason. This doesn't allow you to go supersonic on its own, but you are capable of hovering in place and have excellent air control.

Super Stamina [-200cp]: You have functionally infinite physical stamina, allowing you to go at 110% for as long as you like…or at least as long as you can take it mentally. This comes with a complementary immunity to the regular wear-and-tear from using your body.

Elemental [-200cp]: Choose an element. You can now create and control this element within a large enough range to, say, alter the weather over most of a large metropolis in ways fitting to your chosen element. Other potential uses include basic blasts and forming objects, and who knows what else you could manage with some practice and experimentation. Your choice of element isn't limited to the traditional sorts, you can choose 'composite' elements like lava or more esoteric stuff like shadows, so long as it's some sort of physical phenomenon. This includes making your chosen element disappear, in case you want to clean up instead of leaving a mess.

For an extra **-200cp**, you can make your body an undifferentiated, amorphous mass of your chosen element, either as a persistent alt-form or a transformation that you can apply to whatever form you happen to take on. This form lacks weak points and is immune to your elements, but may be vulnerable to opposing elements - exposure to them is at least inconvenient, if not fatal. This form is also capable of freely changing shape, including separating parts of yourself while maintaining control of them and reintegrating them later - like

reducing yourself to volcanic ash to get through an air vent, only to reform on the other side. This form doesn't negate your need for sustenance.

For an extra **-100cp**, you can choose an extra element that this power can apply to. If you've purchased the other upgrade you can choose which of your chosen elements that form is composed of. You can purchase this upgrade multiple times, picking a different element each time.

Mega Mind [-400cp]: You are an utter savant when it comes to science and engineering, allowing you to design and build all manner of super science gadgets and gizmos without any need for years of study and experimentation…assuming you invest the time and resources.

Generally speaking, the more useful and further from the mundane something is, the longer it takes to design and build, though this can be accelerated if you already have a foundation in the principles of whatever you're making. You also don't need any non-mundane materials to work your…science, but incorporating any such materials into your creations will allow you to do more with less work.

To that end, this also gives you a massive leg up when it comes to reverse engineering any tech that you come across. Enough time and anything even vaguely technological will be yours to do with as you please. But starting out, your overall tech level is a touch above mundane, modern science and technology.

Super Strength [-400cp]: As you might expect, purchasing this makes you incredibly strong…enough so to heft an airliner or large building over your head, or use a light pole as a bludgeon, without much effort. Of course, this comes with the sort of tactile telekinesis which allows you to perform such feats without things just falling apart, as well as to do things like catch people at terminal velocity without them coming to any harm. Also, you're immune to self-injury from straining yourself - in the unlikely event that you are too weak to perform some feat of strength, it just won't work and you won't be tearing your own muscles or snapping your own bones as a result of your efforts.

Super Speed [-400cp]: You are capable of moving at incredible speeds, easily supersonic, with necessary reaction time to operate at those speeds. This actually functions like a sort of personal time dilation that you can adjust as desired, the world slowing down from your perspective as you speed up. The upper limit of this is spending a subjective day working through a midlife crisis in the span of a few real seconds.

But there are drawbacks to this - your metabolism speeds up with you, including both your aging and needs for sustenance, and only the setting's real time counts towards your time in a jump. So overuse of this ability may find you dying of starvation or old age well before you get the chance to leave a jump properly.

Invulnerability [-400cp]: You are immune to bodily harm. It doesn't matter how powerful the attack is, you won't be harmed by it. Super acid? Death rays? The worst poisons and diseases? They are nothing to you. However, this doesn't stop you from getting knocked around by strong enough attacks, though you are capable of anchoring yourself to a limited extent if you've got a moment to prepare for impact.

It should be noted that this isn't immune to any and all harm, only any harm that would be done to your body. With just this, your mind and soul are just as vulnerable as any normal human's. Another remaining vulnerability is deprivation - you still need to eat, drink, breathe, and sleep in order to maintain your body. And just because your body can't be harmed doesn't mean you can't be restrained.

Items

All of these items repair, resupply, and return within a week unless otherwise noted. They also retain any improvements you make to them.

You can freely fuse, combine, and attach items with each other, both ones you bring in from outside the jump and those you pick up here.

Jumper Museum [-50cp]: A whole museum dedicated to you and your adventures, in the form of a warehouse attachment. If you don't have a warehouse or something equivalent, you can either attach it to another property or access it through a portal that you can open up at will and wherever.

The exact size and contents of this museum depend on you and your chain. It'll be a tiny place with a handful of exhibits on your life prior to your chain if you're just starting out, while picking it up 1000 jumps in will make it an absolutely titanic structure where someone could probably live their whole life without ever finding the entrance again. It grows as you go about your adventures, forming new exhibits with each new world and notable achievement, though you can choose to exclude certain things. You've also got a choice of how the museum covers your exploits, whether you want it to be a loving reminder of your heroism, a fearsome recounting of your villainy, or something else.

Optionally includes a gift shop and snack bar, neither of which charge you or run out of stock.

Tools of the Trade [-50cp, Free to **Civilian**]: All the little things you'd need to investigate a scoop, turn it into a compelling story, and then present it on live TV - notepads, pens, a camera and microphone, and so on.

If that isn't up your alley, you can get a similar kit of items useful to some line of work other than journalism. If you purchase multiple copies of this item, you can pick a different line of work each time.

News Van [-50cp, Free to **Civilian**]: Your own news van with everything needed to broadcast from location. It doesn't need fuel and slowly repairs any damage it receives, including regular wear-and-tear.

If you aren't interested in playing cameraman or reporter, you can set up this van for another line of work of your choice. Maybe a food truck? Maybe you want to profit off of Metro City's upcoming spike of demand for construction workers? Maybe you glow in the dark.

Loft [-100cp, Discounted to **Civilian**]: A frankly spacious and luxurious apartment with a great view of the city. It comes furnished to your standards, doesn't cost anything to keep, and even cleans and organizes itself when you aren't looking.

Contacts [-200cp, Discounted to **Civilian**]: A binder full of information on local figures, updating each jump to provide you with a list of people who'd be willing to work with you if you get in contact with them. Includes contact information and enough context to know who each person is. The nature of these contacts adjusts to fit with your intentions for the jump.

News Station [-400cp, Discounted to **Civilian**]: A local news station under your own ownership. It starts off being trusted by the locals as a truthful source of information and has a decent amount of viewership, as well as enough staff with enough ability to run the place without needing your management. Although they will take your direction when you give it if you do want to get involved. Regardless, it somehow always makes enough of a profit for you to live comfortably and reinvest a decent amount back into the business.

If you don't want to be a local leader in the news, you can focus this business on something else.

Loadout [-50cp, Free to **Super**]: Hero or villain, appearance is everything, and you can't just walk around naked. To that end, you have a stylish outfit of your own design. It fits you perfectly, is self-cleaning and self-repairing, and it can stand up to superpowered combat without turning to shreds while also providing a decent amount of protection. It includes accessories for any notable equipment you prefer to have on hand, like a holster for your ray gun.

Power Source [-50cp, Free to **Super**]: A trinket of some sort that you can easily hold in your hand. It seems innocuous enough, aside from the glowing, but it's actually a perpetual source of energy and an excellent focus for devices that project energy. The only issue is that it doesn't provide that much energy, only enough for tools and personal equipment, nowhere near enough to support a whole lair…let alone an empire.

Lair [-100cp, Discounted to **Super**]: Your own personal lair, a place where you can lay your head without getting bothered. A whole warehouse under your discreet ownership that tends to blend into urban areas incredibly well - nobody will notice or care about it unless something big happens or you lead them there. Just don't build a fake observatory on top of it and you should be fine.

It has infinite and consistent power and water, and it comes decorated and arranged in ways that align with your tastes. Maybe it's a cozy hideaway where you can stay out of the spotlight and work on your budding musical talents, or maybe it's a dark and gloomy lab where you can cook up evil schemes and inventions out of the public eye. Whatever your intentions for this space, it's equipped for them as reasonably as it can be.

Yard Sale [-200cp, Discounted to **Super**]: A huge cache of assorted supertech gadgets that acts as a sort of swiss army knife for whatever schemes you may be getting up to. However, even with the huge variety, all of it is unlabeled and each device has some extremely specific use, so it'll take time and potentially dangerous experimentation to find just the right thing for whatever niche problem you need dealt with. On the other hand, with the right know-how, you could scrap a lot of it for parts to build all manner of supertech better suited to your needs.

Legion [-400cp, Discounted to **Super**]: A veritable swarm of goons at your beck and call. While not individually powerful, they more than make up for it with their numbers, coordination, and loyalty. You always seem to have enough of them around for whatever needs doing, they are capable of seamless teamwork without the need for any real management, and they'll do

anything for you - even if it means suffering torture and death, they'll never snitch or go against you.

What exactly they are is up to you. You could go with something like Megamind's brain bots, or you could have a bunch of normal people acting as your henchmen. Individually, they can be a bit beyond normal people, being relatively strong and trained, plus some extra features like the brain bots' flight.

Companions

Create/Import [-50cp]: Each purchase allows you to create and/or import up to 4 companions, each getting an origin of your choice with +600cp to spend on perks and items.

You may also create or import a single companion for free, gaining the listed benefits.

Export [Free]: If you can convince any of the locals to come along with you, you may take them as a companion or follower at the end of your time here if they're still alive.

Exported Character [-50cp/-100cp]: Have you got a particular super you'd like by your side, but don't feel like going to their native setting to acquire them? Or maybe some other sort of character? Then you may pay 50cp to meet a variant of them that's native to this setting, with appropriate adjustments to their background and capabilities. If they'd be around Metroman's level of power, they will instead cost 100cp.

Drawbacks

No drawback limit.

Setting Adjustments [Toggle/Optional]: You can decide what's canon outside of the actual Megamind movie, and if there's a wider world of cape shenanigans or if everything's just focused on Metro City and Megamind.

Meh-trocity [+100cp]: Something about the way you speak is incredibly identifiable. Maybe you pronounce words in unusual ways, maybe there's just a certain aspect to your tone. Whatever the case, it's impossible to get rid of permanently and you'll tend to slip up at important junctures when you are trying to cover it up.

Nightmare Works [+100cp]: For some reason, you see this world as it is depicted in the movie, and you find it slightly off putting in a way that you never quite get used to. This overrides any perks or characteristics of your chain that would allow you to see the world in any other way, ensuring that there's no escape from that discomfort.
You can keep the ability to see a world in its depicted artstyle after this jump, but you can toggle it at will and you won't get the mild uncanny valley effect. If you could already do this, you instead get the option to see each world as though it were animated in the style of the Megamind movie.

Sidekick [+100cp]: During your stay here, you'll find yourself playing underling and second fiddle to a local figure of your choice. Maybe not the worst fate you could experience, but you'll never advance beyond that position and will often be treated with disrespect.

Evil [+100cp]: You must've been raised in a very odd situation, as your morals and sense of style are very obviously criminal and villainous, at least on the surface. This doesn't make you a bad person beyond the surface level, but you are severely lacking in common sense and have a hard time reading people under normal circumstances. You're great when gloating about your ingenious plans to your hostages, though.

Freak [+100cp]: Your form is very obviously non-human, even if you are actually human. Like having blue skin and a bulbous head. You can't change your form for the duration of your stay, but can keep your chosen form as alt-form going forward.

For an extra **+200cp**, this form lacks limbs, severely limiting your ability to move and interact with your environment.

Unrequited [+200cp]: Congrats, you are now an incel, and will be for the duration of your stay here. What this specifically means is that you won't enjoy the affection or attraction of another, but you'll yearn for it all the same, easily developing distracting crushes on anyone who's decently attractive that doesn't treat you like trash right out the gate.

The Game [+200cp]: You are incredibly caught up in the cops-and-robbers 'game' of heroics and villainy, and you wouldn't have it any other way. While you aren't stuck to a particular role,

you aren't going to find much joy in life unless you're fighting or committing crime. A normal life is not the life for you.

Tyrant [+200cp]: You are not a good person, not at all. Under normal circumstances, your worst aspects would be kept in check by the fact that you're just another squishy human without any social influence to throw around. But acquiring even the faintest whiff of power and influence will have you exploiting it for everything you can, often at the expense of others.

Ennui [+300cp]: For the duration of your stay, you'll be stuck in a permanent fugue of sorts. Nothing you do is deeply satisfying, and you live in a sort of fog that you can't seem to ever escape from. Trying new things can alleviate this for a time, but you'll go back to feeling empty and vaguely frustrated soon enough.

Sequel Canonicity [+300cp]: At some point Dreamworks noticed that Megamind had become something of a cult classic, so some out-of-touch suits decided to create a minimum effort continuation of it in order to sell subscriptions to the streaming service owned by the parent company of their parent company. Turns out that the results of that were incredibly underwhelming compared to the original, and down right shit in their own right.

By taking this drawback, you are making the events of Megamind vs The Doom Syndicate and the Megamind Rules! animated series canon to your stay here. About two days after the events of the movie take place, the setting will take a sudden tone shift - people will begin acting like flanderized and excessively kid-friendly versions of themselves and suddenly become incapable of experiencing any long-term personal development, including you and your companions. They also take a good 10 to 20 point hit to their IQ, just for good measure. And all of this is set in stone as soon as you take this drawback, so you can't make any meaningful impact on events or the world at large.

With Nightmare Works, this shift also brings a noticeable drop in the visual fidelity of the world. People are noticeably uglier and move in slightly unnatural ways, the world is a bit emptier, and there's a lot more reused assets.

Tighten [+300cp]: You shouldn't have wasted all those years on video games. By taking this drawback, you take a noticeable hit to your intelligence, becoming noticeably below average and losing a lot of knowledge in the process. You aren't incapable of holding down a job and living life without constant supervision, but you won't be doing anything too grand during your time here and you'll have a hard time seeing past your nose in terms of your thought process.

No Perks[+200cp]: For the duration of your stay here, you won't have access to any perks from outside this jump, with the exception of those from your Body Mod or equivalent supplements.

No Items[+200cp]: For the duration of your stay here, you won't have access to any items from outside this jump, including your Cosmic Warehouse or equivalent supplements. This prevents you from fusing, combining and attaching said items with those you acquire here at the start of your visit, but you'll get a chance to do so as you leave.

No Companions[+200cp]: For the duration of your stay here, you won't have access to any companions from outside this jump which you haven't paid to import. If you're importing an existing companion through one of the OC companion options, you'll need to spend **-50cp** per import for them to join you in your time here.

Ending

Return Home / **Stay Here** / **Continue Journey**

As usual, you are cleared of any selected drawbacks as soon as your decade here has elapsed.

Notes

You may opt out of taking options, even ones that aren't marked as optional. This includes opting out of particular benefits of an option, though you can't opt out of any drawbacks or limitations relevant to the benefits that you decide to keep.

Untapped Potential;
>If the best case scenario for a form of empowerment still includes negative consequences for yourself, you'd still need to deal with those negative consequences.

Pew Pew;
>If you haven't turned this into an item, where it emanates from your body isn't set in stone, so you don't need to buy the option multiple times to have both finger guns and eye beams.

Changelog

2025-11-29

- Culled OCs, consolidated Create/Export, and added Exported Character in Companion section.
- Consolidated power loss drawbacks.
- Adjusted formatting

v1r6 - Darkened background color a little to reduce eye strain.

v1r5 - Allowed for being less attractive with Great Hair. Was reminded to add choice of age and sex.

v1r4 - Clarified the effects of Sequel Canonicity and the body upgrade of Elemental. Further adjusted Nightmare Works. Expanded Elemental to cover getting rid of the chosen element. Added details of Super Senses and Unusual Senses.

v1r3 - Increased price for Mega Mind from 200 to 400. Remembered to add Canon Export. Slightly adjusted effects of Nightmare Works and its post-jump reward. Detailed inherent drawbacks of Super Speed. Added note regarding Pew Pew.

v1r2 - Added note regarding Untapped Potential. Added line to top of companion section allowing for existing companions to be imported into the OC companion options. Detailed vulnerabilities that Invulnerability doesn't cover.

v1r1 - Initial release.

Links

Live Document:
https://docs.google.com/document/d/1DhAm6FjyQxNdOfipvdX-vi1_DoXM74u-z8ZYIBLFG-E/edit?usp=sharing
My Stuff:
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link