Grrlpower Jumpchain Version 1.0



Superheroes! Aren't they awesome? Better hope you said yes, because you'll be spending the next decade in Grrlpower, a superhero comic focused on character and humor over heavy themes, though with some of those. And lots of jokes about unrealistic tropes in comics.

Superheroes have been around a long time in the Grrlverse, mostly in secret, but recently coming out. So the Atypical Resource Commision, which governed American supers from 1941 onwards, was reorganized into Archon, a federal military police force under the Department of Defense. To be clear, having powers is not illegal, there is no superhuman registry. But superpowered vigilantism is pretty much illegal.

You enter this world of high adventure one week before Sydney Scoville Jr. meets Maxima hours before the official announcement of Archon.

Origins:

Drop-In: You have no local memories, no connections or resources, no budget for powers, but also no enemies.

Archon: You are a member of an elite organization dedicated to protecting the world from supervillains. You may be a member of Arc-SWAT, Arc-Light, Arc-Aegis or another support staff.

Independent: You're not a member of any group. Just be careful, while having superpowers or profiting off them isn't illegal in the Grrlverse, superpower enabled crimes or vigilantism definitely are.

Villain: Or maybe you feel like trying out the other side? You're a major mover and shaker with a history of dark deeds and a serious underworld rep. Just remember your background need not be your future.

Twilight Council: Vampires, werewolves, aliens, demons, golems. Wizards, and stranger things. You are one of the secretive beings whose very existence is shielded from humanity by the supernatural Veil.

Perks:

Amazingly Photogenic (free) Apparently all supers are incredibly good looking. Tall and athletic, with no hair below the neck. 10/10, or 8 or 9 depending on your feelings about the hair thing. Now, you too can join the ranks of the pretty young models.

Power Synergy (-200 cp) Your various powers, both in and out of Jump, don't just not conflict, they actively reinforce and synergize with each other.

Goddess of Ash (-200 cp) Your reputation spreads like wildfire, setting you up as the gold standard of heroics, villainy, business or whatever else you dedicate yourself to. With all the attendant rewards and risks of that status.

Well Read (-100 cp, free Drop-In) You are, to put it mildly, a huge nerd. This makes you genre savvy though, and surprisingly adept at responding to superpowered foes or new situations. After all, splitting into good and evil halves happened to Kirk, Superman, and Rachel from Animorphs! And when you think about it, Vehemence is like Sebastian Shaw crossed with Doomsday/Crawler from Worm.

Some Kind of Stupidity Aura? (-300 cp, discount Drop-In) Your enthusiasm is infectious, especially with superheroes and werewolves actually being a thing. It's also really endearing, and so people are willing to put up with a lot more silly antics from you than they otherwise would.

Three Moves Ahead (-600 cp, discount Drop-In) Your ability to connect random bits of information, people and other elements into a cohesive plan needs to be seen to be believed. With a little information, and a lot of help, bringing down even major heavy-hitters should be no issue. You are always thinking, always questioning your assumptions, and it helps you save the day more often than not.

The Right Stuff (-100 cp, free Archon) You have the training and skills of a combat veteran.

Atypical (-300 cp, discount Archon) ARC was around long before Archon, and Archon itself is formalized into several branches; Arc-Swat is the combat arm, while Arc-Light is investigative, Arc-Aegis manages the super-prison and Arc-Dark is the secretive special forces. You now belong to one of these subdivisions and gain great skill in using your powers in a corresponding area, for combat, investigation, pinning down or restricting the movements of opponents, or stealth. Can be taken multiple times.

We're More Powerful (-600 cp, discount Archon) It's said a real hero can always find a way out of a pinch, and that certainly applies to you. You are a master of teamwork, and the efficiency with which you wield your powers can you make you seem three times stronger. If you are ever

truly cornered and desperate, you will receive a temporary power boost that doubles your abilities and might, just might, see you through.

How Does That Mask Stay On? (-100 cp, free Independent) In a modern world with modern forensics it's hard to keep a secret identity. For you this doesn't seem to be as much of a problem, as you never leave fingerprints, hair, or skin cells anywhere.

Clever (-300 cp, discount Independent) You may just be one of the smartest people on the planet, and your ability to do math outpaces most computers. You are also very good at making the most of your powers, whatever they may be.

Bring the Thunder (-100 cp, free Villain) You have a magnificent evil laugh, coupled with an excellent sense of dramatic timing, and an all-around gift for theatrics.

I Have No Such Failing (-300 cp, discount VIllain) Your will is absolute when it comes to getting what you want and need, making you extremely difficult to dissuade or control. Others sense this in you, giving you a strange sort of charisma.

There's Air Conditioning (-600 cp, discount Villain) Wealth and Charisma are the real powers, even in a world full of people who can destroy a tank with their brains. You are understand this, and your genius at making yourself likable, and turning a profit, need to be seen to be believed. You could take over a country, make everyone in it assemble cheap electronics for you, and have them love you for it.

"Supernatural" (-100 cp, free Twilight Council) The council embraces many entities; demons, weres, vampires, aegirs (golems, constructs and similar) mages, aliens, fey and others. Pick a well-known monster race, you gain their traditional powers and weaknesses. After this Jump, you maintain this as an alt-form.

Veiled (-300 cp, discount Twilight Council) The globe-spanning veil obscures the supernatural and the unusual from the eyes of mortals, and now it covers you! It doesn't matter if you're a rock monster, people will see a normal person, if you energy blast someone, the masses will see a gun. With even a trivial effort, you will be able to blend into crowds.

Elder (-600 cp, discount Twilight Council) Whatever your choice from Supernatural, you are now a far more powerful version of that creature. Not a Vampire, but an Elder Vamp, not a Werewolf, but a Pack Alpha, an Afrit instead of a genie, an Archangel instead of an angel. In general this triples the powers you get from your Supernatural, while halving your racial weaknesses.

Superpowers:

What you really came for. Archon, Independent or Villains get a +500 cp budget just for powers.

No One Has Pointy Ears! (-50 cp) You have really good hearing. Some might call it superhuman. You can get at least a vague idea where people are by how they block ambient sound, and can eavesdrop on a conversation taking place on the other side of a large swimming pool.

Super Bite Man (-50) You can shapeshift your jaw and mouth to match that of any member of the animal kingdom. Bite with the awesome force of a crocodile or T-Rex.

That Flying Rescue Guy! (-50) What human hasn't dreamed of soaring above the clouds? But flight is a really common ability, and if it's your only power you'll be mocked. This doesn't make you much faster than a helicopter.

- **What Did Guiles Say to Ryu's Face?** (-100 cp, requires **That Flying Rescue Guy**) You can now break the sound barrier with some effort.

Know What I Wish? (-50) You have the power to instantly refill any drink or mundane liquid. No magic potions or super-serums. This comes with the side-benefit of replacing your own or others' blood. You cannot refill a large lake, but a village well is likely alright and a gas tank or oil drum is just fine. You cannot use this power to create molten metals or freezing water, nothing too off room temperature.

- **Cleverer Wish** (-100, **requires Know What I Wish?**) Remove the above restrictions, super-serums and magic potions are fine, as is a range of temperatures from liquid steel to liquid nitrogen, just remember you need a sample or a flask that once contained them. Still can't be used for massive amounts.

Wasn't There A Movie? (-50) You can absorb sonic energy to make yourself temporarily stronger or release it as a wave-attack. Consequently, you are immune to harm from sonic powers or weapons. If this sounds incredibly situational, that's because it is.

- **Breakpoint** (-100 requires **Wasn't There A Movie?**) because defense alone is kinda sad, you can now emit waves of sonic force. Deafening is the easiest use, but by tuning vibrations properly you can shatter steel and concrete.

New-Fashioned Fisticuffs (-50 cp) You can envelop your hands in a form of energy providing some armor and added impact force to blows. This is tougher than brass knuckles, but not all that much. On the plus side, they're harder to find and confiscate. With time and practice, you may learn to grow small blades or spikes.

- **Punching Spree** (-100 cp, requires **New-Fashioned Fisticuffs**) If you have another power source or element you control, you can now form your knuckles/gauntlets from it. Chi, magic, psionic energy, electricity, fire, the sky's the limit, and these energies make your fists much harder and tougher.

Specs (-50 cp) You can access a number of alternate vision modes, UV, IR, X-Ray, microscopic and telescopic. Each manifests a pair of glowing shapes matching your eyes in front of your face, and you can only use one at a time.

- **Bifocals** (-100 cp, requires **Specs**) You can use the alternate vision modes at will, without manifesting the energy specs, and have multiple modes active at once.

Heavenly Sword (-100 cp) Who doesn't love lightsabers? Now you can manifest an energy blade around any blade-like, stick-like or whip-like item. Try not to cut your own limbs off.

Amorphous (-100 cp) You can stretch any part of your body to about ten times it's normal length, or cause parts of body to seem to inflate. Great for reaching those high shelves.

Variable (-200 cp) A gestalt power, when touching any other living person, whether they have a power or not, you gain a power. These are usually weaker than many natural supers but with millions or billions of potential powers sometimes you hit a jackpot. If the other party has a power, yours will most likely be related in some way, fire powers become ice, electrokinesis becomes magnetism, teleporters can carry you without worrying about the extra mass/weight etc. This only works for as long as you're in contact with the person you get the powers from.

Ad-Ren-aline (-200 cp) You have at least ten times the reflexes and strength of an ordinary human, and you only continue to improve as you grow more afraid or angry, at least to the point your body starts to give with exhaustion. Less useful if you're much stronger than that already, but your strength and speed will still noticeably increase in a crisis.

Sight Unseen (-200 cp) Invisibility is another incredibly common superpower. Now you have that.

Boom Shakalaka (-200 cp) You can create balls of explosive energy, easily enough to level a small building, and throw them. You can even make a bolo.

Simply Marble-ous (-300 cp) You can transform back and forth between your normal form and one made out of animate marble instead of flesh, with all the strength, weight and durability you'd expect. If you wish, you can become organic steel or another mundane metal or mineral. But only one, which you choose here.

- **Iron-y** (-200 cp, requires **Simply Marble-ous**) Or perhaps the mundane is not enough? If you'd rather become a Man of Kryptonite or Mithril than a Man of Steel, take this and your form can be that of any exotic metal or mineral you have a sample of from your travels.

Volcano Blood (-300 cp) You can produce heat intense enough to sublimate metals, with enough precision to melt a gun or knife and not the hand holding it. Alternatively, you can absorb heat to rapidly cool objects and spaces.

Mach-ing Laughter (-300 cp) You quick son! Not quite breaking the sound barrier fast, but outrunning cars is easy, so is knocking down a dozen folks before one can finish drawing a weapon.

Anima-tion (-300 cp) Your true self is now a form of ghost, which can possess matter like concrete or wood to form a new body of that substance. Losing a body is a minor inconvenience.

Brightest Bulb (-300 cp) You can generate large amounts of electricity and shoot it from your hands. Be careful, as this can easily be fatal

- **Gigawatt** (-400 cp, requires **Brightest Bulb**) Not only can you throw lightning, you can now *be* lightning, and effectively teleport yourself as a lightning bolt (arc-step) to get around at a third of lightspeed or attack with vastly greater power. But this is far from your most destructive ability, as you can now generate positrons or “darkning” which can negate electricity by turning all that energy into gamma-radiation, and is drawn to electric current. If you hit matter with darkning, all the electrons will be turned to gamma-rays, and the atoms will then destabilize, effectively disintegrating things, but releasing massive amounts of alpha and beta radiation to keep the gamma company.

Jabberwocky Style (-300 cp) Strength, speed, armor., three essential qualities in a fight. Now, you can respec them on the fly, drawing down your speed to buff armor and attack in Crusader Style, or reducing your strength and toughness to max out speed in Cheetah Style, and suchlike. You always seem to get a bit more juice than you give up.

- **Min/Max** (-600cp, requires **Jabberwocky Style**) In addition to the above abilities, you gain potent energy blasts and flight and your base abilities are enhanced several times over. More importantly, you gain a vast reservoir of internal energy you can use to boost your abilities without drawing down others. To the point a maxed out energy blast can recreate a nuclear explosion at least, at max speed you can go hypersonic, and so on. Your enhanced resilience and strength now run off a field that extends to cover your clothes to an extent, and lets you lift heavy objects without worrying about shearing or breaking them.

Magic (-400 cp, discount Twilight Council) Yer a Wizard, Jumper! There are a wide variety of magical powers, and the limitations in this universe aren’t super clear, but now you too can chant some funny words and use a wide-area sleep spell or some such.

Technology (-400 cp, discount Twilight Council) While not to the level of Nth tech, you are broadly familiar with most galactic standard technology, and with time and materials could even improve on most of it.

Martial Arts (-400 cp, discount Drop-In) You are peak human, likely in the comic book sense, and a master of the martial arts. Your skills are so great, trying to distinguish between them and actual superpowers is a waste of time.

You Have Clearance, Clarence (-400 cp) General Telekinesis, an incredibly flexible and useful power, to move things without touching them. You start out able to lift a car, juggle a dozen or so objects at once, and with the precision to unlock a door with a key, but all of these will expand with time and training.

Carbuncle (-400 cp) Now you're thinking with portals! You can open portals to anywhere you've been, with intercontinental range.

Does a Body Good (-400 cp, discount Twilight Council) Whether by magic or powers or your innate nature, you can temporarily copy the powers of supers and supernatural beings by drinking, or injecting yourself with, samples of their blood. This only lasts a few minutes, but can be devastating.

Hammer (-500 cp) Aside from a high degree of strength and durability, you can absorb kinetic energy and spend it to make your blows much more powerful.

Seraglio (-500 cp) Congratulations, you can teleport! Should make your morning commute easier, anyways. But there are a couple of wrinkles to this power you should know about. First, your range is… complicated. The more familiar you are with a location, the more time you spend there, the further away you can jump to that spot. You should be able to make it home from virtually anywhere on the same planet, but in a totally unfamiliar locale, you'd be restricted to pretty much line of sight. Visiting a new continent for the first time, you should probably take a plane.

The second aspect, normally teleporting creates a new you at your destination and removes the old one. For you, this isn't automatic. You can create up to five duplicates to share a quantum-entangled hive-mind with, and have them active indefinitely. The only catch is that each, while active, is a permanent reduction of your mass limit for passengers and cargo. With just you, five and a half times your body mass, with five, you can carry half your mass. Also, one dupe getting hurt can be experienced by the entire collective.

Invulnerable (-800 cp) Exactly what it sounds like, you cannot be physically harmed, whether by blunt force, stabbing, immersion in lava (might make it hard to breathe) or a nuclear blast. You could garnish your food with super-Ebola and face zero personal consequences. Now if only everyone else in your life wasn't so fragile. For convenience, you may selectively exclude some of yourself from this effect, in case you ever need surgery, or a trim.

Konami Code (-800 cp) The universe runs to a certain set of immutable laws… for other people any ways. You can hack reality, altering parameters large and small, from disarming explosives with the flick of a toggle, to changing the size of objects and people. You cannot, just with this,

hack time, you'd need more 90s for that. But you can create stasis, teleports and save points which sure look like it from the outside.

Emotivore (-800 cp) Pick an emotion, sensation, or basic drive, such as lust/sex, violence, pain, or joy. You are empowered by this emotion in other people, enhancing you. With a full stadium or few dozen super's worth of energy, you could increase all powers and perks by an order of magnitude… for a time, anyways. You could also run your magic, or any power requiring any energy source, off of this emotion for a good long while.

Nemesis (-800 cp) The power of any power. When attacked, you develop a temporary power perfectly suited to saving you, and possibly taking down your opponent in the process. Like draining kinetic energy, or hijacking control of energy constructs. This is purely defensive and only works when attacked with a supernatural power, though, and can be overloaded when facing four or more opponents. Still, it is a powerful and versatile defense.

Items:

The List (free) a little notebook that is always in your back pocket. Good for keeping track of things, making illustrations or I don't know- if you need to play hangman or something to pass the time.

Geode (-50 cp) an almost perfectly innocent half of a rock lined with crystal. Some rare elements, but nothing spectacular, and long-dead microlife that definitely isn't from Earth. Probably won't become terribly significant down the line.

Utility Belt (-50 cp) A utility belt containing a first aid kit, lockpick gun, zip-ties, fingerprint kit and other useful but unglamorous tools of the crime-fighting trade.

Magic Hairband (-50 cp) A magic band that is never uncomfortable or gets in the way, and holds your hair in preferred style no matter what tousles you get into. Yes, even gelled up like a Super Saiyan.

Tactical Glasses (-100 cp, free Drop-In) Hooked up to a database, these smart glasses tell you who people are and more importantly, what their powers are. They don't know everything, but will update with estimates whenever a new power is displayed in front of you.

Discount Pip-Boy & Choker Mic (-100 cp, free Archon) The comms and GPS system of the Grrls, comes with a handy flight map showing where airplanes will be, and a computer that can handle all manner of useful background tasks, email, reminder alarms etc.

Anti-Alien Minigun (-100 cp, free Independent) A minigun with bayonets, and three alien heads crossed off. Does not overheat, jam, or run out of bullets and is surprisingly easy to heft and keep on target.

Greed is Good (-100 cp, free Villain) Money, dear boy. Fifty million dollars a year. +100 cp to keep in future jumps and translate to other currencies as needed.

- **An Olympic-Sized Pool's Worth** (-100 cp, requires **Greed is Good**) as much gold as humanity has ever mined and refined, in a convenient Warehouse attachment or room of your choosing.

Omnomnomonyte (-200 cp) A cute little toy that absorbs nearby radiation, providing wide area protection.

Homing Mummy-wrap Gun (-200 cp) Fires bullets that explode shy of the target, wrapping it in myolinear bandages meant to contain serious threats. The bullets lock onto a target with a tractor beam, and so cannot be easily outrun even by serious speedsters.

Railgun (-200 cp) A rifle meant for shooting satellites from orbit, impressive range and penetrative power.

Exotic Material Samples (-200 cp) ten pounds a week of Anthracite; a magic boosting crystal, and Celestium; a super-conductor with other, as yet unknown qualities.

Osprey (-200 cp) A VTOL aircraft, fuel and maintenance needs handwaved away, for transporting you and any allies or prisoners.

Cybernetic Limbs (-100 cp) One arm was replaced, but it’s not all bad. Your artificial arm is inhumanly strong and precise, and can teleport small objects to and from your home, Warehouse, or wherever else you place one of three teleport beacons that come with this.

- **Limbsuit** (-200 cp, requires **Cybernetic Limbs**, discount Twilight Council) Hammerspace is nice and all, but what’s nicer still is holographic and forcefield, and matter-shifting technology, to turn your limbs into whatever you might need, from gun or hook hands, to a snake tread lower body.

Tome of Trouble (-200 cp, discount Twilight Council) A magic dictionary that can manifest any small item included in it, from antidote and assault rifle, to a xylophone. Items must actually be able to fit through the spread pages, but depth is no concern.

Lex Arcana (-200 cp, discount Twilight Council) It may be mocked by neophiles, but this magical programming language is still going steady, providing service to the Veil and most modern enchantment. With this, you can program enchantments and magical items to more precisely define and control their effects and limitations. May be of limited use to Jumpers without magic.

Power Balls (-800/1000 cp, discount Drop-In) The Big One, the mysterious orbs of Sydney Scoville, Nth Level Tech that defies analysis. Seven orbs circle your head, as a default. You can

control their flight as long as they remain within a certain distance. The red one fires lasers, blue is flight, the yellow allows truesight and a limited form of astral projection, the purple-y one manifests a tentacle that can lift thirty five tons, other blue is a forcefield, the green creates breathable air, and the function of the dull orange is mysterious. The orbs get XP from use and can upgrade, known upgrades include adding teleportation to the commball, greater speed and FTL to flight, and rapid-fire scattershot to the red. May or not be a spaceship.

For an extra 200 cp, (100 if Drop-In) you have bonded deeper to the balls. Perhaps you filled in the center area of the skill tree, or have an affinity for Nth tech. Either way, you no longer need to use your hands, and can engage their powers at will.

Companions:

You may recruit any number of locals to join in your journey, and needn't pay points for the privilege. You may import any number of companions for free with 400 cp to spend, or pay 200 cp to give them 800 apiece.

Drawbacks:

Take these for more points.

Mystery Men (+0) Superheroes have been around, covertly, since at least Lincoln administration. The Twilight Council is far older. By taking this drawback, you may set your starting time anywhere after March 4th, 1861. Be aware that you may not be around for the events of the canon series.

Wearing the Cape: Team-Ups and Crossovers (+0) Comics books often have a confusing multiverse with other superheroes in alternate universes, and the Grrlverse is no different. By taking this drawback, you can supplement this jump with another superhero setting, or vice versa. You must choose one universe as your primary residence, but don't worry, taking this drawback also guarantees a crisis crossover will bring teams from both universes into contact.

ADHD (+100 cp) Attention Deficit Hyperactive Disorder. You are impulsive, distractible and easily bored by mundane daily tasks. People often believe you aren't paying attention, simply because it's hard to focus on one person for too long, and sitting still is a challenge.

Probable Dork Alert! (+100) Something about your appearance is just embarrassing. Maybe you have an edgelord costume with a cowl and huge shoulder pads, maybe a mask with big googly eyes. Either way, nobody can take you seriously, and attempts to modify your costume just make things worse.

Pink Latex Gun (+100/300 cp) You have offended Peggy, the Archon rangemaster, with your lax attitude towards safety and all your ranged weapons have been replaced by the safety pink latex gun. (Hint: it is pink and it is latex, it is not actually a gun) You are utterly incapable of using any firearms, from a standard pistol to a phased plasma rifle, even stuff in your Warehouse. However, you can overcome this punishment by demonstrating a mastery of gun safety rules to Peggy, which may be harder if Archon is your enemy.

For 300 cp instead, this escape clause is removed. Firearms are gonna be unavailable your entire stay.

Portlandia-Level Hipster (+100) Everything you say, no matter how well meaning, comes across as highly pretentious or just aggravating. Hope you've got a great personality.

Playing Diablo With the Censor Button (+100) Some people curse once a movie, some for emphasis but you? It's a real BLEEPing miracle if you finish one BLEEPing sentence without saying BLEEP, BLEEP or BLEEEEEP at least once. Will offend some people, at least.

Anything Odd? (+100) Every so often, when you aren't looking, a person you know will transform into or be replaced by a muppet version of themselves. Nobody else will notice or react.

Squirrel Pox and Squabies (+100) You are irrationally terrified of squirrels. Given the powers available, this may be more of a problem for them then you.

Potato-Deficient Famine Jockeys (+200) You can normally be pretty chill, but when startled or drunk, you say the most offensive things. PR could be a persistent problem for you.

Face Me Cowards! (+200) Your superpowers, and any supernatural abilities from outside the Jump, now operate purely defensively. If someone takes a swing, sure, you can make a forcefield or bat them back with your full strength, but if you try attacking it will be with normal human fists or powers purchased here.

Butterfly Farts From Mothra (+200) An annoying number of enemies are immune, or at least highly resistant to, your best powers. Your spells fail, your energy blasts are absorbed, your hits barely faze them. It won't be everyone, but it will be between a third and a half of your opponents, and most of the ones who really matter. You will need creativity and teamwork to overcome.

What Were You Doing When You Last Had It? (+200) You have lost a limb, and you aren't growing it back. Can be taken multiple times.

Mini-Sagat (+200) You are minus one eye. Can be taken twice.

The One All The Jokes Are About (+200) Well, hey now, dang nabbit! Jus' cause some of us didn get no fancy educashun or grew up in the backcountry don mean they can't be no superheroes! Jus lookit cha, a walking advertisement fer banjo music an un-ironic Confederate flags, an y'all do just fine! Makes me proud to see such a fine Merican, no homo.

Destroyer Of Mosques (+300) You are a PR nightmare, between a tendency to collateral damage and impaired brain-to-mouth filter. If you're in Archon, Arianna will tear her hair out and do anything to keep you from a camera. If not, you will wind up on the news regularly, saying or doing things that will embarrass you or cause you problems later.

Silver Age Rules (+300) for some reason, you just can't seem to make yourself attack someone without first telling them your name, and at least an abbreviated version of your powers, weaknesses and goals. Defending yourself if attacked first is fine though. Cannot be taken with **Face Me Cowards!**

Event Horizon (+400) You're just like a comic book character come to life! No, literally. There is a moderately popular comic book based on your life and adventures prior to this Jump. Your deeply personal moments and sometimes thoughts are on public display, and anyone wanting to take you down has several versus forums to mine for ideas.

Another One Crossed Off The List (+400 cp) Sydney Scoville Jr. the Mighty Halo, is a bit of a goofball and can be violent, but is usually regarded as a bright spot in this world. Only now, she's an evil Machiavellian murderer and genre-savvy master manipulator with it in for you personally. Why would you do this?

Cheating Cheater Who Cheats (+400 cp, cannot be taken with **Face Me Cowards!**) Who just stacks up powers after powers? A dirty cheater, that's who. All powers and perks outside this jump are locked out.

- **No Such Thing As JUST a Human** (+300 cp, requires **Cheating Cheater Who Cheats**) Now your Warehouse is locked, and any powers you take that a normal person couldn't acquire (Science, Magic, Martial Arts) only take effect AFTER the Jump. At least you retain any skills.

Deus Ex Maxima (+600 cp) You have a deadly enemy. If a hero, an unknown, powerful enough that the entire Arc-SWAT team couldn't put them down without your help, and you will almost certainly struggle even with theirs. If you chose to be a villain, things are a little simpler if not easier, you have earned the personal and enduring hatred of Lt. Colonel Maxillian Leander, aka Maxima.

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