City of Heroes Jump

There are other worlds of superheroes beyond DC and Marvel, Jumper. In this one, there may be more super heroes and super villains than there are in both of those universes combined! Welcome to the City of Heroes or the City of Villains! In the righteous city of the future, Paragon, Rhode Island, there exists the mighty Freedom Phalanx and the largest population of vigilantes and superheroes in the world! However, this concentration of capes is needed as there are many villains that lurk within the shadows cast by the lights of Paragon. On the opposite side of the coin, there is the Rogue Isles, ruled by a Darwinistic, iron clad oligarchy of villains, the greatest faction here is Arachnos, who's blackened spires and technological abominations litter the landscape. When you arrive here, you're not as tied to an alignment as the other denizens so you may roam more freely. Bare in mind, you're not the only big kid on the block, you could be an ancient, eldritch horror at this point but a dozen powerful heroes may be enough to take you down. Go on a rampage and you could be up against an entire league in the blink of an eye. Tread lightly, Jumper... Our story begins around the time period Arachnos breaks into Zigursky prison.

1000cp (Discounts do not stack or overlap) Choose your age and genitalia for free.

Locations

1. Atlas Park- The shining jewel of Paragon City and seat of the Town Hall. Many small time heroes do vigilante work against the devil worshipping street gangs of the area while under the watchful eye of the heavy hitters who are passing through or showing off their costumes.
2. Mercy Island- Mostly a wasteland of wrecked buildings, violent gangs and giant, snake-men, this horrid place is the testing ground of new mercenaries and villains under Arachnos patronage. Have your wits about you, Sstheno's serpentine followers may drag you away as a sacrifice and the police certainly aren't above a little shake down.
3. Pocket D- You wind up in a night club floating in an orangish, cloudy nebula, ruled by DJ Zero a demi-god who keeps the realm entirely peaceful. Here you can bet on alien monkey fights, talk with villains and heroes alike and lean on rails.
4. The Storm Palace- Oh, my... You've landed in one of the most dangerous of all places. A mess of floating rocks in an endless sky surrounding the egg shaped fortress of an ancient, otherworldly god. The monsters patrolling this area are freakish and some of the strongest currently available. You may just want to avoid contact while trying to find the way out of here.
5. Oranbega- You awake smack dab in the middle of an ancient underground city that spans miles underneath Paragon. This particular, occult El Dorado of sorts houses the many demons, lost spirits and possessed cultists of the Circle of Thorns. It'll be nearly impossible to reason with them if you don't have some form of magic they're interested in. Otherwise, you may have to fight your way out and there's no telling where you'll end up.
6. The Midnighter Club- Goodness! You've warped right into a ritual being performed by the dapper secret society known as The Midnighters. You'll be seen as a side effect of whatever ritual they had performed and they will offer some hospitality and transport to every major university in the Rogue Islands or Paragon City.
7. Free Pick- Anywhere in the setting! Even places that are obscenely hard to get to!
8. Ouroborous- A floating gold and white fortress in the middle of an endless sea, the home of time travelers. The Menders of Ouroborous will see you as a wayward traveler and will offer to drop you off in any time period depicted within City of Heroes. (Ancient Greece to the END OF TIME ITSELF)

Origins- This section represents the source of the powers you gain here. Pick one of the following. Kheldians and Arachnos Soldiers/Widows are locked into having the Natural Origin.

Magic- Your powers are the result of the mystic arts or arcane artifacts

Natural- Your powers are the result of intense training or natural evolution for your species.

Technology- Your powers are the result of equipment or tech.

Mutation- Your powers are the result of a genetic mutation.

Science- Your powers are the result of an exposure to unknown chemicals or particles perhaps as part of an experiment.

Archetypes- While you won't have added memories, you will have a sort of Archetype attached to you which makes you privy to certain power sets and singular powers.

Drop-In- Free
You're weird. You won't sway one way or another in your style of powers and you have less available to you, but a few eccentric options are open to you now.

Blaster- 50
Why get close when you can rain death from afar? You're a master of ranged combat and with a willfull, defiant nature you can unleash basic ranged attacks even while bound or asleep!

Brute- 50
You can smash to this... And that... And those over there. Your rage fuels your rampage and if enough people are poking you, shooting you and pissing you off, it'll be easy to double your melee damage output through sheer hate.

Controller- 50
You're not quite the lethal character but you can hold your ground... Or you can make the ground hold your enemies. You're the ultimate in crowd control and high end powers are truly good for utility, possibly including mind control and obscuring mists. Passively, you're just plain better at holding people in place regardless of what abilities you use.

Corruptor- 50
You're a little more rounded. Sure, you won't jump in to get your hands dirty but your ranged shots hurt and your ability to strengthen your allies and weaken your enemies make you valued on any team. You're a bit of a sadist, as you have a twenty percent chance of inflicting double damage on an opponent who is weakened to below fifty percent of their health. Makes you good at sealing the deal after peppering a bigger target for so long.

Defender- 50
You are an angel to any who fight by your side, offering empowerment and healing to those under your care. You alone can change the tide of a battle by merely giving your allies force fields or spraying them with adrenaline activating chemicals. You may choose to have a few offensive maneuvers up your sleeve but you're at your best when making others at their best. Should your companions slip into danger during a fight, you will find a second wind and the ability to find a great deal of energy where you previously had none
.
Dominator- 50
Like a twisted, evil version of the Controller, your abilities to hold people down only become greater when you inflict damage or pain onto an opponent. When you reach a certain sadistic zen amongst the

anguished cries of your enemies, your ability to hold and control crowds gains a significant boost.

Mastermind- 50
Enemies? Effort? Ew. Let the help take care of that. As a mastermind, you gain access to summonable minions who will follow your every command. They're semi-competent without you around but when they gather around you, their confidence just seems to go up and they hit harder and more accurately.

Scrapper- 50
Accurate and hard hitting, you don't have time to waste on setting up tactics. The only tactic you know is a well placed combo in the middle of a brawl. Ontop of your new aptitude for CQC, your blows have a ten percent chance to do double damage.

Stalker- 50
The art of assassination is second nature to you. You aren't very durable on your own but if you get the drop on an enemy and land a well placed strike, the chances of instantly killing them double and all witnesses to the event are hit with an unnatural fear. You can now cloak yourself and become much harder to detect for all but the most vigilant.

Tanker- 50
There's just no stopping you. You may not have finesse and you may not hit the hardest but there is just no hurting you. With all this meat, you'd think enemies would just ignore you and hit your allies instead but no. Every time you hit an enemy it antagonizes their allies so much that they'll drop what they're doing just to fight you.

Kheldian- 400 (Can be purchased twice)
The Kheldians are a race of pure energy symbiotes who have traveled to Earth to find suitable hosts. When a Kheldian fuses with a host, they become an entirely new being, an amalgam of both personalities. Yours seems to be compatible with you and possesses interesting memories cosmic battles and the ability to transform into a flying squid or a rhino sized, bipedal lobster monster. Of the Kheldians there are two varieties and you must pick one or both if you bought this archetype twice.

-Peacebringer: Peacebringers harbor positive and light energy, typically lasting 10 years without a host. At first, it will only manifest basic flight, minor force fields and positive energy blasts with you but with enough experience and practice it can heal, summon homing explosive wisps, punch with the force of your combined wills and energy, phase through matter and turn you into pure positive energy for a short time. The latter power will enhance all of your energy projection abilities for a minute and make you unable to grow tired from using them, once the minute is up, you are left very fatigued.
-Warshade: The Nictus or Warshades possess negative and dark energy, living five years without a host or draining an unwilling victim of life energy. Initially you will gain short range teleportation, energy projection and minor force fields. Along the road you will gain snaring gravity wells, stealth cloaking, foe and ally teleportation, intangibility, energy drain and the ability to raise yourself from the dead if a weak enough foe is nearby for your Nictus to drain.

Arachnos Soldier- 100
Ever wonder what it's like to be a mook for the biggest kids on the block? Well here you are. Initially, you are equipped with a customized sub machine gun which fires web, venom and frag grenades in addition to bullets and a bayonet. You gain a set of Wolf Spider armor which has proven to save several grunts against super powered threats and later down the line you can call in two large spider bots to assist you. Mentally, you're much better at working in a team. The more soldiers fighting with you, the more accurate, tough and fearsome you become. You can spend an extra 100cp to purchase one of the two following promotions.

-Crab Spider: A backpack with four, large, mechanical spider arms is welded to your spine. Said arms are linked to your nervous system and can be controlled but they seem to be only designed for death as they fire lasers, grenades and cut things to ribbons. Should things get dicey, you can summon a swarm of puppy sized spider bots and if you just need to blow shit up, you can warp in an omega bomb once a day which does the same damage as a suitcase of C-4
-Bane Spider: Luckily, you come out of the brain washing alright and out of the psychic network of your brothers. However, you get all of the benefits, like this big shiny mace. While it seems a poor trade for an SMG this Arachnos tech mace has the benefit of being deadly in and out of melee due to the fact it can fire lasers, scan target weaknesses and even fire an irradiated, poisonous blast. You will gain a cloaking device as well, which enhances damage greatly when you catch an enemy off guard with your mace.

Arachnos Widow- 100
A small step above a goon, you will be running around in sleek, shiny spandex, being a beautiful assassin for your chosen patrons. You are equipped with wrist mounted blades and darts some of which are coated in neat little poisons which you can inject the enemy with. Your tactical prowess increase, much like the soldiers however with the added benefit of a slight battle precognition which makes you harder to hit. For an extra 100cp you can choose one of the two promotions below.

-Fortunata: You may as well put your wrist blades down. Arachnos found out about your psychic capabilities and went gung ho with the experimentation, leaving you with vast psychic potential. While your battle precognition is hurt, you can sync your mind with allies so that everyone with the network gains full battlefield awareness and effortless tactics. Oddly, most of your psychic potential was put in the ability to murder things with your mind from psychic wails to mind blasts. Get good enough and you can turn an entire room of weak willed goons on each other.
-Night Widow: You only had a little psychic potential, because of this you specialized in working from the shadows. You gain smoke bombs and the ability to psionically mask your presence. While you didn't have much other psychic abilities you honed your battle precognition, giving it a great boost. When you strike with your wrist blades from the dark, you can do massive damage, as well as frighten and poison your enemy all in one go.

NPC Faction Backgrounds-
While these are optional, they function like typical origins from other jumps in that they place you in someone's story with their memories. Unless otherwise stated or implied, your memories with the faction will generally leave you loyal to them and each one has companions you can take post-jump. While you can always work your way through the ranks of a faction (though you cannot earn the capstone perks without paying for them here), some combinations of powers that you buy will automatically open up a higher rank for you to start out in. Typically the ranks are ordered with lowest being at the top and highest being at the bottom. These backgrounds are typically incompatible with Patron/Sidekick or the Lieutenant/Membership perks unless otherwise stated. These also come with automatic starting locations.

Hellions- Free (Atlas Park, abandoned warehouse)
A satanic gang at the bottom of the heap as far as Paragon city is concerned, mostly sad cannon fodder for rookie heroes to pound on. Work your way up in this faction and you'll be able to take up to eight gang members with you, including one "Girlfriend from Hell" a punk-rocker succubus with the Fire Blast and Fire Control Power sets. Available ranks include...
Blood Brother: No Requirements
Fallen: Basic access to fire arms in your Warehouse
Damned: Pretty much any fire related powers from this jump or any previous one.
Anti-Christ: Requires Minions "Demons", Fire Assault and Leadership powers. It would seem that the

Hellions have found their new champion. Using the powers of hell itself, suddenly all your gang beneath you is elevated. Blood Brothers can now casually cast fire, Fallen carry enchanted demon guns into combat and Damned are basically all part demon or partially posessed. Paragon city is caught by surprise as their weakest gang cult turns into a powerhouse, even putting the Skulls, former rivals beneath their notice. Your "Girlfriend from Hell gets 1200cp, and the Blaster Archetype, she can only pick from the Primary and Tertiary powers section.

Skulls- Free (Kings Row, condemned apartment complex)
A death cult gang roughly the same notoriety as the Hellions. Their focus is mostly on what little they know of dark magics, grave robbing and outright murder. A trademark of the Skulls is that they wear the skulls of their first murder victims as masks that they don for initiation into the gang. While not as prolific as the Hellions, they do control a vast amount of the drug dealing in Paragon and are on friendly terms with the Trolls, green super-steroid addicts. Assisting this faction will allow you to take companions from the ranks of either Skulls or Trolls as well as Atta, roided out, regenerating leader of the Trolls. Available ranks include...
Gravedigger: No Requirements
DeathHead: Basic access to fire arms in your Warehouse
Bonedaddy: Pretty much any darkness manipulation or necromancy powers from this jump or any previous one
Petrovic: Requires Minions "Necromancy", Soul Mastery and Leadership. Before you arrive, the mysterious founders of the Skulls, the Petrovic brothers have reportedly died and it seems The Skulls believe you to be one of the brothers that had passed or a long-lost missing third Petrovic. Regardless, you have proven a worthy replacement. Under your banner, the powers of the skulls are lightly elevated. What's more impressive is that Atta, raging leader of the trolls swears loyalty to you. With a tighter bond between Skulls and Trolls, the mutant gang known as the Outcasts and their leader Frostfire also follows suit. You gain control of a huge chunk of the city now. From the Hollows, to Perez Park and Kings Row. Atta ontop of having Invulnerability, Super Strength and a Tanker Archetype gains 800cp. Frostfire, along with Flame, Ice Assault and a Blaster Archetype gains 800cp as well. These two can only spend their cp on Primary and Tertiary powers.

Legacy Chain- 100 (Atlas Park City Hall, MAGI division) (Magic Origin Discount)
A more benevolent magic secret society than most. The Legacy Chain works mostly on it's own, seperate from other law enforcement despite similar goals. They have developed the mentality that they are solely responsible for magic related villainy. Being a more diverse group, they have varying units in their organization each with different roles. Being a part of the Legacy Chain means you'll have access to their ranks as companions, magical (non-dark) research and one Serafina a genie with the Psionic assault and Weather control power sets. Their sub factions include...

Legacy of Steel-
Incredibly loyal guards of the mystics of the organization, it is extremely rare for even an Adamant of Steel to have a large say in the politics of the organization, being generally inept at magic. They make up for this with world class swordsmanship and devotion.
Pledged of Steel: No Requirements, comes with a longsword and basic training.
Adamant of Steel: Requires Weapon Specialty "Longsword", comes with a half dozen Pledged of Steel lackeys and a slight boost to willpower.
Great Warden: Requires Weapon Specialty "Staff" or "Longsword" and two primary elemental powers of either Earth, Fire or Light. You may channel your power through your chosen weapon. This also applies to powers beyond this realm. As long as you have your trusted weapon in hand it can emulate any of your abilities, sheathing itself in fire or gaining super speed.

Legacy of Flame, Earth and Light-

Initiate: Requires some control of the chosen element from this chain or a previous one.
Adept: Requires the Sorcery power.
Master: Requires a primary power of your chosen element, comes with three Adamants of Steel as your personal guard and general authority in the politics of the Legacy Chain.
Great Magister: Three or more Primary Elemental powers and one Mastery. Being the leader of the guardians of magic offers a great deal. You will be heavily respected by any and all magic based entities almost immediately. It will be hard to lie to you, not because these magic entities "like" you, they'll just tend to overestimate you often and figure it won't work. You're also a consultant/honorary member of the Midnighters and they will freely offer their knowledge in the interest of preserving magic.

The Family- 100 (Independence Port, Docks) (Natural Origin Discount)
Think that this world of superpowered freaks would scare off the mob? No way. The massive crime syndicate known as the Family has stayed together through old world tradition and new world opportunity. Staying with this group means you'll be a made man and have a friendly connection to any Italian Mob stand in for most universes.
Buttonman- No Requirments, comes with a blackjack, knuckledusters, a pistol and a suit.
Capo- Requires Fighting or Assault Rifle. Comes with either a tommy gun (for Assault Rifle) or some easily concealable armor (For Fighting). The Tommy Gun can have all the functions of the Assault Rifle as per the power and retain it's looks. The Concealable armor fits under every part of your suit and is reactive, able to absorb a collision with a sedan at forty miles an hour, leaving you without so much as a booboo, perfect for getting in close to the capes.
Hitman- Requires Assault Rifle and Concealment. You work mostly solo now, taking out problems from afar for the Consiglieres. Because of the condition of your job, your pay lets you lead a much more comfy lifestyle and you're basically pampered by the Family when you're off the job. Just keep an eye out and make good friends, if you hit a target that's too hot, they may cut off loose ends.
Underboss- Requires Assault Rifle and Super Strength. You're the God damn problem solver. Can't snipe it? The mooks can't rough em' up? Looks like you gotta teach them a lesson. As an underboss, you get to order around two hitmen and six buttonmen, any of which you can take on as companions. You also own some of the best digs in the city and have all the drugs and girls you can possibly indulge in.
Consigliere- Requires Gravity Control and Super Strength. More of an administrative role from the Underboss, you have a squad of six hitmen to coordinate. You can use some as your personal guard if you wish but you often don't need that, what with your ability to hold a meta in place with your mind and beat him to death with your fists.
The Don- Requires Gravity Control, Super Strength, Invulnerability and Presence. They have no idea who they're fuckin' with. You put the fear of God into those little spandex wearing bastards walking up and down your docks. No one knows it but you have your iron grip on every low ranking gang in the city, the Skulls, Trolls, Outcasts and Hellions are all puppets on your strings. Can't make it too obvious though. If you need a distraction, a nice little gangwar can always pull attention from a high stakes weapons deal. You can take as many Consiglieres and Underbosses as you want for companions. Also, in the future you can almost will a full on riot between two gangs or a thug level street gang against the cops.

Freakshow- 100 (Talos Island, Rave Party) (Science Origin Discount)
Body mods, anarchy, drugs, guns and all around a good time. The Freakshow are adrenaline addicted psychos cranked to eleven. Using the drug Excelsior, they keep themselves pumped and ready for all out rioting. Despite being disorganized and wild, a few Freakshow members actually threaten A-list heroes and villains from time to time, at least the ones that have gone all out on their modifications. It is possible to recruit companions from their top ranks such as Clamor, a freaky vixen and council rogue with the Radiation Blast power and Dreck, the leader of the Freakshow boasting much the same powers as Clamor as well as a massive hammer the size of a his torso with the strength to wield it. Available ranks include...
Mad Freak: No Requirements, comes with an auto-injecting Excelsior feeder which activates and maintains adrenalines highs at a thought.

Metal/Enforcer Freak: Requires you to be crazy enough to have one or two of your limbs sawn off and replaced with a huge, metal prosthetic. Comes with choice of Hammer, Claw or Sickle prosthetic.
Juicer: Requires Flight and Electric Assault. Comes with an automatic jump starter implant for your heart which activates in the event of cardiac arrest.
Tanker: Requires you basically give up most of your organic body aside from just your head. You may not be able to feed yourself or have a wank, but you will be encased in thick layers of steel that make you a walking tank. Post-Jump, your stylized, spiky Freak exo-skeleton can be made into a wearable, upgradeable suit.
Meat Doctor: Requires Medicine and Experimentation powers. You gain access to human resources and drugs the likes of which you could only dream of. Your sole duty is to cut up the Freakshow, and augment them. You'll have access to the knowledge needed for synthesizing drugs and making cybernetics non-rejectable when medicine and God's grace would otherwise say no.

Malta- 150 (Underground complex beneath any zone in the Rogue Isles or Paragon City) (Tech Origin reduces the cost by 100)
Black choppers, clandestine cells of operatives. This world may have gods walking it but don't be mistaken, there exists a network of mortals who run more of the populace than many would find comfortable to believe. The Malta Group is an alliance of companies with common goals in mind and their operatives work in cells that are autonomous and on a completely need to know basis. Lower level heroes never even see or hear of Malta, their name whispered even at the highest echelons of power. How do mortal men make gods fall? Tactics and ingenuity. A-list heroes always shudder at the thought of battling them, as their gear is specifically designed to take them down. While you'll have many resources and an outstanding pay check, you will be living the clandestine life of an operative in a shadow government. You will be supported but if your threat outweighs your worth, Malta has absolutely no trouble cutting you off and having your once loyal team perforate your torso. Surviving this faction will grant you an elite, balanced team designed for high powered threats, capable of taking down single A-list heroes from other comic book universes with preptime and teamwork. Available Ranks include...
Tactical Operative: No Requirements, comes with an advanced Assault rifle, high powered taser, frag and web grenades and advanced, reflexive kevlar for durability and mobility.
Operation Engineer: Requires Gadgetry, comes with the codes for a Hercules Class Titan, medium sized infantry robot with cluster missles, a plasma cannon and jet flight.
Sapper: Requires an extra 50cp, Comes with the Energy Feedback inducer, a reviled gun amongst supers that after two shots drains, endurance, magic, electricity, mutations and pretty much any supernatural ability for a solid twenty seconds... And that's really all you need to plug some cape full of holes.
Gunslinger: Requires Dual Pistols, comes with a fifty yard teleporter belt with a thirty second cooldown and a bitchin' cowboy hat.
Tac Ops Commander: Requires Leadership and Willpower, comes with the codes to activate and teleport in the three story tall CRONOS class titan warmachine, these codes will work once per week, once per month if CRONOS is destroyed in the encounter. Also, you're actually so useful to the organization that you will be in contact with the higher ups, giving you much more autonomy in your work and much more support.
The Operator: Requires Leadership, Munitions Mastery, Fighting, Dual Pistols and Body Mastery. You're an efficiency expert, a hatchetman. You can glance at an organization or situation and automatically know what to dissect and remove to get the the most out of nearly anything. Ontop of this, you gain the Energy Feedback induction Field Ultra or EFF-U. A partial Exoskeleton, more like a frame that has pads on the contact points of your body, knees, knuckles, palms, elbows and heels. Much like the Sappers' Feedback gun, this frame will allow you to punch the power out of uppity metas all day. You also get Sapper rounds and munitions. None of these will be on par with the original gun, however if you can survive prolonged combat, it's likely you can go toe to toe with any heavy hitter as their energy reserves dwindle.

Knives of Artemis- 150 (Underground complex beneath any zone in the Rogue Isles or Paragon City)

(Natural origin reduces the cost by 100) Arachnos Lieutenant Compatible*
An all female mercenary group of assassins. Usually, they are seen as a highly specialized assassin unit of the Malta Group. While this is partly true, the organization and it's practices are separate from Malta's official payroll. The sorority is home to some of the most brutal training practices ever seen in a paramilitary organization, making your average member of the Knives more than a match for a group of rookie meta-humans. Despite their reportedly low numbers, their actions are felt everywhere in small troops, hardly fielding any sisters in open war zones or broad day light. When they gather in one spot, even the bravest heroes reconsider entering an occupied zone, for fear of poison darts, smoke bombs and caltrops. Staying with the Knives of Artemis for the duration of your stay will allow you to pick from their elite assassins as companions, each capable of retaining the tradition and training of the Knives. Ranks include...
Sister- Requires you be female and remain so for the duration of the jump.
Blade of Artemis- Requires Weapon Specialty "Katana", comes with a small group of Sisters and all of the standard gear. Wrist mounted dart gun, smoke and flash bombs, caltrops, shurikens, cloaking devices and a nano-meter edged carbon engineered blade.
Hand of Artemis- As above, also requiring the Leadership power. With the pull you have, you can manufacture joint operations with more infantry based Malta groups while your ladies take the enemies from the rear. You also gain access to files and files of black mail and dirt on some of the heavy hitters of this world. From now on, blackmail seems to be easy to come by.
Infiltrator- As above, additionally requiring Night Widow and Ninjitsu. You gain the benefits of above and also you are treated as an Arachnos Lieutenant without the companion based perks. You find it ridiculously easy to work for opposed organizations now and people's IQs tend to really drop when pondering whether or not that was you that just walked up with the enemy's uniform and stabbed the general. Even if you commit some horrible atrocity in front of people who know you very well, as long as you do so in the guise of another organization's member, they'll be none the wiser when you come into work the next morning in their colors. You pretty much have to outright say "IT WAS ME! IT WAS ME ALL ALONG!" and they'll still be like "... Oh wait... That was... And you were... IT WAS YOU ALL ALONG!?". Those who witness you out of any work related attire or official uniform will be entirely immune to this effect.

Carnival of Shadows- 150
A deranged performing organization dating all the way back to the 17th century with a powerful psychic by the name of Giovanna Scaldi. The current physical leader, Vanessa Devore gives each and every recruit a delicate porcelain mask which acts as a conduit back to her. Upon a member's death, their soul is sent screaming to Vanessa, powering her and maintaining her immortality. The Circus bewitches high society attendants with acrobatic displays, illusions and feats of strength. Without exception, all female members are beautiful women, hand picked by the upper echelons of Ring Mistresses and given very colorful and often revealing attire. The men are not so lucky, they are placed in heavy iron and steel helmets which deprive them of their senses and then tormented and brainwashed into being pain resistant juggernauts. If you're a female for the duration of the jump, you receive a colorful, circus themed wardrobe and a beautiful porcelain mask. Also at Jump's end you can take a powerful Steel Strongman as your bodyguard and servant. If you're a male?... Ehhh, hope you're a masochist. Ranks include...

Male Ranks (Warning: pretty much the S&M origin) (Natural Origin reduces faction cost by 100)
Bronze Strongman- Requires at least enough strength to push around a ton with some ease. You gain a heavy helmet and pauldrons and nightly lashings. Fortunately, due to psychic tinkering, you won't mind it... much.
Iron Strongman- Requires the above as well as Willpower. You and pain are dear friends. Rewarding your service and intense commitment to training, you receive a massive iron hammer, and a dedicated Harlequin handler who isn't hard on the eyes, but hard on every other part of you.
Steel Strongman- Requires Invulnerability and Super Strength. You are the pinnacle of the Carnival's

muscle, as the psychic domination on your mind is much less prevalent than your peers, at this point you should be naturally loyal anyway. Five years of your origin is now severe training under the Carnival and this has a profound effect on your discipline and ability to work with your powers. You're the personal guard of a Dark Ring Mistress and she may be taken as a companion once you are done here... Or is she taking you?
Pet- Requires Invulnerability, Super Strength, Weapon Specialty "Hammer" and Fighting. Vanessa Devore needs a new pet. You are gifted with an immensely heavy and durable hammer, powered with dark magic and the best craftsmanship money can buy. You gain an extreme resistance to psychic assault and Vanessa will be willing to accompany you after your ten years under her are up.

Female Ranks (Magic origin reduces faction cost by 100)
Harlequin- Requires Weapon Specialty "Rapier/Foil" or "Chakram". The lower infantry of the carnival and the most prolific entertainers. You become very good at circus performances in general, from juggling to acrobatics and contortion.
Seneschal- Requires Elemental Mastery "Fire". You become a high risk sword swallower and fire eater/breather. Armed with your torch, you lead a troop of six harlequins which you may take as companions.
Illusionist- Requires Illusion Control. You look a bit more respectable in a lovely victorian dress and your form of combat throws most heroes for a loop. On top of your supernatural illusion prowess you gain intricate instincts on all forms of stage magic, able to pick apart tricks and recreate them with ease after one viewing.
Master Illusionist- Requires Illusion Control and Psychic Control. You now have three illusionist students and your own Iron Strongman.
Ring Mistress- Requires two Psychic based primary powers. You can now take companions of any combination of the lesser ranks, mind that they don't get their own troops as well but their skills are useful.
Dark Ring Mistress- Requires two Psychic based powers and one Darkness based power. On top of the Ring Mistress perk, you are able to tap into the nearby porcelain masks and absorb the souls within them upon their host's death. You gain a dozen of these masks per ten years and they must be willingly donned for the effect to work.
Madame of Mystery- Requires Psionic Control, Psionic Assault, Psionic Mastery and Illusions. You gain your own "Pet" as per the Male Rank. The Pet has all of the required powers for the Rank plus a free archetype and 1200CP. You are now the undisputed leader of the Carnival of Shadows and can choose to partner with Vanessa Devore or take her place entirely. The former grants her as a companion, the latter means you are connected to the network of Porcelain masks. From now on, you can gain souls by making a cult and having them willingly don masks of your design. When they perish, no matter where they are, as long as their mask is on, their soul will be sent to you.

The Devouring Earth- 200 (The Hive, home of Hamidon) (Mutant Origin Discount)
Mostly, the Devouring Earth are akin to elementals of the environment such as trees, fungus, stone and crystal, all given humanoid form. You are not one of these. You are one of the few humans to become a Devoured. While there is no politics in this faction other than "Destroy humanity, serve Hamidon", the Devoured are given limited autonomy and often lead groups of Devoured Earth. Hamidon, a massive, monocellular god-like being is your master and for good reason. Several versions of Hamidon have already enslaved countless earths and some, countless galaxies in other dimensions. Luckily for humanity, this universe's Hamidon was subdued at an earlier stage before running more rampant, still it is a massive threat. Succeeding with this faction grants you access to select up to eight DE companions as well as Terra, an evolved Devoured who can spawn swarms of stinging insects and control them with great finesse and Pyriss, an unforunate Devoured who was once a hero, still retaining her Fire Assault power.
Lesser Devoured- Only Requires you give your loyalty to Hamidon and the destruction of man.
Devoured- Requires Regeneration and comes with a dedicated force of Devoured Earth that follow your

bidding and some bumped up autonomy from Hamidon.
Greater Devoured- Requires Invulnerability and Regeneration, Comes with the ability to summon one Monster sized (three to four stories) Devouring Earth once per month.
Godling- Requires Child of Hamidon, Sorcery and Experimentation. At this point you are no longer under Hamidon's control, instead you are the beginning of something new. You can sacrifice your biomass to create fields of mindless Devouring Earth, you can convert people into hideous, tentacle faced beasts to act as your lieutenants and you can control swarms of stinging insects, perhaps enough to blot out the sky over a major city. There is no longer a risk of becoming a blob like your parent, but you can still slowly convert into one as you wish, doing so will vastly increase your ability to control and make larger numbers of Devouring Earth but the process is near irreversible. Unlike most beings Hamidon has an actual opinion of you and is willing to even communicate with you, do not take this lightly.

The Clockwork- 200 (Boomtown, Junkyard) (Tech Origin Discount)
A maddened psychic and a fantasy world of mechanical courts of royalty, dukes, princes and knights. You have been transformed into what appears to be a ramshackle, junk robot which is actually quite intricate. The good thing about this faction off the bat that it's typically very hard to kill you, if you're body is smashed, your conciousness will be rebuilt into a new one. Bare in mind, should the Clockwork King perish, your conciousness will not be preserved through his will that ends your chain. Staying with The Clockwork faction allows you to take a Sprocket as a companion which will in turn build more non-companion Sprockets out of any junk in the area. They multiply quickly and make for a good workforce. Available ranks include...
Gear- No Requirements. You're now a tiny mechanical soldier the size of an action figure. Comes with an adorable tiny shock power.
Sprocket- Requires Electric Assault. You're about three feet tall and can instinctually make more Sprockets given bare minimum resources of bits of metal and springs.
Cannon Knight- Requires Electric Assault and Electric Mastery. You're the size of an average adult man now, able to control a squad of a dozen sprockets. You can mentally dictate their objectives from attack, defend and build.
Assembler Duke- Requires Electric Assault and Minions "Robots". Ontop of your normal minions you can summon a dozen gears to harass your enemy once per hour.
Assembler Prince- Requires Minions "Robots", Gadgetry and Leadership. You are the leader of a Clockwork Court. Three Dukes who in turn control three Knights who in turn control six Sprockets. Also all three Dukes have a dozen summonable gears. Should you fall in combat, you can get back up as long as you have two Duke or Knight Clockworks nearby to consume.
Paladin- Requires Invulnerabilty, Fighting, Electric Assault and Body Mastery. You are a two story tall juggernaut now, this becomes an alternate form and any Clockwork within a mile radius forms up on you and creates a batallion. Normally you just appear to be a Sprocket.
Heir to the Throne- Requires Psychic Mastery, Psychic Control, Gadgetry and Minions "Robots". Doing the math, you must realize this requires you to take eNCsoftropy... You are a lone madman, who knows the truth about the world. You actually start ten years before the Rikti War in a more peaceful Paragon City. You gain a reserve of mental processing power which is dedicated to the maintenance and construction of near endless Clockwork under your intricate control and a full Clockwork Court (as an Assembler Prince) plus a Paladin Clockwork as companions. All of these companions combined take up four companion slots or you may instead choose to just take the Paladin for one. Can you stop the apocalypse with your only allies being gears and springs?

Coralax- 200 (Mutant Origin Discount)
You are a remnant of an ancient legacy dedicated to the elder goddess Merulina. When man's industrialization ran rampant in the waters of your ocean, Merulina went silent as your beautiful empire was ravaged. The original Coralax, sapient beings with shared ancestry to common coral, were mostly killed in confrontations with man. Recently however, the few highpriests left have found a way to corrupt

victims with their genetics, creating hybrid monsters to do their bidding. Staying loyal to this faction grants you the ability to hear Merulina's voice. She is very knowledgeable of the briny depths of most any world and has light knowledge on the truly ancient and occult. Destroy all land-walkers.
Green Hybrid- No Requirements. A lower ranking abomination, you get break away bio armor that softens blows and the ability to breathe underwater.
Blue Hybrid- Requires Leviathan Mastery. Ontop of your abilities you also gain the ability to quickly grow coral around you and use the growths as jagged throwing weapons or clubs. You can speed up the process of coral growth by a hundred times just by being nearby.
Red Hybrid- Requires Leviathan Mastery and Psychic Mastery. You gain a force of a dozen green and four blue hybrids, any of which can be taken as companions. Your mastery of coral is a bit greater and by placing a subdued out victim in a bed of coral you can convert them into a Hybrid, their color depending on personal power.
Shaper- Requires Leviathan Mastery, Water Control and Psychic Mastery. Not often seen, you are one of the lesser shapers, working under the high priest Calystix. You won't see combat often but you can more easily walk amongst humans in disguise and you can summon four coral golems on a whim.
The Return- Requires Leviathan Mastery, Water Control and Psychic Control. You are a Christ figure to the Coralax, your power shines above Calystix and he is at your command. Your empire is dying and the hybrids are a weak weapon to win such a waning war. You can awaken the Leviathan, a massive beast which carries an entire island on it's back. The Leviathan's eye alone is four stories high. Just know that choosing to awaken this beast, damns the surface world. Once summoned it will be nigh unstoppable and sink a portion of land equal to the size of Hawaii.

Croatoa- 200 (Magic Origin Discount)
A place overrun with the fantastic and mysterious. A small town just outside paragon that is overrun with a mystical forest filled with old grudges and fairy tail creatures. Though it is not as peaceful and friendly as its' description would suggest. An ancient war persists here and once a year the conflict is whipped into a frenzy around the Autumn equinox as the giant monster Eochai, the large flaming jack-o-lantern champion of the Fir Bolg and Jack in Irons the lost, horrible giant in league with the Red Caps will do battle with one another as all other factions enter the fray around them. Staying with one of these factions will give you an eye for Fae and you'll be able to spot and negotiate them or their closest equivalents much more easily in any universe you're in. Sub factions include...

Redcaps- Resembling horrible, demented little garden gnomes, these little murderous freaks cause mischief and blood shed all over Croatoa.
Rascal- No requirements, you gain a pair of jagged daggers and a VERY sadistic sense of humor.
Hooligan- Requires Archery. Comes with an endless supply of arrows (there's just somehow always one there when you reach behind your back) and three rascals to do your bidding.
Fiend- Requires Weapon Specialty "Dagger" and Archery. As large as a man, these psychopathic monsters sharpen their teeth on their victim's bones. You gain the ability to summon a rascal with a bundle of TnT attached to it's back once per hour. When thrown, they'll latch onto the nearest enemy, gouge at their eyes and promptly explode.
Snaptooth- Requires Concealment, Weapon Specialty Dagger and Sorcery. You've mastered Faerie circles, how to make them and use them. You can easily make portals to the spirit world equivalent in any universe and with some hard work and luck, you can prank concepts like kidnapping the new year and tie-dying Death's cloak.

The Cabal- An all female coven of witches, they seem particularly interested in Croatoa and never tend to leave. They have a bitter hatred of Redcaps and an envy of their secrets which they tend to abuse. The Cabal focuses on the forces of nature, wind and lightning.
Initiate- No Requirements. You gain a small sprite which recovers your endurance simply by being nearby.

Adept- Requires Electric Mastery. You become immune to aging so long as you continue to maintain a five hour long ritual every season. If you fail to complete this task once, this avenue of immortality shuts itself to you.
Maven- Weather Control and Electric Control. You may freely commune to those you have become romantic with and passed, perhaps even visiting them in dreams. Depending on how you left them, they will be either willing to help or spiteful that you called them.
Sorceress- Weather Control and Electric Assault. You gain three apprentice Adepts and the ability to detect malicious fey-like creatures within a mile.
Bane Sidhe- Requires Concealment and Sonic Assault. You are a Banshee. Any lover who has ever betrayed you or been very dishonest, you can now teleport directly to them as long as you are on the same plane. You're the worst ex.
Arch-Sorceress- Requires Flight, Electric Assault, Weather Control and Sorcery. You've mastered the secrets of Croatoa and can take any of your sisters as companions. You may have found a way to break the eternal war. Oddly if a conflict has lasted over one century, you can will it to cease for an entire month's time. This only works once per conflict.

Fir Bolg- Driven from your ancient homeland, your restless spirit has arisen in a golem body consisting of a pumpkin and it's vines in humanoid shape. Your timeless enemy has come to this new strange land as well, in a likewise twisted form. Under the massive pumpkin king Eochai, you charge into the fray and fight for supremacy of Croatoa.
Soldier- No requirements. As long as you're in good health and stamina, you can grow small explosive gourds and chuck them like napalm grenades.
Guardian- Requires Fire Assault. You can now disguise yourself as a small, thin tree quite easily. You can rest while disguised though if you choose to actually sleep, you'll be as unaware of your surroundings as normal.
Streng- Requires Plant Control and Fire Assault. Named after the Fir Bolg hero of old, you command a dozen soldiers. Your connection to gourds is such that once every ten years, you are able to awaken in a Fir Bolg body, growing from a gourd within the same plane, should you fall.
Gourd Lord- Requires Plant Control, Fire Assault, Fire Mastery and Regeneration. The Fir Bolg are under your command and you may take any including the giant Eochai as companions. Furthermore, should you end your war with the Tuatha De, violently or otherwise, all the Fir Bolg will be able to return to human form, but still retain their power. Once per Hallow's Eve, you may speak with a Great Pumpkin and it will answer any one question, using the combined knowledge of all gourds.

Tuath De- A crusade drove you from your land. Their god cursed and twisted the bodies of you and your kin into horrible bestial forms. What's worse is that fate has drawn you into the clutches of your old enemies, the Fir Bolg. Can you crush their spirits once more? Or has your shattered clan met its' justice?
Warrior- No Requirements, you're now what appears to be a vicious were-deer,.
Champion- Requires Earth Melee. You are particularly adept at using your antlers in combat. Oddly, this aptitude translates to any head mounted, melee weaponry you may acquire in the future. You're a master of bashing your skull into things.
Bres- Requires Earth Mastery and Earth Melee. Named after a hero of the Tuatha De Dannan, you now command a dozen warriors. The Forests like you and they will shelter you. Any forest you go into will tend to have wildlife be more pleasant to you or attempt to draw away danger.
Deer's Reign- Requires Super Strength, Earth Melee, Earth Mastery and Earth Control. You are the first true leader the Tuath De have seen in some time. Should you end conflict with the Fir Bolg, violently or not, the Tuatha De Dannan will be lifted of their cursed forms while retaining their power. Once every Spring Solstice, you may ask a hooved animal a question and it will intelligently answer, compiling all the knowledge of it's species living or dead.

5th Column- 300 (A fortress complex on Striga Isle)
Super powered Fascists, the last real threat from Nazi Germany, continuously fighting their war across time and dimensions. Being a part of this group raises an interesting opportunity as you will have to decide whether or not to join the winning side when the Council and it's Warshade Leader Arakhn attempt to usurp control of the Fifth Column. If you join the Council when it rises, not much changes, just management slightly and all the old Fifth Column heavy hitters can be taken as allies. Arakhn and Requiem are extremely experienced and powerful Nictus-hosts who have acquired much scientific knowledge on the symbiotic race through cruel experiments. Vandal, once a humble tinkerer was taken on as a mechanical research lead for Requiem, now having converted most of his body to machine, Vandal is effectively an immortal tank with a super genius intellect. Nosferatu, the brutal head of the Vampyr supersoldier project knows much about dark energies and genetics, to produce living war-crimes, his own manipulation of dark energies rivaling even Requiem.
Lastly, should you stay with Fifth Column and manage the monumental task of pushing the Council take over back, then you can forget about Arakhn joining you on your adventures but you gain access to Reichsman. Reichsman is what you'd get if you crossed M. Bison with Superman and aside from Hamidon and U'kon G'rai is the single strongest entity in the game. While he's not one for taking orders, should you prove your abilities, he will at least show some respect for your power.
5th Column is made up of several sub-factions with their own ranks. Here are those that are available...

Raserei Division- (Natural origin discounts faction cost)
Actually the upper infantry of the 5th Column, made up of typical supersoldiers. Being in the Raserei Division means you are the pride and joy of the army and eligible for many biological enhancements.
Raserei Infantry- No Requirements, Includes Chaingun and bad ass nazi uniform.
Raserei Ubermenschen- Requires Fighting or Martial Arts, tasked with leading and training grunts, should you do nothing ambitious with your position you at least receive a bunch of olympian soldiers trained by you personally.
Raserei Oberst- Requires Leadership and Munitions. At this point you make up the inner circle of 5th Column's political affairs and a top notch soldier. You gain autonomy in your operations and many funds, able to set up your own base and fill it with Infantry and Mekman. Your will is the will of the Column. Thy will be done. Just don't fall too far from the tree...
Raserei Krieger- Requires Martial Arts, Super Strength and Invulnerability. You are the true Ubermensch, the 5th Column has a spot next to Nosferatu and Requiem for you. Sometimes you will be dispatched with troops but mostly you'll act as a solo hunter killer for them. By the fifth year, their perfected super soldier program will generate three other Kriegers, all with the required powers for the rank and 800cp each. You are given command over them and they will available to take as companions.

Vampyr Project- (Science origin discounts faction cost)
Not true Vampires but a result of combining black magic with a super soldier program, the Vampyrs of the 5th Column are a terrifying sight. Stalking their prey and draining them of their very life essence.
Vampyri Mesmerist/Parasite- Requires a psionic or darkness based power.
Vampyri Adjutant- Requires both a psionic based and darkness based powers. You are given training to work any psychic and dark based powers you have in perfect tandem for combat, while being able to teach others this as well.
Vampyri Commandant- Requires Experimentation, Darkness Control and Psionic Control. As one of Nosferatu's personal assistants you'll be given your own lab and resources for experiments. Unfortunately, if you need something exotic, your troops may be stopped by meddling heroes in transit. You are able to gift anyone with a two hour surgery that will leave them with one of the psychic or darkness power sets from this setting. One set per person.

Galaxy Division- (Mutant origin discounts faction cost)
This is odd since the Galaxy division only existed with Arakhn and the Council. Because of this, starting

here will mean you are a prototype of the Galaxy program, the attempt to mix Nictus fragments and humans into deadly soldiers.
Galaxy Infantry: No Requirements, you gain a very weak shadow bolt, which may at the very least take people by surprise or go unseen in the dark.
Galaxy Adjutant: Requires Warshade, you gain your own group of Galaxy infantry to train and command as well as insider information on the Council's looming assault on 5th Column.
Galaxy Archon: Requires Nictus Shard. Your shard is stabilized and you become a personal assistant to Arakhn, meaning you will be able to either ease her elevation to power or snuff her out should you be able.
Agent of Entropy: Warshade, Peacebringer and Nictus Shard required. The voices... God you can't stop the voices... You stumble out of the lab, the scientists scurrying. Mortal souls... Tiny. Weak. Mortal souls. Your hand curls into a tight fist as a wave of dark energy ensnares them, do you finish the deed? You are a new being, something never before seen. You now possess high resistance to radiation, light and negative energy power. In combat, you're an equal to Requiem and Arakhn off the bat, and with training you can easily surpass them in sheer brute strength of your vast reserves of cosmic energy. One ability you possess that is unique to you, should someone be possessed by a sort of energy, be it a ghost, Kheldian or sentient mystic force, you are able to rip it out of them with your brute strength, either saving the enthralled or forcing a poor symbiotic union to have it's combined identity shredded in two.

Tertiary Power Pools-
These power sets are not as strong as full fledged powers but some tend to synergize well with other sets if you are clever.

Themed Costume- Free!
An unlimited supply of costumes fitting your powers which updates every jump.

Concealment- 200 (Drop-in discount)
At first you'll learn the ability to hide yourself a little better and perhaps how to hide others. When you master this power set you'll be able to phase for short amounts of time at high energy costs and have full invisibility for a great deal of concentration.

Fighting- 200 (Drop-In and Soldier discount)
You go through basic CQC training and you know a good deal about bobbing and weaving. With a little more toughness and more ability to dodge, this synergizes with other defensive powers or it fills in for a lack of fighting ability.

Flight- 200 (Drop-in, Blaster and Fortunata discount)
In City of Heroes, flight isn't very impressively fast, however it does allow a great deal more control than most other travel powers. Advancing this power set allows you to grant flight to nearby allies and pull off aerial attacks and maneuvers that you wouldn't otherwise know. If you already know how to fly, consider this power set the ability to master the art of combat flight.

Leadership- 200 (Drop-In, Mastermind and Defender discount)
You're trained in small to large scale battle scenarios and know how to communicate orders
efficiently. This will further advance any tactical prowess you already have and certainly benefit your companions. Should you be incapacitated in battle, your allies will go into a loyal frenzy.

Leaping- 200 (Free to Drop-in. Tanker and Brute discount)
You gain the ability to leap over buildings in a single bound and to also change course slightly while in mid-air. On top of being able to leap, you also gain knowledge to apply your acrobatics and jumping in

combat, bouncing off walls into a serious head butt or dropping from the sky to Goomba Stomp enemy's skulls.

Medicine- 200 (Drop-in, Controller and Dominator discount)
You gain a small medical device that's able to diagnose and beam people back to good health. It's slow and not exactly combat effective but with enough know-how you can revive someone who's been dead for thirty minutes or less.

Presence- 100 (Drop-In, Widow and Stalker discount)
You gain the ability to distract others very well. It doesn't make you convincing at first, just very distracting and able to draw fire. Master presence enough however and you'll be able to frighten a crowd with but a glare and a crack of your knuckles.

Speed- 200 (Drop-In and Scrapper discount)
You gain the ability to run at 200 mph and the ability to work with that speed. Should you choose to spend a greater deal of energy, you can attack twice as fast as you normally could or whip yourself up into an actual tornado, sending foes flying left and right. While you have decent control with this speed now, adding more reflexes would do wonders.

Teleportation- 200 (Drop-In and Corruptor discount)
One of the true fastest ways to travel, you can teleport hundreds of yards away as long as you can see where you'll end up. Further more, you'll soon gain the ability to teleport friend and foe alike, even calling eight willing allies to your side with one simple maneuver.

Experimentation- 300 (Mastermind, Dominator, Corruptor and Science Origin discount)
With this, you've twisted your genetics and have the power to twist others with complex operations and injections. Off the bat, you start off with just above peak human speed and reflexes due to the muscle fibers and adrenal glands you've added to yourself. As an added precaution, you carry failed mutagens on your person to toss at enemies, these have a wide variety of debilitating effects from blindness to straight up bubbling skin away.

Force of Will- 300 (Blaster, Brute, Scrapper and Natural Origin discount)
Rather than boost your Willpower, this set turns it into a weapon. You can use bursts of Will as bolts of force and you are able to demoralize your opponents with your sheer bravado. Your ability to leap is also increased and when you master your Force of Will you can unlock an ability that gives you a minute of doubled strength and speed once per day.

Gadgetry- 300 (Controller, Soldier, Stalker, Tech Origin and Citadel Sidekick discount)
You have access to a minor force field generator and small floating laser drones which can lay down inaccurate supressive fire. Ontop of this, you can modify any tech based powers you have. Cryo, Incendiary, Poison bullets? Why not? Arrows that bounce, explode and leave oil slicks? Sure, those bad guys didn't need their skin anyway! Just use your imagination!

Sorcery- 300 (Defender, Widow, Magic Origin and Tanker((Muscle wizardry)) discount)
You gain the fundamentals of magic for the setting and are easily able to set up protective wards against spirits and bad luck as well as limited flight capabilities and arcane bolts. Gaining this power set will allow you to tinker with many of the artifacts laying around the setting with a good amount of knowledge about their lore. If you landed in the Midnighter's Club or Oranbega, you're more likely to be accepted.

Elemental Masteries- 300 (Blaster, Controllor and Mutant Origin discount. Electric Mastery Discount for

Synapse Sidekicks and Psionic Mastery Discount for Penelope Yin Sidekicks)
Despite the name of this power set, it will only give you basic and limited control over the element of your choice. If paired with a true elemental power set then it will synergize to allow for finer control over that particular element. Choose one of the following: Fire, Electricity, Darkness, Force, Sonic, Water, Cold, Earth and Psionics. You gain a few tricks with the chosen element but not enough for it to stand entirely on it's own. Can be purchased multiple times.

Munitions Mastery- 300 (Soldier and Widow discount)
Tear gas, tazer guns, body armor and missle launchers. You gain superior knowledge of the modern world of combat and have a full SWAT armory in your Warehouse now. You know what to bring and what weapons best fit a situation.

Body Mastery- 300 (Scrapper, Brute, Stalker, Defender, Blaster, Corruptor and Tanker Discount)
You hone your physical control and muscle memory to fine tune your accuracy. You also gain the ability to use your powers with the least amount of energy spent, strike your opponents with the exact amount of movement and energy you wish to place into each attack and... Umm... you get lazer eyes for some reason.

Leviathan Mastery- 400 (Science Origin Discount and Discounted if taken with Captain Mako in the Patron Drawback)
You're one with the briny deep, able to call upon abominatons of the sea for assistance as well as mutate tough, shark skin and acidic bile. This also counts as Water Mastery, allowing for limited control over water for those who purchase this alone or fine control for anyone taking a water based power set.

Mu Mastery- 400 (Drop-In and Mutant Origin Discount and Discounted if Scirocco is taken in the Patron Drawback)
You have the ancient blood of the Mu coursing through your veins. You can see ancient symbols everywhere, sniff out the marks of hidden societies and you understand many dead languages you never knew about before. You also gain Electric Mastery and membership into the reclusive Mu faction. However, the denizens of Oranbega and many evil mages will now want your head.

Mace Mastery- 400 (Soldier and Tech Origin Discount and Discounted if Black Scorpion is taken in the Patron
Drawback)
You gain access to Arachnos munitions, if you already did have that, then it is further increased. If bought alone, you gain access to a Wolf Spider's gear which is their SMG and armor. Stacked with the Arachnos Soldier Archetype, your SMG is advanced to deliver a variety of rounds much like Gadgetry would, you also gain Bane Spider Armor and should you choose to stay with Arachnos, you will become an Arbiter, (think Mass Effect's Spectres except in white uniforms.) If bought with the Crab Spider promotion, you gain an extra set of mechanical arms (Eight in total) and it takes a tank round to punch through your armor now. Lastly, if you were promoted to the Bane Spider Rank, you will become an Executioner, and you will gain a troop of three lesser Bane Spiders under your command, each with 800 cp to spend, excluding their origin. Previous companions can take up the roles of the Bane Spider Lackeys, gaining the Bane Spider origin and the CP and no, if they take Mace Mastery, they don't get their own Bane Spiders.

Soul Mastery- 400 (Widow and Magic Origin Discount and Discounted if Ghost Widow/Numina is taken with the Patron/Sidekick Drawback)
You are taught how to manipulate and draw upon spirits. They can entangle your foes, assault them with shadow blasts or even whisper secrets into your ear. This also counts as Darkness Mastery, allowing limited control of dark energies when purchased alone or fine control when purchased in unison with a base Darkness Powerset.

Primary Power Sets-
While these sets seem expensive, bare in mind, they have the potential to put you on equal footing with demi-gods, even pistols and melee weapons can eventually be wielded to battle giant monsters.

Elemental Assault- 600 (Blaster and Corruptor Discount)
Choose one of the following: Fire, Electricity, Darkness, Force, Cold, Earth, Psionics, Sonic and Water. You may not have finesse, you may not even have tact, but what you do have is the sheer focus and power to destroy with your chosen element, melting armor, punching water through steel, decaying tendrils of shadows ripping foes apart. When it comes to destruction from afar, you're a savant. Control is hard though, don't expect to heat your morning cup of coffee without melting it.

Assault Rifle- 600 (Blaster, Soldier and Corruptor Discount)
Let me tell you about this gun... This gun, is not just an Assault Rifle. It is a Shotgun, Sniper,
Flamethrower, grenade launcher, fully automatic machine gun with a God damn cup holder on the side. This is probably the only gun you'll ever need. If you're a Soldier of Arachnos, your SMG, Mace or Claws gain the exact same utility so you don't have to swap out weapons in a fire fight.

Archery- 600 (Blaster, Corruptor and Manticore Sidekick Discount)
Who says bows are archaic? Well, no one ever said that to your face. You're supernaturally good with a bow and arrow, able to rain fist fulls of arrows or rapid shot them as fast as any semi-automatic pistol. While some may chuckle at first, they'll stop their snickering when you plug your arrow directly through a tank's hull. Your accuracy and utility with arrows is also increased, able to take the same shots a sniper can with the naked eye and able to accurately stun or wound opponents.

Radiation Blast- 600 (Blaster and Corruptor Discount)
A particularly nasty ability, you fire radioactive particles and clouds at people. Sure, it might not hurt much initially but then the burning sets in, their eyes sting and their electronic equipment goes out. You're a walking war crime and it's hard for you to be a hero without some serious moral issues regarding how much cancer you're giving the enemy. In addition, you gain full immunity to harmful radiation.

Dual Pistols- 600 (Blaster, Corruptor and Soldier Discount)
You master the art of Gunkata, basically you're the movies "Wanted" and "Equilibrium" combined. You can bend bullets, calculate short term trajectories and basically gun-fu your way out of melee combat. This also makes you very adept at dodging close range bullets as you watch for muscle twitches and see the slight bends in barrels, it makes you seem like you're psychic in a mexican stand off. If you have Assault Rifle or are an Arachnos Soldier, you can convert your weapons into Dual Pistol form, granting them the same munitions flexibility but slightly less punch.

Elemental Melee- 600 (Scrapper and Brute Discount)
Choose from the following elements: Fire, Electric, Darkness, Force and Earth. You can wield these elements to great effect when you're up close and personal. Rocky fists, chain lightning kicks, you're an elemental beast. As opposed to the blast option, melee elementals attacks generally have more damage and force behind them.

Weapon Specialty- 600 (Scrapper and Stalker Discount)
Pick any one weapon style. You are now a master. Longsword? You slay dragons. Dual blades? Stab two niggas once, stab one nigga twice. Claws? You're better than Wolverine at whatever it is he's best at. Want to use a telephone pole? Don't see why not!

Martial Arts- 600 (Stalker, Widow and Scrapper Discount)

You learn all earthly hand to hand fighting styles and you gain the know-how to utilize them against super-powered opponents. Because lethality is an issue utilizing regular strength to combat these threats, you've become quite adept at disabling them through hitting pressure points or locking joints. When you train up enough, you can deliver the Eagle's Claw, a focused kick which can destroy an Abrams if executed perfectly.

Super Strength- 600 (Tanker and Brute Discount)
Who needs swords and fire? You chuck cars like snow balls. When you hit your potential, the strongest of your punches will be able to stop a Kaiju in it's tracks.

Elemental Armor- 600 (Tanker, Brute, Scrapper Discount)
Choose an element: Dark, Electricity, Fire, Stone and Force. You now have nigh invulnerability to that element and your focus with it allows you to envelop your body and once you've trained to your pinnacle, you can become a manifestation of that element for a short time by expending an exhausting amount of energy.

Bio-Armor- 600 (Tanker, Brute, Scrapper and Stalker Discount)
You now have a shell, a carapace made of smaller organisms. These tiny symbiotes regenerate quickly, creating an ablative layer between you and your opponents. Not only that but when they break and shatter, they release spores into the air. While not lethal they can imitate allergic reactions, effecting vision and respritory systems. You can also enter a durable cocoon to recover from near lethal wounds or to even gain a quick rest, an effective night's sleep in half the time.

Thorn Assault- 600 (Scrapper, Stalker and Dominator Discount)
Your body generates spines and thorns the same material as your bones. They carry with them a corrosive poison capable of crippling foes. You may fire spurs from your body or generate thicker spines to use as melee weapons.

Street Justice- 600 (Scrapper, Stalker, Tanker, Brute and Natural Origin Discount)
An absolutely brutal style developed by a network of mortal vigilantes. Direct, crippling and effective, Street Justice was made for self defense using the philosophy of the "best offense". Using the combos here a civillian may actually stand a chance in a battle against super powered beings.

Regeneration- 600 (Scrapper, Stalker and Brute Discount)
You gain the ability to regenerate three times faster than a normal person at first and you can call upon bursts of healing if you focus and drain your body's nutritional reserves. When you complete training, you can enter a hyper regenerative state once per day for a minute that heals wounds almost as quickly as you get them and in this minute you have limitless endurance with which to use your powers.

Super Reflexes- 600 (Stalker and Brute Discount)
Why bother being tougher or healing faster when you never get hit? Your body gets limited super speed and your reflexes jump up by a twice their normal rate. If the new passive buff isn't enough, you can also slow time for yourself in exchange for expending more energy.

Willpower- 600 (Tanker and Brute Discount)
Gods need not apply, this power takes the will of the weaker man and makes them rise to the occasion. The more mooks pounding on you, the bigger the guy you're fighting, the more durable and enduring you become. You may not become stronger, but your body will only quit when your will quits, leading to fascinating displays of pain tolerance and energy.

Invulnerability- 600 (Tanker Discount)

You are just straight up, one of the hardest people to kill. You don't gain any durability to mental attacks but everything else is just mosquito bites. Train hard enough and an RPG to the skull will barely mess up your hair.

Shield Defense- 600 (Tanker Discount)
You become even more adept at defending others as well as becoming a master of shield combat. For whatever reason, a shield is just more durable in your hands, a trash can lid feeling like it's made out of pure steel when you block bullets and if you already have a good shield then you can swat tank rounds out of the way.

Ninjitsu- 600 (Stalker and Widow Discount)
You gain a second's battle precognition and slightly enhanced reflexes. You have the ability to use ninjitsu techniques to meditate and quickly heal yourself, create diversions or escape nearly any binding. Your intuition also rises as you can just FEEL dangerous situations and ambushes just around the corner. You can exhaust yourself once per day for a minute to enter a battle zen state, where you need not think to act but your body runs on sheer instinct and muscle memory to perform flawless combat.

Elemental Control- 600 (Controller and Dominator Discount)
Choose one of the following: Fire, Electricity, Darkness, Force, Cold, Earth, Psionics, Plants, Sonic and Water. Unlike Elemental Melee and Elemental Blast, you don't pack quite as big a punch. What you lack in power, you make up for in subtlety and control. Electricity could redirect the power in a system or Darkness can dim an entire room just enough to slip by un-detected, Earth could hold your enemies in place and Psionics could leave subtle suggestions and possibly full mind control with concentration and practice. At your zenith you may summon small elmentals of to cause chaos and battle in your stead.

Illusions- 600 (Controller and Dominator Discount)
You gain the ability to project complex hallucinations, decoys and even autonomous phantasms that can produce even more illusions. You can even cause your enemies to faint or have heart attacks just because they think they were dealt some horrible injury, though watch out, they'll catch on when they realize the harpoon in their chest isn't really there.

Gravity Control- 600 (Controller and Dominator Discount)
You gain control over gravity and attraction between objects, initially enough to lift, repel and attract objects at roughly the same force of Earth's own gravity. (Still effective, you're basically making people fall in different directions) You can also destabilize molecules and make others intangible for a short time. At the height of your power, you double the force of your gravity control and can create an autonomous singularity which posesses many of your abilities.

Empathy/Pain Manipulation- 600 (Defender and Corruptor Discount)
You control life energies and pain to heal to astonishing effect. You can heal minor wounds with but a wave of a hand or equalize pain and damage between a group of individuals. At the height of your power, your very presence gives increased endurance and passive healing to allies within a fifty foot radius of yourself. Last but not least, you can exhaust yourself once per day to raise a person from the dead who has fallen no more than a week prior.

Storm Summoning- 600 (Defender Discount)
You're able to control the weather to create localized mists or gusts of wind. Your allies can gain boons from air quality control and natural barriers for escape. At the height of your power you can summon a storm cloud which will fire lightning and gusts at your opponents for you and you'll be able to calm full sized hurricanes and storms down to drizzles with enough focus.

Time Manipulation- 800 (Defender Discount)
Localized Time Control, an extremely powerful ability. You can slow or stop your enemies, speed up your comrades or project attacks from the future into the past or vice versa. This powerset is more draining than most but the abilities here are astounding. You'll never fully travel through time, but you can bend it to your whims in pockets of space, the greater the change and the greater the space, the more energy is needed.

Kinetics- 800 (Defender Discount)
You can control kinetic force, reduce inertia and siphon force out of opponents or attacks. With focus, you can meditate and create a sixty square foot area around you in which the kinetic force and speed of all enemies are reduced and all allies are increased. Your transferance rates begin at 25%, reducing force from one object and increasing it another by that percentage and at the height of your training it goes to a 75% transferance rate.

Force Field Projection- 600 (Defender Discount)
FUCKING BUBBLES! With experimentation and practice you can make protective fields for all manner of things. A field that blocks kinetic force, Radiation, Sound, Heat, a great many things! You can also project force fields that detain enemies, locking them in a containment bubble. Repulsion is another thing you excel at, being able to generate repulsive waves from around yourself to knock back a sedan.

Minions- 800 (Mastermind Discount)
You gain control of a set of Six Summonable Minions each with their own special ability depending on the category. The first three minions will be grunts with very few powers, the next two will be a bit more specialized depending on what role you want them to take. The last minion will be full fledged warrior with a free 50cp Archetype (Excluding MasterMind) and 600cp to spend from the powers options. Choose one of the caregories.
Thugs: "Gang War" You can summon another half dozen punks for cannon fodder but they will always be just above your average teen in terms of strength and abilities.
Mercenaries: "Tactical Drop" Summon cases of ammo, armor and repaired weapons. Never run out of supplies for your troop while on an away mission.
Ninjas: "Shadow Warriors" In the middle of battle, once per day you can make all of your minions vanish and become invisible for a full minute, giving them a great edge.
Robots: "Repairs" Your machines are capable of swiftly repairing each other inbetween bouts of combat, making them more self sufficient without your supervision. They also share a hivemind for battlefield awareness
Demons: "Hell on Earth" You can summon a half dozen of small fire imps. While not very lethal they are painful and distracting, becoming a possible danger if they gang up on one enemy.
Necromancy: "Soul Extraction" You can rip out and bind the soul of a recently deceased enemy or ally. It can drain life essence and explode depending on how much energy it has drained.
Deceased minions can be re-summoned after one day.
Beast Mastery: "Call of the Wild" Beyond your summons, you are now extremely adept at communicating with animals.

Umbral- 800 (Free to Warshade)
You gain a myriad of negative energy abilities. For one, you become more durable against all forms of damage, especially negative energy. You also possess a horrible negative energy aura that damages close-by foes over time, a shadow cloak that conceals your presence, an energy and life draining touch, the ability to phase through objects and people, a variety of dark energy blasts and attacks. You also feel it is easier to slip through space, telporting to any area within sight or teleporting allies and enemies across cities. If that's not enough, should you fall in battle and if someone substantially weaker than you is near by, you can automatically drain their essence in order to raise yourself. You also gain the Nova and Dwarf

transformations.
Nova- You become a strange flying squid alien. In this form you are nimble and swift while also deadly, able to run and gun your dark energy blasts. You become less durable but this isn't a problem so long as you stay out of reach.
Dwarf- You become a cross between a lobster, a human and a rhino. Much more durable and strong however slow and with limited energy projection.

Luminous- 800 (Free to Peacebringer)
You gain a myriad of positive energy abilities. For one, you become more durable against all forms of damage, especially positive energy. You also possess the natural ability of flight which can be shared with your friends by imbuing a small amount of energy into them, the ability to heal yourself and others with a moment's focus, explosive wisps, focus positive energy into your fists or throw them as blasts, the ability to fly through solid objects and beings. You also gain the ability to ressurect a person who has been dead less than an hour, once per day. You now gain the Nova, Dwarf and Light Transformations
Nova- You become a strange flying squid alien. In this form you are nimble and swift while also deadly, able to run and gun your positive blasts. You become less durable but this isn't a problem so long as you stay out of reach.
Dwarf- You become a cross between a lobster, a human and a rhino. Much more durable and strong however slow and with limited energy projection.
Light- This form is extremely taxing in terms of energy and tends to leave you drained after but a minute of use. Your energy projection abilities increase to an astounding degree and you're able to travel at near the speed of light. Unfortunately, once deactivated either manually or naturally it will leave you entirely drained for thirty minutes, only strong enough to attempt retreat.

Weird Powers-
These Powers are related to enemies and NPCs in the game and are mostly unavailable or limited use to the players.

Child of Hamidon- 600 (Discount Drop-In)
Part of your DNA has been twisted by an amalgam of Black Magic and Forbidden Sciences. The creatures known as the Devouring Earth seem to leave you alone and in some odd cases, will assist if you are threatened. Should you ever push your will further, you can find that you can slowly control increasing numbers of Devouring Earth. One of your hands will gain a blue patch in the palm from which you can drip an gooey substance which can transform trees, rocks and fungi into Devouring Earth under your control. Be wary, this is a slippery slope and the more you use this power, the more the blue spot will spread until you're nothing but a city block sized amoeba, knowing no human pleasures and only experiencing life through the raw fear and destruction your minions cause.

Nictus Shard- 600 (Discount Drop-In and Kheldian)
You have a little black crystal that is more or less a larval form of a Nictus. Taking it into your body, you gain limited Umbral powers and are able to train up until you have the full power of a Warshade. Unfortunately, the more essence you drain and the longer you keep the Shard merged with you, the more mature it becomes until it gestates into a full blown, fully evil Nictus. This one isn't as nice as the ones from the Archetypes and WILL corrupt you by being a part of your very being. You'll see most others as sources of food for you to drain and fuel your wrath. If it absorbs too much power, it will explode from your chest, making a Shadow Cyst. The Shadow Cyst is basically a hole in space where unbound Nicti come through and begin raping the surrounding area of life essence until they can divide and make more, basically an apocalypse if not handled correctly. Should you come to terms with this abomination inside of you, you can get the ability to open a Shadow Cyst once per week, an extremely dangerous, last ditch attack.

Void Hunter Training- 600 (Discount Soldier and Widow)
You have minor Nictus Fragments implanted in your body, making you highly resistant to dark energy and radiation. Since the Fragments are so small, they will never fully mature, they will only increase in their ability to resist radiant and darkness damage until you're completely immune, making you the bane of all Kheldians. You're also equipped with a Quantum Array gun which is lethal to all but the strongest Energy based. ethereal and quasidimensional beings, ghosts and intangible creatures. Should you have an Assault Rifle, Arachnos Mace or SMG, it is upgraded with a Quantum Array functionality with a ten second cooldown.

Rikti Armory- 300 (Discount Drop-In)
Transdimensional, Transhuman technology. You gain access to a thermite cannon and a special power armor that rivals Abrams tank armor in durability and the armor has a built in spacial jaunt system, allowing for a hundred yards of teleportation with a five second cool down, letting you get the distance and blast away.

Day Job- 300 (Discount Drop-In)
You often find as long as you loiter around places of business for extended periods of time or Heaven forbid actually work at a normal job, you'll find it will have strange effects on your performance in other areas depending on the line of work. Work at a Hospital? You recover damage a little quicker. Museum? It just seems artifacts are attracted to you in your travels. Train Station or Airport? For whatever reason this makes you a little faster in all forms of travel.

Gear and Companions!

Credits!- 50 (Freex5 to Masterminds)
Infamy, Influence, whatever you wanna call it, it's money. Here's 500,000 USD of it.

Costume Collection- 100
An extensive collection of outfits which, once worn may let you take on the exact appearance of any henchmen within the City of Heroes.

Loa Bone- 100 (Mastermind and Magic Origin Discount)
You have in your possession a femur from a powerful Necromancer. It raises and maintains one zombie at a time. Should you purchase this multiple times, the bone will become more powerful, able to spawn as many zombies as it was purchased.

Nemesis Staff- 100 (Tech Origin Discount)
A brass staff with gears on it. While any sort of controlling properties elude you, you're well aware that just by waving this thing, it's able to fire a force-field bubble that while not damaging, is extremely effective in shoving groups of foes back.

Holy Shotgun- 100 (Natural Origin Discount)
A bizzarely effective sawn-off shotgun covered in runes. Any shells placed within are suddenly considered holy for the purposes of damaging spectral, evil and undead beings. Also supernaturally durable

Crey Narcotic- 100 (Science Origin Discount)
A highly addictive substance that provides a great deal of energy to the victim. You gain a suitcase with thirty doses that refills once a week.

Psychic Cleaver- 100 (Mutant Origin Discount)
A simple implant which allows you to expend mental stress in order to fire a moderately powerful psionic bolt. The perfect holdout weapon.

Shivan Shard- 400 (Science Origin Discount)
You summon and maintain one of the mysterious Shivans, radioactive slime creatures from beyond with a penchant for raising from the remains of the dead. They are very durable and are able to fire radioactive blasts as well as enter melee with hardened, bone claws. The Shard will take a day to recharge should the Shivan fall.

Holographic Projector- 400 (Tech Origin Discount)
A set of very tiny drones able to create a perfect human-sized image of anything you program into them. They will be able to generate sound have a decent enough AI to react to most situations in accordance with your wishes. May be upgraded with a more advanced AI. Very easy to use, follow command via neural uplink.

Coral Amulet- 400 (Magic Origin Discount)
This Coralax amulet allows you to gain limited control over coral. This may manifest in the ability to sprout and throw jagged coral spikes or being left alone by many predators of the deep. This may be amplified with Leviathan Mastery.

Project FURY Venom- 400 (Mutant Origin Discount)
You gain a vial of Lord Recluse's very own Project FURY venom. Subjecting a victim to this will give them freakish super strength, speed and durability a set of four spider legs on their back as well as web spinnerettes and acid spitting abilities. You may choose to use this on yourself if you wish, though it won't leave you with the prettiest mug. The vial refills once a week.

Combat Radio- 400 (Natural Origin Discount)
You have a radio with a direct link to the local military. Once per week you may call out for their assistance for the day and they will either send one specialist or five grunts. If you're already fighting the local military then the radio calls equally competent members of a rival faction. Arrival time is roughly thirty seconds.

Vanguard Heavy Power Core- 600 (Tech Origin Discount)
You gain a friendly HVAS (Heavy Vanguard Assault Suit). The AI inside is slightly above dog intelligence and seems to have the same mannerisms but can be upgraded if you want to convert it into a full companion instead. The suit itself can either move autonomously or house a pilot. One thing is certain, the Vanguard know how to build their alien smashing devices. The HVAS comes equipped with layers of Impervium (more or less this setting's adamantium) alloy an inch thick in total, a high powered ballistic grenade launcher, a particle cannon, smart missles and tear gas just in case a civillian is being unruly for whatever reason.

Mutagen Apparatus- 600 (Mutant Origin Discount)
You gain a small lab that is very easy to use, coming with an instruction manual. All you must do is place a mutant blood sample within the sample dish and it will isolate all aberrant genetic material. It can then synthesize a drug which creates a lesser version of the mutation which can be injected into one's blood stream. Once there, the user will gain the power for thirty minutes before the effects wear off. Repeated uses of the same mutagen make the user resistant to it's effects, dulling down the powers with each use. By the fifth injection of the same mutation, there is no effect.

Portal to Oranbega- 600 (Magic Origin Discount)

Oranbega is a maze full of possessed wizards, demons, ghosts and traps. It is also a rife with arcane knowledge and the absolute perfect training ground for your magic abilities. You gain a door in your warehouse that sort of leads to an Oranbega dimension, endless stone catacombs providing endless challenges, the harder you push, the further you dive, the more you will be rewarded... Just don't get lost. It's a very real possibility. Especially considering this particular version of Oranbega can shift it's halls and structures just to vex you.

Vahzilok's Notes- 600 (Science Origin Discount)
Dr. Vahzilok is Paragon City's foremost re-animator of corpses and creator of Frankenstein monsters. Oddly, despite corpses being dead for so long, some super human bodies manage to retain fragments of memory and in rare cases full-blown powers. While Vahzilok has only ever been a minor threat, his notes on the phenomenon could allow for the ambitious sort to recover lost knowledge from dead brains or even control an army of super zombies.

Mission Architect Home Console-600 (Natural Origin Disocunt)
Real virtual reality right at your finger tips. Set up any scenario, train using millions of pre-made scenarios or invent ones yourself. This console is so advanced it can link up wirelessly to any data storage device nearby and utilize it's information for future reference. For example, recordings of you fighting will assist it in better making a hard counter to you or specs on the next big villain can allow it to make a duplicate in cyber space. The ultimate training grounds. Also, the rated T for Teen rating can be adjusted.

Bees?- 300 (Mastermind, Soldier, Widow, Science Origin and Drop-In Discount)
You gain Vernon Von Grun, Arachnos Junior Mad Scientist as a companion. Vernon is not too good in a fight but he is FILLED with EEEEVEEEEL ambition. You gain five jars a week of genetically modified and intelligent bees that you control. Vernon will also supply you with one Creeper seed a week, giving you a thorny tree minion for additional support. A great science lackey to help with projects in your Warehouse. Vernon's power sets are Experimentation, Gadgetry, Plant Control and Medicine.
"MWAHAHA- No? Okay, okay how about this one? EEEHAHAHA-Still? CURSES!"

Betty- 400 (Soldier, Widow, Drop-In and Mutant Origin Discount)
This friendly Arachnoid has joined you on your adventures. Unlike her kin, she came out of Project FURY sane and thus more kick ass than ever, wielding modified Crab Spider Armor and an Arachnos Mace which only compliment her abilities. Betty's power sets are Mace Mastery, Super Strength, Super Reflexes, Presence and Leaping with the Crab Spider Archetype.

Hollow Point- 400 (Natural Origin Discount)
Forgotten by his unit and left for dead behind enemy lines, for Hollow Point escaping from that hell was only the beginning of the war. Now that he has eliminated those responsible, Hollow Point is now a masterful mercenary, perhaps one of the greatest independent guns for hire in the world. Having been betrayed once, his trust his hard to gain but once you have it, he is the single most loyal and reliable soldier you could ever ask for. Hollow Point's power sets are Assault Rifle, Force Field Projection, Gadgetry, Street Justice, and Munitions Mastery.
"Frag out! Whiskey in!"

Wisp Overlord- 400 (Magic Origin Discount)
A gaunt, golden, towering visage which hovers from place to place. For some odd reason, a leader for the armies of Rularuu the Mad has decided to join you. The Wisp is a great tactical mind as well as an extremely powerful psychic. While loyal to you, it is opinionated and will object when it feels you are making an error in judgement. Also, it is rather disgusted by the touch of living things, even other wisps. The Wisp Overlord's power sets are Psychic Assault, Psychic Control, Psychic Mastery, Gravity Control and Leadership.

"Your mind is troubled. Perhaps you would like me to make adjustments?"

Fake Nemesis- 400 (Tech Origin Discount)
Somehow, you've reverse engineered a robotic Nemesis duplicate. It is a durable brass titan, standing ten feet tall with the visage of the prussian prince of steam and gears himself. If you'd like, you may also use the Fake Nemesis automaton as a crisis suit. The Fake Nemesis' power sets are Super Strength, Invulnerability, Force Field Projection, Presence and Flight.
"*Hiss* *Clank* *Whirr*"

The Shining Light- 400 (Science Origin Discount)
Formerly known as Vivian Tucker, The Shining Light was once a renowned super hero until she was captured and experimented on by Crey Industries. She has now been converted into a weapon known as a "Paragon Protector" with a mock spandex outfit and helmet in the Crey Industry colors as if they had somehow made a hero instead of just scrambling one's brains. For whatever reason Crey has sold you The Shining Light and she is now conditioned to follow your every instruction, it may take a while to bring Vivian back... The Shining Light's power sets include Electrical Assault, Electrical Melee, Regeneration, Flight and Fighting.
"This Protector is active."

The Goddess Hequat- 600 (Magic Origin Discount)
An ancient diety of the ancient Mu race. Responsible for the fall of the Coralax leviathan and constant enemy of the Circle of Thorns. So it's quite impressive that you've managed to bind her to your service. It will be a long time before she stops detesting you and while her powers are weakened due to the lack of followers praying to her she still carries a great deal of power and value in her arcane knowledge. Hequat's powersets are Psychic Assault, Electric Assault, Invulnerability, Super Strength, Flight, Sorcery, Mu Mastery and Soul Mastery.
"Is that how you mortals are casting spells now? Ugh. How vulgar."

Colonel Duray- 600 (Natural Origin Discount)
Colonel Virgil Duray has allied himself with you, an honor that isn't to be taken lightly. One of the world's longest serving active soldiers, having decades of experience in special operations with the United States and a decade more as the leader of the jet-pack wearing mercenaries known as the Sky Raiders. Duray is the absolute model of a military leader and id left to his own devices will swiftly recruit and start setting up a mercenary corps wherever he goes. He does have an intense disdain for meta-humans due to his fears of them subjugating the unpowered masses. Should you prove yourself, you gain a one-man army and an alliance with the Sky Raiders for the duration of your stay here. Duray's power sets are Street Justice, Assault Rifle, Munitions Mastery, Willpower, Martial Arts, Leadership, Body Mastery and Gadgetry. Also comes with his custom jet-pack.
"I didn't lose both of my lungs to an alien bombardment to hear your pansy ass excuses! Now drop and give me twenty!"

Maestro- 600 (Science Origin Discount)
Vincenzo Alferi had dreamed of being a great composer, however a horrible accident had rendered him deaf, crushing his dreams. So the Fifth Column offered him a risky procedure to restore his hearing. While it did partially restore his hearing, Vincenzo had been transformed into Maestro! The destructive howler, his voice rends buildings apart. Maestro joins you for reasons entirely unknown, perhaps he wants to write scores, using you as his muse? He makes a good cup of tea and has impeccable fashion sense. Maestro's powersets are Sonic Assault, Sonic Mastery, Sonic Control, Sonic Armor, Sonic Melee, Presence, Flight and Body Mastery.
"And just what is wrong my little song bird?"

Zen Flower- 600 (Mutant Origin Discount)
A young mutant, Zen Flower has been blessed with a great deal of power over flora. While mostly known as a hero, she is impressionable and has somehow taken a liking to you. She has a few stances she will retain strong opinions on such as pollution and deforestation. Oddly, she's primarily carnivorous which makes sense considering her connection to plants. Zen Flower's power sets are Plant Control, Experimentation, Empathy Manipulation, Storm Summoning, Plant Mastery, Bio Armor, Force of Will, Willpower.
"Villains beware! You're no match for pollen power!"

U'kon G'rai- 1200 (Rikti Armory Discount)
What the hell... Okay, so it appears that your love of Rikti Munitions, cosmic rays, the infinite power of God or some other reason has placed you in good standing with the Rikti Master At Arms, U'kon G'rai. U'kon is the strongest warrior the Rikti have ever produced, a serious and stoic figure in black and red battle armor, constantly vigilant. A master of all forms of combat produced by the Rikti including their various blades, hand to hand martial arts, fire arms, vehicles and atop all that he is an accomplished engineer and one of the most powerful psychics in the Rikti Lineage of War. I would say U'kon G'rai would have power sets but his equipment, raw strength and durability defy the power set system being pretty much the second strongest entity in this dimension just beneath Hamidon. All that said, the Rikti forces on Earth will no longer target you and while U'kon is your companion it will be very difficult to get him to leave the crashed mothership. If you somehow manage to speak with him as an equal and continue to foster a friendship or even get him to recognize a shred of his old humanity, he will launch a coup and seize control of the Lineage of War from Hro'Dtohz, his current superior.
Post-Jump, U'kon will be able to warp in Rikti reinforcements from his home dimension, though due to energy constraints, his dimensional anchoring device can only maintain one Chief Soldier(Commander and Swordsman), a Mentalist (Psychic), a Headsman (Teleporting Sniper) and two Conscripts (Grunts). These reinforcements will only ever participate in open battle and will return home once conflict is ceased. (If taken with "Council of Gods", you must defeat U'kon before he befriends you.)
"..."

Kheldian Ally- 400 (Kheldian Discount)
You gain an unbound Kheldian, either Peacebringer or Warshade that has a great deal of energy projection powers. For whatever reason it's not compatible with you, however it is compatible with one of your allies. Can be purchased multiple times.

Freedom Phalanx Membership-600 (Blaster, Defender, Scrapper, Tanker, Controller and Kheldian Discount. Cannot be taken with the Sidekick drawback)
You've been accepted into the most esteemed group of Superheroes of the setting. Pick one member to be personal friends with!
Positron- Dr. Raymond Keyes a scientist in power armor with the ability to channel anti-matter into fearsome attacks. (On year nine you gain Radiation Blast)
Citadel- The original android hero, he blasts enemies with energy based punches and barrages. (On year nine you gain Gadgetry)
Manticore- Justin Sinclair, basically English Batman with a bow and arrow. (On year nine you gain Archery)
Numina- An ethereal psychic and powerful empath. Posesses great healing abilities and mind control. (On year nine you gain Soul Mastery)
Penelope Yin- Apparently the most powerful psychic on the face of the planet and one of the very few psychic heroes to master Psionic melee by summoning constructs and creating telekinetic powered punches. Don't think about hitting on her, as her over protective boyfriend, The Clockwork king will go into a jealous frenzy. (On year nine you gain Psionic Mastery)

Synapse- The single fastest man in the entire setting. So fast he can run through time, make temporary doubles of himself and phase through matter, on top of all this he has a great deal of electrical power. (On year nine you gain Electric Mastery)
Independent- As many of those heroes have their own sidekick, you'll gain one as well to make your now business oriented membership a little less lonely. This sidekick gains a free Archetype save for the Arachnos Soldier and Widow ATs and 1000cp to spend on powers. A previous companion can also fill this role, gaining the Archetype and the CP.

Arachnos Lieutenant- 600cp (Corruptor, Brute, Stalker, Dominator, Soldier and Widow Discount,
Cannot be taken with Patron Drawback) Lord Recluse has seen your potential and has taken you in as his Lieutenant in Arachnos. This comes with a great many perks, as well as getting to design, train and control a new branch of their military styled after your abilities and know-how. Unfortunately you share this rank with four VERY competitive individuals and furthermore, this competition between Lieutenants is fully supported by Recluse
himself. Luckily, one of the patrons has agreed to ally with you.
Captain Mako- Gideon Ray, a ruthless, psychotic mutant who appears as a humanoid shark. Mako is prone to slaughter and is easily the most blood thirsty of the Lieutenants. He sports freakishly fast reflexes and wicked claws and teeth backed by inhuman strength. Thank God you got on his good side. (On year nine you Gain Leviathan Mastery)
Black Scorpion- Hailing from Nicaragua, Ernesto Rodriguez has permanently modified his body and locked himself away in bulky scorpion themed power armor that makes him into a living tank... Except more deadly. Obsessed more so with acquiring power, expect him to inquire about any cybernetics or tech you may have, may be quick to anger if you're not willing to share. (On year nine you receive Mace Mastery)
Scirocco- Imad Malak was once a great hero with a legendary sword but was soon cursed to follow the path of evil. An intense and somewhat still honorable man, he proves to be the most trustworthy of any lieutenant. (On year nine you receive Mu Mastery)
Ghost Widow- Formerly a Night Widow before a terrible accident. She returns to the mortal plane as a powerful, mysterious spectre. Full of secrets and subtlety, Ghost Widow will not trust you with sensitive information often. (On year nine you receive Soul Mastery)
Dr. Aeon- Not technically a Lieutenant but possibly the most brilliant mind in the whole world. Aeon will delight in you if you're a fellow scientist and will often share toys. His crowning achievements are fully functional Virtual Reality and powering a city with a captive demon. (On year nine you receive Gadgetry)
Independent- If you choose not to take an ally, your life will be harder but as most of those patrons have their own very powerful right hand men, you too gain a powerful cohort. This cohort gains any Archetype free save for Kheldians and gains 1000cp to spend on powers. A previous companion can also fill this role, gaining the Archetype and the CP.

[Insert team here] ASSEMBLE!!- 100-300
With the purchase of 100cp you can import one companion from your previous adventures. Paying 300 gets you eight. Each companion gains 800 cp to spend on powers and a free Archetype excluding the Arachnos Soldier, Widow and Kheldians. If you have purchased companions here or earned them from an NPC faction Background, you may pay to "import" them and add CP and Archetypes to them as well.

Drawbacks- Limit up to 800. 1000 with eNCsoftropy

Nemesis Plot +100
Whether or not Nemesis has you playing as a pawn in one of his infamous plots, no one can say. One CAN be said though is that you're paranoid about being in one. You will constantly worry whether or not those you interact with are real or just Nemesis Automatons and this will bother you constantly as you try to avoid his plan or conform to it so he doesn't kill you.

"Nah, team's full." +100 (Can't be taken with Lieutenant, Membership or Assemble!)
You're just alone in all your problems. No one will want to team up with you unless they're pets or minions. It will take the literal end of the world for anyone to raise a hand to fight by your side.

Podge Hodge +100
A shapeshifting creature begins to follow you on your exploits. This being will prove to be unkillable and generally useless for solving any actual problems aside from a barely useful comedy prop every once in awhile. His crude, childish humor will chafe you from time to time and the forms he takes will sometimes make you want to gouge your eyes out.

Virtueverse +200
The world's heroes become full of mary sues with more power than they should legitimately have. Prepare to be casually raped or propositioned to casually rape someone else. It seems everyone but the main heroes of the setting has gone full magical realm.

Ambush! +200
Every. Fucking. Time. You complete an objective or a milestone in your training, an ambush will be waiting just around the corner. Deactivate the bomb? Ambush. Find the artifact? Ambush. Learn how to pee standing up? Guess who's knocking at your bathroom door?

Mission Architect Addict +200
You decide to try Virtual Reality to improve your abilities... And then you try a second time... And a third... It seems the affairs of the real world barely interest you anymore. You just want to waste away in the Mission Architect building, ignoring the alien invasion outside in favor of a new arc made by your favorite author.

Sidekick/Patron +300
You become the lackey of a member of the Freedom Phalanx or the Arachnos Lieutenants. What?
Want to go rogue? Well it's just too bad that your superior happens to mentally have a switch that
makes you automatically fail Jumpchain and send you home if you disobey them or get out of line.

Void Hunters +300
Normally, the Council Void Hunters are geared for taking down Energy Beings and their hosts.
However it seems that a transdimensional faction of them has appeared on the day of your arrival with the sole duty of ejecting you from the dimension. The Void Hunters are equipped with advanced military training and a Modified Quantum Array Gun. It would appear the guns are modified specifically to anchor you to your home dimension. One shot will partially phase you out of this dimension which is EXTREMELY PAINFUL, the equivalent of every molecule being stabbed in the eyes with tiny, rusty forks. The second shot, after a ten second recharge, will send you back to your home dimension. Out of the chain. The Void Hunters will hide everywhere and will even sell their weapons to your enemies should you make some. God forbid you fight more than one at a given time.

Wanted +300
You become wanted by Interpol, the UN, Longbow, Wyvern and pretty much every authority beyond the Rogue Isles. This makes traversing anywhere else an extreme hassle. You CAN appeal your crimes in court as they are all false however there is a lot of them and repairing your relationship with just one of these factions would take two years of court dates and compliance.

Dimensional Grounding Ray +400
You were accidentally struck by the Dimensional Grounding Ray while it was in testing. Your powers and

warehouse from beyond this dimension are locked.

Medicom Woes+400
The Medicom is an absolute brilliant piece of technology, allowing most heroes to be safely teleported to a hospital should they be severely injured on the job. Now normally this technology is only available to members of Arachnos and registered heroes however now pretty much all of your enemies have them giving them ample opportunity to recover and swear revenge. Even if you make an arrest without damaging them, your enemies tend to escape anyway. Any enemy that you defeat will always comeback a little stronger and will tend to coordinate with anyone else you've beaten up.

The Council of Gods +600
Tyrant, Reichsman, Hamidon, Rularuu, Nemesis, Mot, The Clockwork King and U'kon Grai have all decided that you're an asshole and should die. They have put aside their differences and put you at the very tippy top of their shit list. Your existence has angered them so much, that they will spare no expense in your absolute destruction, all factions simultaneously invading Earth just to kill you. You may very well cause the apocalypse in this manner. Basically, any ONE of these villains is a potential world ending threat, some of them can eat universes! Maybe next time, you should just use a coaster.

eNCsoftropy (+800CP) - There isn't enough energy to sustain the continued existence of this branch of the multiverse and unless you can fix that, eight years after you arrive, the universe will collapse. Whatever gods or cosmic forces rule this universe will be disinclined to stop the decline, but will try to stop you if you attempt to generate new forms of energy. No mortal residents of this universe will believe you if you try to explain eNCsoftropy to them; they're convinced that the universe will go on forever.

Going Rogue Changelog-
Made Bio Armor Primary Power
Added Beast Mastery Minions
Added Umbral and Luminous power sets to ease confusion on Warshades and Peacebringers.
Added Street Justice
Added Day Job
Added Origins and assosciated discounts
Padded out Item Section
Added more Companions
Increased Drawback Cap
Added Medicom Woes, Wanted and Dimensional Grounding Ray drawbacks.
Buffed all import options and NPC background companions.