

Welcome, to the world of The Incredibles. While this world looks much like the one you came from, some rare people here are born with special powers. These "Supers" had been saving the world, rescuing cats, catching robbers, and foiling the dastardly plots of supervillains for years...

Until one of them saved someone who didn't want to be saved.

After many protests and tremendous pressure from the public, as well as a series of disastrous lawsuits lost by Supers…

The government quietly allowed them to go into hiding, covering up their existence in exchange for amnesty from their actions during hero work.

Today, they live amongst us. Average citizens living average lives.

But that may soon change, for on a remote island a new villain is perfecting his plans...

You arrive three years before the events of the movie happen.

But not without a little help. Take this +1000cp, and good luck.

BACKGROUNDS:

Of course you didn't just appear out of nowhere, did you?
You may choose to change your gender and age for 50cp.

Drop-In
Oh? You *did* just appear out of nowhere? Well, fair enough then. You won't have to deal with any pesky new memories, though you also don't benefit from any useful connections. Apart from that, you'll wake up in an alley in the middle of Metroville, just as a black limousine with a NSA logo stops just outside... It might be worth checking out? Age 20+1d8

Designer
You are a fashion designer. More specifically, a Super fashion designer. Suits are your specialty, your raison d'etre… But lately business has dried up and you had to start working on other fashion. At least the trip to Milan last week was nice. You start in a private abode just outside Metroville. Age 34+1d8

Super
Once, you were a mighty bulwark against the forces of Evil. But those days a long passed. Now with the outlawing of Superheroes, you're just a normal person trying to make a living. Who happens to have superpowers. Your start in your office at your dead-end job. Age 34+1d8

Super Kid
You're not really a Superhero, but with your powers likely could be. If the the ban on them was ever lifted. For now though, you're just a highschool or elementary student. You start in front of your school, waiting for your parents to pick you up. Age 5+1d8

Villain
Someone might've wronged you in the past, you might be attracted to power, or simply trying to make ends meet with a henchmen job. Whatever the case, you're a Villain. Maybe not a Supervillain, but definitely a villain… You start in your lair in Metroville, or on Nomanisan Island. Age 20+1d8

PERKS:

"We can't keep doing this, Bob!" [100, Free Drop-In]
Or maybe you can. After all, covering things up is right up your alley. You've got serious talent at it, able to convince most people of your cover story, bribe those that can't be convinced, pay for damages in the most efficient way, and relocating people with ease. Now if only you could wipe clean people's memories, you'd truly be golden.

"I can handle anything this baby can dish out." [200, Discount Drop-In]
Can't you? When it comes to children, you have an inexplicable talent and determination in caring for them. You'd be an excellent babysitter in general, but this really helps you most with superpowered children. You'll be able to handle caring for even the most wildly powerful kids. Entertaining and protecting the child, reducing property damage to a minimum, and even playing Mozart for them. Of course, you may be run ragged and collapse at the end of the day, when you're no longer responsible for the child. But you handled it.

"You ruined my death." [400, Discount Drop-In]
Curious, really. You could accuse people for most anything and be taken completely serious, even if you're blaming them for something like saving your life. Hell, you could sue them and win your case solely on those grounds, or even cause a public outcry against your whomever you accuse. Even celebrated heroes aren't immune to this, though you might have a bit more difficulty.

"The National Supers Agency." [600, Discount Drop-In]
The NSA, a government division dealing with the employment of superheroes. They are the one working to arm, support, and coordinate the Supers when required. While currently they might only be responsible for placing Supers in hiding and covering up when they powers are revealed... Their expertise is still remembered, and now you too will have access this. Coordination and formation of Super-teams, bureaucratic expertise, and perhaps most importantly... the creation of technology to support Supers. Machines to wipe memories, supercars, ion propulsion gauntlets, power amplifying gear, and more is yours to create and design. All of these and more will come easy to you now.

"You are Elastigirl!" [100, Free Designer]
Sometimes people lose sight of their way, forget who they are and what they're capable of, fall into despair at what is happening… Now you can shake these people out of their funk, remind them of who they are, and propel them into action… All with a simple angry pep talk and perhaps a swat or two with a newspaper.

No Capes! [200, Discount Designer]
They snag on things, get caught in turbines, generally get in the way, and not many people can even pull the caped look off… Too much trouble to be worth it. And likewise, you can pick up on the weaknesses in designs extremely quickly, able to remove them or simply attempt to cover all your bases when you create something. Never again shall you create a suit that will fall short or hinder the wearer.

"I used to design for GODS!" [400, Discount Designer]
And your skill is a testament to that lofty ideal. Designing things to be bold, dramatic, heroic, and just plain look good is as easy as breathing to you. Now the equal of Edna Mode herself now, you'll most likely be asked to design for "super"models in Milan on a regular basis... but it's just not the same, Dahling. Your real skill lies with the Super fashion after all, and Super Suits is what you excel in. To the point that you could even make people look good in spandex.

"And machine washable, Dahling." [600, Discount Designer]
Of course looking good isn't all there is to a good Suit. It also needs to be very sturdy, comfortable, withstand extreme temperatures, be bulletproof, specialized to complement the wearer's powers, and yet breathe like egyptian cotton. Oh, and be machine washable, that's a new feature. So, it’s a good thing that you're able to create specialized Super Suits like these for virtually any kind of powers. Suits that stretch with elastic Supers, that go invisible with an invisible Super, and much more. With time you could even find ways to incorporate armor and electronics into your skin-tight suits. It may not be able to do everything… but it can do a hell of a lot more than it should be able to. And of course you also get to ability to create general technology to help out with your work, like high-tech sewing machines, laser turrets build into ceilings, and bulky invisibility generators…

"Jammering, yeah!" [100, Free Super]
Your archnemesis has you on a platter, ready to destroy you and put his plans into action unopposed... if only he'd shut up and stop yammering on with his monologue. You're ridiculous good at goading your enemies to launch into entire prepared speeches about how feeble you are, how inevitable your defeat is, and how the world will soon be theirs... As long as you don't use this window of opportunity to take action against them, of course.

"That'll take me to downtown!" [200, Discount Super]
You aren't the only thing Super. Your driving skills are too. Able to land a bus from an air landing out of a rocket, race through traffic at high speed, roll it over its side to stop... and still arrive exactly where you need to be, perfectly parked. You and your passengers will be unharmed, if a bit disheveled. The car will probably be totaled though.

"We're superheroes. What could happen?" [400, Discount Super]
Super indeed, it's not all about powers after all. You've gotten training and talent in anything and everything you'd need to be a successful Superhero. You know how to infiltration bases and location, how to fight in combat with or without your power, how to fly a plane and pilot most any other vehicle, you even know everything about the law you could possibly need to apprehend your villains. And keeping in fighting shape? Child's play for you.

"Someone's always in trouble." [600, Discount Super]
Crimes, emergencies, and supervillains just seem to happen around you. There might be five crimes on your way to an appointment, ready for you to intervene while the rest of the city is free of them. Of course this doesn't actually cause these situations to happen more frequently, they just seem to always happen near you instead of elsewhere. High-speed

chases will go past you, cats will be stuck in trees you pass, if you land in a building you'll find a villain robbing it, and so on. And if you choose to intervene heroically, your actions will similarly be concentrated, having a disproportionately good effect on the world around you. After the jump, you could toggle this off if you like. But you've got time, right?

"Your identity is your most valuable possession." [100, Free Super Kid]
Protect It. Here, wear this domino masks, or visor, or scarf. Things like these will now completely obscure your identity if you wish with only a little bit of effort and the barest cover of your face. Even if someone should be able to easily recognize you, despite your covered cheekbones. Not even things like face-recognition software would help, only registering you as you Super persona instead of your secret identity.

"Whatever you're doing, don't stop." [200, Discount Super Kid]
Powers are nice, but if you don't use them effectively, you might as well not have them. Luckily, you've got a talent for coming up with creative uses for your powers and circumventing problems with them. As well as being rather skilled in combining powers, both your own powers and those of your companions.

"Jumper doesn't have any powers." [400, Discount Super Kid]
Or at least none that they know of. You've gained the ability to look like a perfectly normal person to any senses or investigations, and can now hide or toggle your powers and perks on and off at-will if you couldn't before. Even better, your enemies will now be suprised any time you suddenly manifest a new and strange ability, never expecting your bag of tricks to contain even more.

"Well, these guys aren't like those guys." [600, Discount Super Kid]
And now you know. You gain a sixth sense for determining how far your enemies would go to accomplish their goals. Some bad guys don't hurt children after all, but others wouldn't hesitate for a moment. It helps to know which you are dealing with. And of course, you could use this for other purposes as well, even use it gauge the resolve of your allies.

"You sly dog! You got me monologuing!" [100, Free Villain]
Most villainous sorts are rather easily distracted when giving a chance to monologue at their nemesis. But of course that wouldn't happen to you, as you're easily able to recognize the monologue-bait. Though if you wanted to, you could start an entire speech on the fly. Acting as hammy as humanly possible at all times is no problem at all for you.

"Replacement Sitter" [200, Discount Villain]
People tend to belief you when you pretend to be someone else. This really only works for general occupations and such, so you would be believed if you said you were a replacement babysitter or the maintenance guy… but if you said you were their neighbour Joe who lives upstairs, you'd get doubtful looks. On the bright side, any strange apparel for your chosen occupation is excused or completely ignored. The 'S' stands for 'Sitter' after all.

"Now you respect me, because I'm a threat." [400, Discounted Villain
Lots of people want respect, and to get it they'll grab weapons and power for themselves.

That's the way it works. But of course for you it's a little more pronounced. People will instinctively respect or even fear you, relative to the difference in power or armament between you. Now you won't even have to demonstrate anymore.

"I save the best inventions for myself." [600, Discount Villain]
Not every superhero has powers, you know. You can be super without them. Especially if you're a certified genius, capable of inventing amazing technology and weaponry the likes of which the world has never seen before. You will need considerable resources to create your best work… but countries would pay through the nose to get their hands on even your lesser works, so that's not much of a limit. Soon you may be able to create many great things including but not limited to rocket boots, explosives, death robots, remote drones, actual learning AI, energy prisons, and even harnessing zero-point energy for use in energy rays or to power your creations.

Incredible Looks [50]
Now you could hardly be a superhero without looking the part, no? With this you'll get to have the appearance of a true superhero, and enhance your general attractiveness.
But of course that is not all, as you may pick a single physical attribute and enhance it even further. This could be anything, from your face, hair, chest, arms, posterior, thighs, legs… to even your height, allowing you to increase or decrease your height by up to 3 feet in either direction. This perk can be bought multiple times.

POWERS:

Drop-In, Designer, and Villain get a discount on any one power of choice.
Super and Super Kid get a stipend of 300cp here.

Incredible Strength [300, Discount Super]
One of the most iconic superpower, you have strength enough to easily bench-press locomotives and throw boulders at tremendous speeds. This would allow you to lift in excess of sixty tons and compete with Mr Incredible himself. Of course, your super-strong muscles also allow for enhanced jumping ability and somewhat enhanced running speed.

Incredible Durability [300, Discount Super]
Able to withstand tremendous amounts of physical trauma and blunt forces, like multi-story falls, breaking through a brick wall, and even the direct impact of a train (albeit that one would hurt). Even cutting doesn't work, swords and knives more likely to break or dent on your skin than get even close to piercing. But with tremendous amounts of force, you may still be hurt.

Elasti-jumper [500, Discount Super]
You've gained the ability to stretch, deform, expand, and contract your body into near any form imaginable. You can stretch up to 300 feet, with a minimum of 1mm thickness. This gives a number of benefits, including but not limited to allowing you to use your stretching to leap up to 80 feet, or throw objects with far more force than usual.

Cryokinesis[600, Discount Super]
The ability to manipulate water molecules in the air and freeze them, you can use this to generate ice and snow from your hands. Freeze your enemies solid before they can and even use ice to move around faster with ice skis, ice skates, ice discs, and chutes of ice to move into the air. But you do need a certain level of moisture in the air or your body to use your abilities.

Invisibility [200, Discount Super Kid]
You can become invisible, either turning specific body parts or your entire body invisible. Sadly this is limited to your own body, and does not turning anything you're wearing or carrying invisible. Except for materials specifically designed to, like your Super Suit.

Self-Combustion [200, Discount Super Kid]
At will, you can engulf your entire body in flames. To onlookers you will appear to be composed entirely of flames, but you remain solid with only your skin igniting. This fire does not harm you, but otherwise acts as normal for a person-shaped bonfire

Metallic Form [300, Discount Super Kid]
You are able to transmute your body into an extremely heavy metal, increasing both your mass and density many times, and back again. These two states can be switched between quickly and at will. But you will have difficulty moving anywhere near quickly as a metal.

Monstrous Form [300, Discount Super Kid]
You can assume a demon-like form, increasing your muscle mass, strength, and maneuverability. While in this state your skin turns red, your nails lengthen, and your teeth sharpen into fangs.

Violet Fields [300, Discount Super Kid]
You can generate a near-indestructible, purple-tinged force field around yourself or other targets in the shape of either spheres and circular panes. These fields are almost invulnerable as long as you concentrate, but having extreme blunt force applied may cause you to be slammed against the sides.

Dashing Speed [400, Discount Super Kid]
You gain the ability to run at speeds just below Mach 1, allowing you to run over water, and confound security cameras attempting to capture your movement. This speed also affects your other limbs, allowing you to punch extremely fast. Your reaction speed is likewise somewhat increased, now being sufficient to move at these speed without running into things. As long as you pay attention.

Levitation [100, Discount Super and Super Kid]
You are able to lift yourself into the air with your mind, allowing you to move through the air with self-propelled flight… albeit at about the same speed as a casual walk.

Subsonic Flight [200, Requires Levitation]

A casual walk? That's for ground-bound people, isn't it? No, if you're taking to the air, you'll do so at speeds going up to close to the sound barrier. How else are you going to wave at the passengers of a commercial jet? ...Do mind the turbines though.

Laser Vision [100, Discount Super and Super Kid]
You may fire thin lasers from your eyes, useful for setting fire to or scorching whatever you stare at. Or to blind someone, if you were looking in their eyes. But your lasers aren't very strong and can easily be reflected by a hand mirror.

Gazerbeam [200, Requires Laser Vision]
Or are they? Your eye-lasers are now much stronger, creating wider beams powerful enough to tear through stone. You'll still have to be careful about reflective surfaces, but these usually quickly melt before your gaze.

Animal Whisperer [100]
Pick one category of living beings, like 'Birds', 'Reptiles', or 'Fish'. You can now talk with and understand them, through they may not be too helpful. You can purchase this multiple times, either to add a new category or to broaden your existing one. For example going from 'Fish' to 'Aquatic Life'. Different species/areas within your category may have different accents or languages which you'll have to learn, but with this power you'll quickly find yourself picking it up.

Magnoscopic Vision [100]
Your vision is enhanced to truly great heights. You can now both see microscopically small details and see extreme remote objects like a powerful telescope, as well as everything in between. It might not be enough to see infinity, but you'll see everything else.

Everseer [200, Discount Magnoscopic Vision]
You're a telepath now, able to hear the surface thoughts of people and animals you concentrate on for a few moments. Human thoughts not guaranteed to be useful. Animals thoughts not guaranteed to be understandable.

Phasing [200]
With this power you may pass through solid objects, causing electrical disturbances around the places you enter and exit. This does not work on organic beings, but you can phase through any other object.

Stormicide [200]
You gain the ability to rapidly absorb and later emit any gasses, working much like a sponge. Your capacity for absorbing vapors is far in excess of what your body should be able to store but does have an eventual limit. Luckily these gasses are in inert while contained in your body, allowing you to walk around with toxic gas retained in your body without problem. The actual absorption process is extremely precise and fast, allowing you to drain a room of only the oxygen in the air in a matter of moments, to do things like extinguish a fire or choke an enemy. These gasses can then be expelled just as precisely and even faster for blasts of vapor, either emitted through your skin or through any… orifices you have.

Teleportation [300]
Through use of this ability, you can teleport yourself to another location within a few meters range. This may not seem like much, but it can be used in rapid succession without disorientation for extremely fast movement.

Atomic Density Manipulation [300]
the ability to reshape matter. An impressive ability, sadly limited in its usefulness by its own complexity. With this you may create desired objects from available materials… But complex forms will require large amounts of practice, and even minor variations will increase the time necessary by extreme lengths of time. Complex here meaning anything on the level of a common bicycle. Reshaping organics will forever be limited to healing or causing small cuts and scrapes.

Seismic Wave Generation [300]
The ability to create earthquake-like disruptions and vibrations ranging up to a 6.0 on the Richter scale, by simply punching or stomping the ground unassisted. This is completely ineffectual on non-solid materials and only has a small range. You could disrupt a wall, and with practise even bring down entire buildings with this… but you won't be destroying cities like actual earthquakes.

Molecular Density Transformation [400]
You can alter your personal density at will, from gaseous to several dozen times denser than usual without changing in size. This allows you to float around by becoming a lighter-than-air density, or become much more durable by increasing your density.

Dynaguy [500]
From your forehead, you may now project a disintegration ray that disrupts atomic force. While this is an extremely destructive power, the range of your ray is limited to objects closer than 5 meters.

Pyrokinesis [600, Special Discount]
You can launch pyrotechnic discharges from your hands, control existing heat and fire freely, and gain heat resistance protecting you from almost all fire and flames. You could even use updrafts of heated air to simulate unstable flight. However, your powers over fire and heat are useless underwater and when in places with below zero temperatures.
This Power is discounted for a single companion if you or another companion bought Cryokinesis.

Psycwave [600]
You gain the ability to generate mental force waves and broadcast them to people of your choosing, allowing you to control their thoughts and dictate their actions to a degree. Someone of very strong will could resist this control, but to deal people like that you have other abilities. Sending disrupting mental waves, you can cause people to freeze up entirely and remain mentally paralysed for up to half a minute at a time. And most impressively, you gain the ability to project your mind into another with your force waves, allowing you to

possess their body. Of course, that does leave your own body vulnerable during possession.

Controlled Radiation Bursts [600]
The ability to create and control these bursts of radiation is now you. You control is extremely precise, allowing you to create low and high intensity bursts that might cause focused radiation burns to people, while leaving bystanders unharmed. But at your worst, when you really push yourself... you could complete disintegrate them. Your maximum range for high intensity bursts will top out at about a hundred meters, with a decidedly sharp intensity falloff beyond that distance.

ITEMS:

Super Suit [Free]
Now you have your very own personal Super Suit… Of course it's nothing fancy, but it is a sturdy base made from Mega-Mesh, guaranteed to be a perfect fit, and fully customized to work with any Powers you gained here. This is of course in addition to simply looking very good on, designed by Edna Mode herself, in full accordance with your specifications.
No capes though.

But perhaps you'd like some upgrades for your Suit, Dahling?

Hobo Suit [50, Free Drop-In]
You… don't want something new? You want to bring *that* in? Dahling, you can't be seen in that. I won't allow it. Oh, fine. I'll upgrade your Hobo Suit. You may import any outfit, to be upgraded into your Super Suit. If you take Wardrobe or Team Suits, you could even import more.

Ion Propulsion Gauntlets [50, Free Drop-In]
A pair of gauntlets, used to propel yourself through the air at high speed. These used to belong to Dynaguy, but are now re-assigned to you. Try not to repeat his suit malfunction.

Magic Cape [800, Discount Drop-In]
A cape that defies all attempts to involve it in the death of its wearer. This… ***thing***, is a complete anomaly in this world. But it's guaranteed to never snag on anything, or be involved in any way. Except to make you look good, which it does very well.

Wardrobe [100, Free Designer]
Ah, but Dahling perhaps just one Suit is not enough for you? Very well, you will receive an entire wardrobe of similar suits with minor aesthetic changes. Maybe some have an added cowl with visor, or different color schemes, or even variation on your symbols? In any case, you may apply any upgrades or modifications on your main costume to all of them.

Luck Favors The Prepared [200, Discount Designer]
Now THIS is a Super Suit. Completely bulletproof, near-indestructible… And more importantly, it will automatically be customized to work with and complement any powers you have. Both from here, and from other universes. Even after you leave, this suit will continue to customize itself to you.

Team Suits [200, Discount Designer]
When your Benefactor approached me to design a suit… It turned out so beautiful, I just had to continue, Dahling. They're all finished, when are you coming to see? You get Super Suits for all companions, in addition to your own. Even companions you pick up later will find a suit waiting for them in your Warehouse. They are made to match yours, but are customized to fit them, work with their powers, and may still have any upgrades or modifications on your costume be applied to all of them.

Rocket Boots. [100, Free Villain]
For when you want to fly around in style, you may now incorporate these boots into your Suit. Based on the design of Syndrome himself, these come in both normal or blue flame editions.

Bomb and Bio-Probe [50, Free Villain]
Your suit now incorporates a set of nice gadgets. One discrete miniature bomb, in any shape you wish and excessively powerful for its size. As well as a remote drone, capable of flight and independant operation, designed to locate temperature, atmosphere and life signals in various locations. Both are replenished after an hour if lost or used..

Zero-Point Energy Ray [400, Discount Villain]
Ah, now this is better stuff. Now you too can be incapacitate even the greatest of Supers, merely by pointing at them. Utilizing Zero-Point energy, this ray is able to create a field of quantum energy that inhibits the majority of a victim's body movement. You could even throw your victims or heavy objects around with a simple flick of your fingers.

OTHER ITEMS:

Drop-In, Designer, and Villain receive a stipend of 300cp in this section.

Would You Care For More Mimosa? [50]
You gain an endless replenishing supply of Mimosa cocktail, delivered to your side in champagne flutes. As well as an equally endless supply of complementary shrimp.

Armored Limousine [100, Free Drop-In]
You get the keys to a stylish limousine, parked just out of sight. It’s been discreetly enhanced with superhero-grade armor plating, which is completely undetectable without stripping it apart or trying to shoot it.

Jumper Relocation Program [200, Discount Drop-In]
Sometimes, you just need to go in hiding. For those occasions, you have this slip of paper. The only thing you need to do is walk into a government facility, and invoke the Jumper Protection Act. After that, they'll take care of everything else, leaving no traceable paper or electronic tail. You'll be provided with a new mundane identity, a boring job, and a modest home far from the action. You're on your own after that though, because this will only work once per jump.

Memory-wipe machine [200, Discount Drop-In]
There are some things that are better kept secret. Did someone see something they shouldn't have? Did you kid traumatize your babysitter for life? Then it may be time to activate this machine and let them rest easy, a few memories lighter.

NSA Files? [400, Discount Drop-In]
Files, interviews, and general information on every prominent super on Earth. Of course, this doesn't include truly secret information like their secret identities, but it does include any weaknesses they might have. Post-jump, you will get files on the local equivalent of Supers added to your archive. Use this information responsibly.

Underminer Vehicle [400, Discount Drop-In]
Behold, the Underminer's ride! With but a stomp on the ground or whistle you may call it forth from the earth. It will always be beneath you, with nothing beneath it! And with this great subteran vehicle in your possession, you may declare war on peace and happiness! Soon, all will tremble before you!

The Sewing Machine [100, Free Designer]
Now you might be wondering why I'm offering a single sewing machine… That's because this technological masterpiece is the very platonic ideal of a sewing machine. This is the one machine fit to work on designs worn by GODS. Working with this will enhance all your sewing skills to greater heights.

Edna Security [200, Discount Designer]
Remote-controlled laser gates, electrified fences, high walls, bulletproof clothing for your guards, voice-controlled retina-scan doors, and turrets out of nowhere… Your security is tight, as it should be. In any case, you may upgrade your Warehouse and any other properties that follow you with this bit of extra protection.

Hidden Tracking Devices [200, Discount Designer]
Now this is interesting. You get a supply of tracking devices and a handheld device to trace their location. The devices themselves are designed to be sewn into clothing, at which point they'll be completely undetectable even to their wearer. With the tracer, you can find their exact location anywhere on the planet. The signal send out will be undetectable too, and the blinking light of the tracking device is optional in case you don't want the person you're tracking to know you're coming.

Sewing and Showcasing Room [400, Discount Designer]

A large room perfect for any sewing or otherwise creating of Super Suits and other clothing. It come with hightech sewing equipment, an enormous supply of different mannequins, and a gallery for when you want to show off your best designs. Movable seating and extremely durable glass panes included. May be attached to the Warehouse or any of your properties after the jump.

Edna Complex [400, Discount Designer]
An extremely spacious, luxurious, very fashionable, and excessively well-armed mansion, decorated in a style of your choosing, is now yours. It is located on a hill, and situated to grant you a magnificent view. After this jump, it will follow you, either as an attachment to the Warehouse or appearing on a hill somewhere close to your starting location.

Man Cave [100, Free Super]
You get your own room to be your personal sanctuary. While you can decorate it yourself, the default is an office with a desk, walls covered in posters and clippings of your greatest moments, and a display for your Super Suit. No one will bother you here without your permission, and after the jump it may be attached to the Warehouse or any property that follows you.

Condo Apartment [200, Discount Super]
Situated in the city center, this relatively spacious modern style apartment has a two-person bedroom and hidden compartments for your Super Suit, city map, and other Super supplies.

Super-Car [200, Discount Super]
A stylish classic automobile with crime fighting computer, onboard weaponry, evasion countermeasures, automatic suit-changer, autopilot, and both turbo-sports-car-mode with rocket boost and unwanted sidekick ejector. You may import a car to be upgraded to this standard.

Railway Yard Training [400, Discount Super]
Close to your starting location, you'll soon find a mostly abandoned Railway Yard. While you might sometimes see a train pass here, for the most part the various freight cars here are abandoned and no one will care what happens to them. More usually, the ground here seems to be capable of bearing extreme weights, while the freight cars themselves are occasionally made from extremely heavy materials, scaled to your strength… This could be an ideal place to put in some training time.

Home Sweet Home [100, Free Super Kid]
You get a nice little house in a small town or city, with four bedrooms. Actually, this is just your parent's house, so it's not in your name. But you can stay here as you like, and after the jump you can take it with you to appear in future jumps.

A Strangely Sturdy RV [200, Discount Super Kid]
One sturdy, but otherwise normal-looking RV is now yours. It comes complete with surveillance equipment, will survive a fall from the sky, and will keep running no matter how badly it is battered.

Private VTOL Jet [200, Discount Super Kid]
This jet conveniently turns up to fly you wherever you want to fly in first-class luxury. Allowing you to benefit from the highest standards of private aviation in this world, wherever you go. Pilot and anti-missile countermeasures sold separately.

Cari's Number [400, Discount Super Kid]
Well, perhaps not *Cari's* number specifically… But you get a phone with the number of an exceptional babysitter, who can look after almost anything at all. As long as it is a child by the standards of its species.

Manta Jet / Velocipod [100, Free Villain]
You get a specially jet vehicle resembling a manta ray that has a translucent holographic monitor inside, and is able to travel both in the sky and underwater. Or a round open car with four surrounding blades that spin at exceedingly high speeds to keep it airborne.

Blob Cannons [200, Discount Villain]
If you want to have great security, but would rather capture intruders alive instead… These cannons firing very sticky and rapidly expanding balls of tar will do the job quite well even when the intruder is a super-strong and nigh invulnerable superhero. You get the plans for them, instructions on how to make the blobs, as well as the option to have them installed in your Warehouse and any other properties you may have.

Energy Prison [200, Discount Villain]
This superhero restraining device might consume a whole lot of power, for stronger supers. But it'll keep them contained inside a powerful electric field, with large metal mineballs covering the hands and feet.
Omnidroid v10 [200 or 400 for all three, Discount Villain]
While this robot is still years away from completion at the start of your jump, here is your chance to buy one a bit early. And you won't even have to murder dozens of Supers to perfect it. You can pick one of three options, or get all of them for a reduced price.
One fully functional, remote-controlled death robot, complete with learning AI and eternal loyalty to its master (you). Its armor plating is hard enough that the only thing capable of penetrating it here is… itself. Pity that you'd have to pull it apart and study its code for a while to figure out how it works.
Or maybe you'd just like the blueprints for it, so you can build your own army of them? They won't have the eternal loyalty… or an AI at all for that matter, but you can quite easily install any other AI or programming you may have.
Oh? You don't care about the robot? Just interested in the advanced learning AI? Well, we can do that too. You'll get a simple disc containing both the AI's coding, and Syndrome's notes on its creation. Use it as you will.

Nomanisan Island [600]

If you've ever wanted you own private island, complete with volcano, this might be the offer for you. Much of the island is covered in jungle, and a large variety of fruits can be grown from the fertile volcanic soil.
However, it also features a fully-functional underground base, serving as a paramilitary complex, laboratory, launch site for missiles, private housing, and business meeting area. And optionally it comes with a full staff of mooks to man the base, which replenishes every jump with new setting-specific and loyal henchmen. Furthermore, if you allow them to, your companions both active and inactive may make use of the island's facilities Though inactive companions will find it impossible to leave or affect the world outside.
After this jump it can either appear in other jumps in a deserted part of the ocean or become an attachment to the Warehouse.
This is a one-person offer though: Companions cannot buy the island. Jumpers only.

COMPANIONS:

Import [100per, or 400 for all eight]
You can't do this alone, and leaving your companions to watch from the sidelines might also not be such a great idea. So, why not take them along? They get a free Background, the free stuff associated with that background, their own Super Suit, and 800cp to buy whatever else they would like.

Canon Companion [100]
Or perhaps you took a shine to someone from this universe? As long as they're alive at the end of the jump and you can convince them to come along, they may become one of your Companions for a modest fee.

DRAWBACKS:

No matter how many drawbacks you take, you can only get a maximum of +800 in CP from this section.

The Glory Days [+0]
Instead of starting just a few years before the main events of the movie, you will start in the Glory Days of Superheroes. You'll be able to fight crime and supervillainy together with Frozone, Mr Incredible, Elastigirl, and many more… For about three years, before the movement against Supers starts. Supers and Designers taking this may choose to set their fifteen years younger than usual.

The Long Haul [+0, requires the The Glory Days]
Or your could go for both time periods. By picking this, you stay is extended to the normal end date, effectively adding 15 years to your stay for a total of 25 years here. Albeit most of those added 15 years won't be quite as exciting as the Supers go into hiding.

Jumper-Jumper [+100]
You start as a powerless baby. Over time you will slowly start to get your powers and memories back, starting with the powers you bought here in your first year of life. You can expect any aging-related powers to awaken last however, somewhere around the end of your adolescence. Oh, didn't I mention that? You're living through what would be your Background's life, starting from when you are born to the moment the jump would normally end.

WHERE'S MY SUPER SUIT?! [+100]
For your entire stay in this universe, you will constantly misplace vital pieces of gear at critical moments. Every. Single. Time. Better hope you have a bit of leeway to find your suit, before you need to save the world.

You Are My Greatest Adventure, And I Almost Missed It [+100]
During your time here, you will be obsessed with recapturing your glory days, the greatest moments of your life… to the detriment of your current life, and everyone around. Expect to ignore your family and friend's desires for your own selfish gratification, and to ignore any risk there might be with this.

Wicked! [+100]
Whenever you do something that would look cool, unusual, or just odd, you'll always have a kid on a tricycle to comment or a full crowd to do the same. And rumors will spread from there. This may seem like a great reputation boost at first... But when people are still talking about that time you dented your car weeks or even months later, you may think otherwise.

The Superhero Relocation Program [+200]
Under tremendous public pressure and the crushing financial burden of an ever-mounting series of lawsuits, Jump-Chan quietly initiated the Superhero… I mean, Jumper Relocation Program. The jumper would be allowed to continue the chain, in exchange for the promise to never again resume... hero work. For your time here you will have to abide by this Program, living in a normal house in a quiet town, holding an extremely boring job with a boss you hate, and never allowing anyone to discover your powers.

The Adventures of Mr. Incredible? [+200]
What's this? Why does everything look like a low-budget superhero cartoon? Why is no one moving anything except for their mouths? Why are their mouths life-action lady-lips? Why is Frozone suddenly "tan" and why does he sound like a beatnik? Why are the best parts of your powers never shown? Where are all these weird villains coming from? ...And what's that bunny doing here? Instead of the world seen in the movie, you'll be stuck in "The Adventures of Mr. Incredible" cartoon.

I Said NO CAPES! [+200]
But you wouldn't listen. Now you're forced to wear a cape at all times, even when you're not doing superhero work. Worse, instead of being flowy and majestic... It will look somewhat lame and constantly hinder you at every opportunity. Expect your cape always get caught

under your feet, get stuck on dangerous equipment, be easily grabbed by your enemies, and so forth. And the plus side, your cape will repair itself almost immediately if damaged. All the better to get caught on things that way.

He's In Trouble, Or He's Going To Be. [+200]
Any romantic relationships you have with people from this universe or any companions you bring will be constantly troubled. You'll come into conflict a lot more than usual, argue all the time, have your suit hidden so you won't go off doing your daring-do during this month's big dinner, and might be suspected of cheating if you're gone without explanation. Even if you don't want any relationship, you'll inevitably still get pulled in by chance and especially bull-headed suitors.

When Everyone is Jumper... [+300]
Oh, you thought you were special? Think again. Random people the world over will now manifest your jumper powers in varying degrees of strength… unfortunately, many of the stronger ones seem to be villains. More unfortunately, the chaos they cause will often have consequences that'll reach far enough to affect you. And heaven forbid anyone figure you are the source of all these new Supers, because the villains among them will likely try to gain more power...

No One Will Be. [+300]
Not even you. You're restricted to your purchases in this jump for your time here, otherwise being brought back to peak human condition or your Body Mod body. But that's not all, because literally every other person in the world will awaken their own superpowers, making a world of Supers… in which having superpowers isn't anything unusual anymore.

ENDINGS:

Well, you survived your 10 years here. All drawbacks are revoked.
And there's just one choice left now.

Return: It's been fun, but this universe has reminded you of the importance of family… It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here. Besides, with the resurgence of Superheroics in full swing, it's bound to exciting..

Move On: You've had your fun here, but now it's time to move on. There's other worlds to see, explore, and perhaps even save. Good luck.

NOTES:

-Super Kids may choose to become part of the Parr family.

-All bought properties can be attached to the Warehouse or imported in other jumps after this jump.

-Imported companions can buy things like the Edna Complex and the security upgrades... But don't get the option to apply these upgrades to the warehouse, only to properties they already have/buy here. The properties will still follow them through jumps.

-Imported companions do not get the bonus CP stipends from their backgrounds. They do still get discounts though.

-The free Super Suits imports get are their own. They don't get the upgrades you buy, and instead of matching yours they're made to their specifications. Basically this means that the free Suit makes an imported companion the Elastigirl to your Incredible, while Team Suits gives you a set like the Incredible family.

-Nomanisan Island retains any upgrades and remodeling you do between jumps. It only takes along everything within a certain area. Basically just the island and surrounding lagoon.

-With the ”When Everyone is Jumper...“ drawback. It varies on how many of your powers they get. Generally they get at least enough to be a competent Super, and depending on what you have they may get much more. The full set ones will likely be the top end in power... Which means there isn't many of them, but they're likely to be villains.

-Teleportation range is about 5 to 10 meters at max.

-Phasing’s electrical distortions are spooky lights/sparks. Think plasma lamp.

-Atomic Density Manipulation works much like transmutation, allowing you to transform nearby matter into other shapes/materials. It takes a lot of practise to do so successfully, a few months to perfect creating a bike. And getting progressively longer to pull off the more complex the thing you’re trying to make is. It’s triggered by concentration. Normal maximum range is 10m, might be longer for small, simple, well-practised things, shorter for very complex stuff.

-Don’t ask how you get Suits for future companions. Edna’s very prepared.

-Super Suits and Items respawn in the Warehouse if lost or destroyed, retaining any modifications.

Made by Mardukth/CleanupAnon.