Black Hammer

Introduction

On the surface this is another superhero universe: costumed champions, cosmic despots, sinister masterminds, and secret alien invaders. But here, everything comes with a twist. *Black Hammer* is as much about the people beneath the masks as it is about the battles they fight, and about the stories that shape them as much as the powers they wield.

The tale begins with tragedy. The Golden Age's greatest heroes defeated the Anti-God, a cosmic tyrant whose very presence threatened existence. The result of which or their reward or price to pay was exile. At the start of the story they already have been trapped for ten years in a mysterious small town, barred from the wider world. One member of the group, black hammer, the greatest hero of them all, immediately died after trying to escape the confines of this mysterious place, his hammer still lying on the ground as a somber reminder to the others.
From this simple premise grows the entire setting stretches from pulp rocket adventures to horror anthologies, from Silver Age nostalgia to grim modern deconstructions.

At the center are the exiled heroes of the "Farm." Each is a clear echo of a classic archetype (or a knock of/parody of famous superheroes of other universes depending on who you ask): "Golden Gail", the eternal child with incredible powers granted by a wizard; "Barbalien" the martian outcast; "Colonel Weird" the cosmic and interdimensional explorer; "Talky Walky", the robot sidekick; "Black hammer" the hammer-wielding champion chosen by the gods; "Madame Dragonfly", the witch and "Abraham Slam" the original two-fisted crime buster and leader of the group…, but they are also broken people, wrestling with lost glory, trauma, and the quiet horrors of ordinary life.

Soon the heroes trapped here will come to realize the true nature and cause of their banishment at which point they can be trapped no longer (though in the end maybe they will learn that they must return nevertheless?)

But the Farm is only one corner of the story. The *Black Hammer* universe is a patchwork quilt of comics history, each thread weaving a different style and genre paying homage to the tropes and comic book settings they took inspiration of, for example:

>The Unteens – A teen super-team in the style of the X-Men, whose adventures blur the line between fiction and memory. Were they ever real, or only characters in a forgotten comic?
>Skulldigger and Skeleton Boy – A gritty street-level saga of vigilantes, somewhere between Batman and the Punisher, told through the lens of damaged mentorship and cycles of violence.
>The Horseless Rider – A ghostly gunslinger, chosen by the dead to avenge them, who blurs Western folklore and spectral horror.
>Cthu-Louise – A story about how it's ok to be a school shooter if you are bullied for being different
>Sherlock Frankenstein and the Legion of Evil – A rogues' gallery of villains, bizarre and grotesque, yet oddly sympathetic, showcasing how much of the world's fate depends on who gets to be "the hero" in the first place.
>Doctor Andromeda – A cosmic explorer whose tragic pursuit of knowledge and immortality through fame echoes the grandiose Silver Age while digging deep into personal loss and sacrifice.
>Barbalien: red planet – A story about an alien refugee who was exiled from his home for being who he is, finding a place on earth where he once again struggles with acceptance of others, his own identity and the responsibility that comes with it. Basically a way too long moral play about "homophobia bad"
>Post Cataclysm era – Spiral City's after the greatest heroes of old vanished, where superheroes have not only become obsolete but supers and abhumans are actively vilified. The organization T.R.I.D.E.N.T monitors and impressions supers and society as a whole pushes supers out of the job market and into the slums and ghettos of the city
>The Quantum Age – A glimpse of Spiral City's future, 200 years from now, where the president rules with an iron fist and aliens and non-humans are ruthlessly culled after a failed invasion of the Martians.
>Tales from Limbo Land – Absurd Tales involving weird joke characters mostly as a vessel used for meta commentary, blending and breaking the separation between art and artist, reality and fiction with surprisingly relevant ties to the main plot

Threaded through it all is the **Para-Zone**, a dimension outside time and space, where infinite versions of reality from past, present and future overlap. It is both the glue that binds these stories and the stage where they unravel. Colonel Weird wanders its endless corridors, half-lost and partially insane in his fragmented perception of past, present, and future. Madame Dragonfly weaves her gothic magic from its shadows. Even the Anti-God is part of this larger cosmic cycle of light and darkness.

And above even that lies a darker/deeper truth: this is a world increasingly aware of itself as *story.* Characters wrestle with the hand of their creators, destinies imposed by genre tropes, and the haunting possibility that their struggles are written for someone else's entertainment. Some don't even realize they're bound at all. Some

long to break free of these chains. Some embrace them.

Eventually most of these different threads and plots and stories intermingle and converge with the integral role of the Heroes sacrifice, both in the literal and figurative sense, the nature of reality, the interaction between reality and fiction, the nature of the para-zone/verse and Anti-god all being slowly revealed and the story coming to a cataclysmic end.

You will spend ten years in this world, caught between nostalgic homages and meta deconstruction/loveletters, between bright heroics and quiet tragedy. Will you join the lost heroes of the Farm? Will you uncover the Para-Zone's secrets? Will you fight for justice (or better vengeance) in the alleys with Skulldigger, beat up gays on mars or the streets of Spiral city or imprisson supers post cataclysm? Perhaps you just want to build giant mechs or take over the world or perhaps you'll go one step further and seize control of the story itself.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **2d10+30** for your age or choose for free. Keep the gender from your last jump or change for free.

Location

Select your starting location for free or roll for it

1) The Farm

A quiet, timeless town surrounded by endless fields and woods. To the locals, it's normal life: church socials, farmer's markets, and neighbors who never move away. To you and the other exiled heroes, it's a gilded cage. Try to leave its borders and you'll find yourself disintegrated (except if you have some powers or items protecting you from the para-zone directly; how do the Farm and the para-zone relate you ask? Good question). Some see it as purgatory, others as a sanctuary and a new chance at a quiet life. Look deeper than the surface level and you'll find many curious things

such as empty pages in the local library in books dealing with local town history, which are mysteriously filled the next time you go looking.

2) Spiral City

The beating heart of this world, and the stage where most of its heroes and villains clash. A vibrant metropolis that mirrors the comic book Golden and Silver Ages, but is the staging ground of more grim stories and visions of the future: shining towers and seedy alleys, alien invasions and costumed crimefighters, pulp adventurers and grim vigilantes. Here you'll find the headquarters of legendary teams, secret lairs of villains, and countless civilians caught in the crossfire.

> **Super town**
> In a much more depressing future, the sentiment of the populace has turned
>
> against the supers, even though they saved humanity twice from
> Anti God already.
> Now superhumans are forced to live in slums and ghettos, of old and abandoned and partially destroyed sections of the city.

3) Limbo

A strange dimension of unfinished stories, abandoned concepts, and forgotten characters. A place that isn't really a place for stories that aren't stories. Nor existing in the real world and neuter in the world of fiction. It looks different to everyone: some see an infinite library of half-written scripts, others a junkyard of discarded toys, or a shadow city populated by half-formed people. The setting changes quite often and you might even see a ghostly hand writing and drawing and erasing again. Heroes and villains alike sometimes tumble here when their stories end too soon, lingering until erased forever or until a writer finds new use for them.

4) Earth

This is not Spiral City's Earth, but *our* Earth. The real earth. Home to the writers, artists, and readers who unknowingly shape the multiverse. It lies outside the Para-Zone's infinite reach, and yet it can be crossed into through Madame Dragonfly's magic, Through hidden pathways in Limbo's margins, or by those who can break the fourth wall. It is a mundane world where your powers would be overwhelming, but also where one single person holds all of your entire existence of origin in his mind. Do you kill your creator or try to force him to write another story? Or do you even help Anti God reaching this far off place?

5) The Para-Zone

An endless dimension beyond time and space, glowing with shifting colors and impossible geometries. Every reality, every timeline, every panel of every comic story (of this setting and the ones related to it) exists here as points of light in an infinite web. To travel the Para-Zone is to see past, present, and future at once, but also to risk madness. Colonel Weird wanders here perpetually, caught between destinies. Just being here requires certain perks, abilities or items to not immediately die. On the other hand just entering here won't automatically grant you the powers of colonel weird, the parazone traveler as he specifically integrated with this weird dimension.

6) The Cabin of Horrors

A crooked, weathered cabin belonging to Madame Dragonfly, sitting on the edge of nowhere. Its rooms are portals to countless horrors: gothic manors, cursed crypts, monster-infested woods, or entire pocket-realities stitched together from nightmares. Doors to literal hell, the minds of your friend, a bar that serves as a hangout for countless beings from countless realms… Few willingly enter, but many never leave.

7) New World

The cosmic realm of the Lightriders, led by Starlokk, Black Hammer's father. A shining, mythic plane of gods, titans, and endless war against the Anti-God's shadow armies. Imagine Asgard filtered through Silver Age optimism and cosmic pulp grandeur.

8) Mars

A world of dust and red deserts, with just a few tiny settlements of martians. Maritan culture is very patriarchal and martial (*wink wink*) as well as incredibly comically xenophobic and homophobic.

9) Deep Space

Beyond Mars lies the true frontier full of adventure, mystery and horror: asteroid colonies, living planets, planets filled with robots, gravity leviathans slumbering near black holes, hidden ancient maps that change your fate and existence forever., nebulae glowing with impossible color. Here cosmic empires rise and fall in silence, titanic wars are fought, and alien cultures watch Earth's or specific personal dramas like one more comic serial. It is a place of infinite promise, but also infinite predators.

Superpowers

How boring would it be to enter a super hero setting without any superpowers? You'll get an additional 300cp to spend on this section only

Abhuman Physiology -free/100
You look very clearly non-human and are mostly some sort of animal hybrid or chimera or even just a joke character.
For free you're more of a joke character than anything. Maybe you have a giraffe's head, or maybe you have your head turned 180 degrees, like backward bob.
For 100 cp this will be a bit more useful. While you will still immediately be identifiable as something non-human it also might give you minor boons. This can range from having angel-like wings, allowing you to fly to being a big wasp-man, with sharp mandibles and 4 arms or even a living wooden puppet making you relatively stab proof.

Stretchy -100
You can stretch yourself like Rubberman. Your entire body becomes rubbery and you can stretch and twist and bend to great degrees. This will make you also much more resistant to blunt force trauma. However like rubberman this doesn't make you immune to cutting damage or even tearing if you're overstretched.

Telepathy -100/200/300
You can communicate with others using your mind. For 200cp you can read others' minds, dipping deeper than just surface thoughts, getting to the core of their psyche, seeing who others truly are. For another 100cp you also can compel others and project highly packaged complex information into their mind. While your compulsion isn't too strong you will be always be able to force others to tell the truth as well as show them and force them to confront who they truly are at their core

Technopathy -200/400
This power allows you to remotely control technology with your mind, both software and hardware on a level and speed that defies conventional programming, machine coding and engineering. Your mind tells the machine what you want it to do and it does it if physically possible. On the other hand technology will also talk to you, telling you its issues, rooms for improvement, potential bugs, malware etc. While this is limited by what technology is near you this can become quite potent with all the insane tech being found in this setting. For an additional 200cp you will be able to also telekinetically affect technology. This is limited only to technology, but you'd be able to make tech levitate, fly and move in ways that it otherwise couldn't. Entrap your enemies with electrical wires and shock them while a toaster bashes into their head.

Explosion manipulation -200
You can form an aura of explosive energy around your body or specific parts of your body. At will you can cause powerful explosions with everything this aura has contact with. This won't be enough to harm one with diamond skin for example, but you'd still be able to make him fly through a wall.

Pyrokinesis –200
You can create and control fire. Flames bend to your will, whether for light, heat, or destruction. Smoke and heat never harm you, and you can shape the fire as needed, from a small spark to a roaring blaze. Propel yourself through the air on a jet of flame or form shields of fire.

Cryokinesis –200
Ice ice baby. You can rapidly decrease the temperature around you, causing moisture around you to freeze among other things. You will also have great control over ice and other frozen liquids.

Electrokinesis –200
You can generate and direct electricity in large amounts. This includes throwing bolts, powering or overloading devices, and carrying a charge through your body without harm.

Light manipulation -200/400
You can emit powerful laser beams from any part of your body as well as transform into some sort of hard light yourself. In this form you are still tangible and therefore vulnerable, but you're able to fly powered by lightbeams as well as blind foes with your brilliance.
For an additional 200cp you'll be able to form hard light constructs, such as shields and whatever other objects you can imagine.

Regeneration -200
You will quickly regenerate grievous even mortal wounds and injuries. Injuries that would kill or completely incapacitate normal humans will barely slow you down in a fight. In fact due to this you're basically unkillable and immortal like grimjim.

Healing -200
You will be able to heal other organic beings and tissue that is nearby. You won't have to worry about incompatibility with other species. It will always work.
Safe others from deadly disease and also heal mortal wounds.

Amnesia touch -200
Touching someone's head will allow you to alter their memory in such a way that they will forget. What they forget can range from certain events, facts, and even important persons in their lives. You will also be able to slightly alter connections in their mind so that the missing pieces are smoothed over. This will even work on people with highly strange, evolved and complex minds such as Colonel Weird.

Stone man -200
Transform your whole body into living diamond or stone or concrete and become extremely hard to damage. also comes with increased strength. You can choose

whether this is a permanent state or just a transformation.

Ghost physiology -200/400
You're dead. A ghost. Intangible and invisible if you wish to and able to enter other realms and demiplanes linked to ghosts, afterlife, ethereal beings etc. On the downside you can't really interact with the living world anymore. For 400cp you will be able to interact with physical reality again, mostly due to minor magic abilities with which you can move objects and temporarily possess or control people, summon other spirits and magics and fire blasts of astral energy.

Remote Teleportation -400
No, this is not redundant wording. This is a specific type of teleportation shared by a group of aliens in the quantum age, exemplified by the hero Modula. While you'll be able to teleport anything within line of sight to another point within your line of sight, you don't seem to be able to teleport yourself. Of particular note however is the ability to teleport parts of objects within line of sight, basically being able to split objects and beings up into parts/fragments/modules. Modula was able to disintegrate a squadron of science militia spacecraft in this way and remove the bomb strapped to a suicide bombers chest.

Robot -400
You are in fact not human but an artificial construct like Talkie-walkie, the robot sidekick of colonel Weird. Not only do you not suffer from human weaknessess, such as feeling tired or hungry or thirsty, but your hard carpace also makes you very hard to damage as well as incredibly strong. Most importantly you house an advanced artificial brain that is much more advanced than normal human brains. You'll be able to build highly advanced technologies, probes, robots etc. out of basic materials and your sensors are able to detect even highly esoteric fields and phenomena. While you may not be as smart as the greatest minds of the golden age, such as Sherlock Frankenstein, you have an ace up your metal sleeve: You will get smarter with time. The most valuable aspect of your form is your artificial brain and the artificial mind it houses. Both of which will continuously grow and develop and evolve. In a hundred years a sort of humorous sidekick could become a massive supercomputer on a ship housing thousands of highly engineered cyborg children, with technologies so far advanced that they are beyond even this modern age and capabilities to hide yourself from the ever present eyes of Colonel Weird and map all of the infinite parazone were you to travel it.

Martian Physiology -400
Like Barbalien, you are a true martian. Your unique biology gives you great strength and the ability to fly (yes it's actual flight and not just the ability to jump great distances and heights like the encyclopedia claims). You will also be able to shapeshift quickly into any form you want, perfectly copying and mimicking others as well as use this power to rapidly shift length of limbs and consistency of your

flesh in combat etc. You will be bulletproof, Regenerate faster and also gain martian vision (see really far and so on), the ability to shoot lasers out of your eyes (only shown once..)…….

Telekinesis -600
A common choice for a swiss army knife of powers. With your mind you can affect matter and energy, as well as spirits and spiritual matter. You will even be able to cut them via this telekinesis. You will be powerful enough to in theory defeat 4 of the 5 members of the unteens singlehandedly (those being members of a team with the powers of diamond skin, ghost physiology, light manipulation and explosions)

Golden Gail -600
When you were 9 years old, the powerful Wizard Zafram(™) chose you as his champion. Once you utter the name “Zafram” you transform into Golden Gail (or a name of your choosing), a superpowered version of yourself. You possess great strength, speed, stamina and nigh invulnerability as well as the ability to fly and shoot beams of energy from your eyes. You’ll be able to singlehandedly defeat superrobots that dwarf the skyscrapers of spiral city. You will also be able to share portions of your power with others, be they human or non human. How much of your power they get access to is just dependent on how much you want to share. One thing: Whenever you transform into your superpowered mode you will also transform into your 9 year old self.

Nuclear powers -600
Like Erb the atomic armadillo you have gained some mysterious powers seemingly linked to the power of the atom. You will be able to levitate and form extremely strong energy shields around you as well as create multiple remote forcefields in a big area around you. You will also be able to literally go nuclear. Collecting your power for a few seconds you can release an amazing explosion that could wipe out an entire martian invasion fleet resulting in a mushroom cloud reaching into space, while no harm would befall you (this will leave you without your nuclear powers for a period of time however). At the same time you will also be able to ward off blows and explosions of similar strength and power with your nuclear shields.

Supergenius- 800
Yes this is indeed a superpower. Often a gimmick of a power used by various super villains to still be defeated by the strong superhero, being superhumanly, even supernaturally genius is actually a frightening power. You will rival Sherlock Frankenstein and Doctor Andromeda. You are able to create insane pieces of technologies and break open the foundations of science and reality. You could turn yourself into an unaging immortal, build giant powerful robots, mechs and deathrays, suck the soul of a child out of the afterlife or the aether and stick it into a robot suit…. If you just have enough time and access you will be able to understand, reverse engineer and counter most powers, technologies, magics and phenomena: You

could create technology that taps into the parazone, while a single click of a specially designed remote control will see you snag and trap the black hammer and depower its wielder.

Gravity control -800
You are able to control gravity remotely in a wide area around you. This will alow you to levitate and move objects, crush things, fling them into space, repel and attract objects etc. Like Graviton, the president of the quantum age human empire, you have extreme fine control over this, though with all the power of a black hole behind you.

Erasure-1000
You were imbued with a measure of Anti-Gods power and just like one of his hellementals you are now able to completely erase people, characters, objects and phenomena with a single touch and the intention to delete them. This will even work on characters and objects that aren't physical like ghosts and demons as well as characters and objects that aren't real per se such as characters stuck in limboland. This will require direct contact with your hands (or main manipulative appendage) however and you are not immune to damage just because of this ability.

Para-Zone Traveler -1200/1400
On a far away planet you found a weird map painted on a cave wall guarded by gruesome aliens. It led you to an uniquely safe entryway to the mysterious para-zone. A realm that transcends space and time and dimensional boundaries, yet can interact with any point within space and time and across dimensions. While others with the right protections and a way to access it might also be able to traverse this realm, you alone had some truly weird interaction with this dimension beyond dimension, having partly fused with the para-zone itself.
Not only will you be able to witness everything that's going on from past to future throughout all of existence, you may also travel to any of these points. Your mind will expand to be able to comprehend and navigate this labyrinth and in fact your mind will automatically comprehend and put into context any reality you enter out of the para zone in such a way that you'd naturally be able to see in 5 dimensions were you to enter a 5 dimensional space or look upon a certain 5D Imp.
However you will not be able to change the past, at least in a sense. You will of course be able to hop back in time and alter events, which will create an alternate timeline, but that act of altering the timeline was always meant to be. It was always part of the pattern, the sum total of all events past and present and future in every timeline and dimension and reality. You will be able to see the pattern, but not alter it, not break it (without any other powers and abilities you might have)
Your new nature allows you to enter the para-zone and travel it to any point at will and you'll intersect with other layers of reality at your pleasure, either by being fully physically present within, or merely partially, also allowing you to phase through solid objects, energy or any part of that specific world at will. You will be completely

immune to spatio-temoral manipulation, alteration to the timeline or unwanted influence of that nature and you will in fact be a constant across all of existence and a fix point in all timelines and realities exactly due to your presence in the para-zone. This means that while you'll meet past and future versions of yourself, there are no *alternative* versions of you out there in the multiverse, it is always you in every reality, popping in and out. Always just you.

Wait, didn't we just establish that there are no doppelgangers of yourself? Why is there a female version of you, a black one, an ape one…. For 1400 you have found access to the Para-Verse. You see the pattern of all existence, everything that ever was and ever will be in every universe and every version of it, underlaid and encompassed by the Para-Zone, is just one of many patterns, of many parazones. The Paraverse encompasses ALL of existence and reality. You are now able not only to map the infinity of your local parazone, but of the infinite infinity of all parazones that is the paraverse.
Your alternate versions will all be aligned in goals and moral alignment with you, so you don't have to worry about having to battle other versions of you. In future setting this will allow you access not only to the sum total of the local omniverse of that setting, including all the alternate dimensions, realities, timelines etc.

Perks

You can get a 50% discount on 2 perks per tier up to and including the 600 cp tier.
You get 1 discount per tier for perks above the 600cp tier.
Discounted 100 cp perks and abilities are free. For perks with multiple price points: the higher purchases contain the lower purchase boons.
You may freely forgo discounts of two lower tier perks for a single additional higher tier discount. eg. Forgo 2 200cp perk discounts and gain a 3rd 400cp discount.
Forgoing discounts for a higher tier perk will also grant you an additional discount for a lower one. Eg. Forgo one of your 400cp discounts to gain a 3rd 200cp discount.

Sidekick Magnet -100
You inspire the loyalty of plucky allies: kids, young heroes, talking animals, even robots. They're not always powerful, but they're dedicated and often save the day in unexpected ways.

Out of pocket powers -100
You are able to sometimes just come up with minor superpowers as the plot demands. Even if no one has ever seen you do that before. The para zone traveler can now heal others and imbue them with cosmic powers? Sure…i guess. Why didn't he do that before?. The magic champion of the great wizard Zafran can

sneeze to turn off a car engine and stop it cold in its tracks? Huh? Martians can shoot lasers out of their eyes? Why do we only see that used once? These minor feats will always be truly minor, relative to your overall power level and they will only show up for plot convenience.

Secret Identity -100
It's the oldest trick in the book, and somehow it still works. Whether it's glasses, a mask, or just a shift in posture, you can maintain a second life with surprising ease. People don't connect the dots unless the story *demands* a dramatic reveal, and even then it takes effort. You'll also find yourself better at juggling excuses, covering your tracks, and balancing two (or more) very different lives. Wait, you're telling me, Abraham Slamkowski, the famous boxer is THE Abraham Slam the (boxing) superhero?!

Team Player 100
You fit into a group like you were written for it. No matter the mix, brooding loner, cheery sidekick, cosmic weirdo, you find the rhythm that holds the team together. Tensions cool faster around you, group trust builds quicker, and when the chips are down, your presence helps the whole crew function like a unit. You're not just a hero, you're part of the *team*. Together you will be able to achieve much more and become much more than the mere sum of your parts.

Comic Book Physics -200
In your story, things just… *work*. Falls that should kill you leave you bruised, rope swings always find something to catch, and debris misses you by inches. It's not invulnerability, but narrative leniency: the universe bends a little to keep your adventures pulpy and exciting instead of tragic and anticlimactic. Can't have you simply die just because you land on your head funny.

Timing -200
You'll have an innate feeling where and when to show up, right on time. To what event you ask? That depends on you and your role and story. If you are a cosmic level hero, you will show up when and where cosmic events are about to take place and cosmic threats emerge. As a magician you may find yourself showing up to a location where a portal to hell opens. As a street level hero you will show up at the exact time when someone gets mugged. This won't be immaculate timing, but at least you won't be at the completely wrong time and place. Be wary, your role and story will have great influence on this timing. If you are, like Skulldigger, an antihero and bringer of vengeance and punishment for the wicked, then you will only be guaranteed to show up in time to take vengeance, but maybe not in time to actually save somebody.

Plot Device Intuition -200
You've got a nose for the important object, person, or page in a crowded library. Call it story sense: when there's a glowing hammer, secret magic place, or cosmic portal around, you'll know where to look. Similarly you will intuitively understand what kind of setting, story, genre you are currently in as well as poignantly being able to identify tropes and cliches.
It's not omniscience, but it's close to narrative instinct. You'll know when you're walking into a doomed love story, gain intuition that the "ally" might betray you (like when "backwards Bob" mentions a never seen before evil twin "forward Fred" clearly hinting at a split personality), whether you're in a Golden Age pulp romp where the rules are lighter and brighter or an edgy and grim subversion of the superhero tropes (often indicated by black leather gear) etc. A sixth sense for fiction bleeding into reality.

Bug-Eyed Sleuth – 200
You've got the instincts of a trenchcoat gumshoe in a world gone strange. No mystery stays hidden long under your gaze. Clues stand out sharper, patterns snap together faster, and suspects can't help but reveal themselves when you press just right. You read crime scenes like others read dime novels. Every scuff, stain, or nervous tic of a suspect, victim or eye witness telling its own story.
Even when the trail runs cold, you've got the kind of stubborn, noir determination that keeps you chasing answers through rain-slick alleys, smoky bars, half-lit morgues and with the right perks and powers even across dimensions, space and time. People may think you're a crank, but sooner or later, you're always proven right. You're basically what Inspector Insector *thought* he was.

Superhuman training program -400
You know how in comic books a 5 foot 6 inches scrawny kid gets bullied, then finds a mentor who takes him under his wing or finds a secret training program pamphlet or something similar, followed by 5-6 panels of a training montage (that covers a time of about 6 months) and suddenly that same person is now a 6foot 2 inches muscle packed martial arts specialist? Yeah, you now have learned under such a mentor or have studied in a far away land or realm or have discovered an ancient book or something. In any case you are now a master in this style of training method. This method boosts the potential of your current physiology and fighting ability to ridiculous, sometimes even supernatural degrees. A sickly manlet not fit for military service could in no time be able to fight next to superhumans and hold his own in certain situations. A 12 year old kid could become a martial arts and acrobatics expert, capable of singlehandedly neutralizing a bunch of armored and armed mooks with just his hands, feet and a stick.
You will be able to teach these methods/programs you learned to others.

Inspiration of the Golden Age -400
Your presence carries the weight of a bygone era, when heroes and villains alike loomed larger than life. You radiate that same mythic gravity. When you raise your voice, people *listen*. When you charge, others find their courage. Morale bends upward around you like iron to a magnet.
Your story spreads whether you want it to or not. Deeds become legend, battles become rallying cries, and your name becomes a symbol. Even foes who despise you may stand beside you when the stakes are high enough; just as Spiral City's rogues once fought shoulder to shoulder with its heroes against the Anti-God.
Younger generations, hungry for ideals, will rise in your shadow, shaping themselves after the myth you represent.
Whether as a paragon of justice or a terror the world cannot forget, you are destined to be remembered. Your myth inspires, unites, and endures beyond your own lifetime

Street level -400
Being a streetlevel hero or villain in a world with literal gods, alien nightmares and horrors from beyond might suck, but the good news is that your challenges and your enemies and the stories you are involved in will also be scaled to your ability. Antigod will ignore you like the insignificant gnat that you are. Black hammer will fly by as you rob an elderly woman. As long as you don't directly challenge someone above your weight class or encroach in their domain too brashly somehow you will be ignored and not pulled into stories that are too cosmic, strange or powerful for you. But that doesn't mean your life is *safe*. Street-level stories come with their own brand of brutality. You might avoid being vaporized in a beam of pure despair, only to end up at the wrong end of Skulldigger's skull shaped meteor hammer making you wish you would have just been captured and imprisoned by golden gail. Being overlooked by gods doesn't spare you from the monsters that walk in alleys, the mob bosses who own half the city, or the vigilantes who decide *you* are tonight's example.

Duplicate dominion -400/600
It's very common, especially in comic settings, to find a multiverse full of alternate versions of characters, from other timelines and other versions of reality. It's ALSO very common for alternate versions of characters to have opposing moralities and goals so that the readers can have a cool fight between alternative versions of a cool character. Well now you don't have to fear anymore that another version comes to steal your powers or something like that. Similar to Colonel Weird all your alternative versions will be completely aligned with you in morality and goals.
For 600cp Should you ever face an alternate in direct combat, victory is assured at least in any one-on-one battle. In fusions, hive-minds, or shared consciousness scenarios, your will is always supreme, the dominant voice that endures in the end.

Unchanging mind - 600
It would be a shame to just have your mind break, to become absolutely mad or

corrupted just because you gain some new form of superpower or you enter a realm of horrors beyond your comprehension or be forced to see the full glory of a lovecraftian god and have him constantly whisper in your mind trying to take control or become able to see reality in a way that overwhelms the human mind. With this perk your mind and/or soul will never be able to be altered, changed, twisted or corrupted against your will and you will always be of sound mind and reasoning no matter what you'll witness and experience. This still allows you the flexibility to have your mind expand and change in order to comprehend something truly alien like the Para-Zone, in order to navigate it or alter it, without having you turn into something alien yourself. Maybe this is the result of an iron will and powerful soul or just narrative protection laid upon you by your author.

Mine is the power -600
In this world, powers can easily come to people, but similarly also slip away. Golden Gail can scream her magic word in vain if she's in the wrong dimension. Lucy Weber can swing nothing but air if her hammer is stolen. Even the strongest champions can be silenced by the Farm, or robbed by darker reflections of themselves. Not you. Whatever gifts you carry, whether born into you, granted by gods or wizards, stolen from enemies, or bargained from forces from beyond, they are *yours*. No thief, no curse, no paradox of the Para-Zone can strip them away. No alternate self will wrestle them from your hands. If you win power in battle, if you are blessed by a patron, if you cheat a great old one, that power integrates into you as if it had always been there. Even betrayal won't turn your gifts against you.

Power evolution -600
You will find that your power(s) will evolve over time. Whether this is just a result of you gaining a greater grasp of how your powers grow, you grow them with training or whether this is because the story needs you to grow (maybe you merge with alternate versions of yourself, maybe you steal the powers/items of power of alternate versions of yourself, maybe you were able to free yourself from the bounds of your creator and rewrote your character and powerset). If you start off shooting rainbow beams that mostly just annoy your superpowered foe, you will be able to grow to the extent that you'd control all the electromagnetic spectrum and one shot said foe with a single combined beam. A useful but comparatively weak control over gravity, letting you tackle and pin down bigger foes would grow to rival a black hole in power in just a few decades.
While your powers are going to evolve both in depth, scope and power, this evolution has to make sense, and be thematically fitting. You won't be able to grow endlessly with this perk though, merely become more than you were before.

Chosen one -800
Many heroes and villains gained their powers because they were chosen by something or someone to be the the one to wield that power or because they

stumbled into a situation to grant them great power: Golden Gail was chosen by the wizard zafran to be his champion, black hammer received the hammer by its dying original wielder, madame dragonfly made a deal with the previous owner of the cabin of horrors, Colonel Weird just turned Skulldigger into a cosmic herald probably because he thought Skulldigger is cool, and Colonel Weird was always destined to find the mysterious map that led him to his power (as it was drawn by future Colones Weird himself)….
You will similarly always be guaranteed to stumble upon events, and people and objects that will expand your powers, your capabilities, your possession, your riches etc. While this often comes with certain conditions and responsibilities (Golden Gail needing to be a champion for good, black hammer having to fight for Starlokk and the lightriders and madame dragonfly being bound to the cabin) you will receive these powers as a gift, not a loan. Even if you enter a setting with nothing you will end up as one of the most powerful and influential people in it. The true chosen one.

Main Character -800
You're a fan favourite. You're the star everyone loves, or loves to watch stumble. Whether people hope you succeed or fail, one thing's clear: they want your story to continue. Your life is the story that won't end, the one everyone keeps turning pages for. More adventures. More chaos. More of you at the center of it all.
Consider yourself blessed with a kind of "plot armor." You're not going down quietly anytime soon. If you fall, it won't be from bad luck, it won't be off screen and it won't be based on the hands of mere mooks. Your end should it ever come has to be spectacular, dramatic, fighting the ultimate evil, sacrificing yourself for a grand cause and generally giving fans closure and a satisfying end to your story and character arc. Should these conditions not be met reality will twist itself so that you escape unworthy death and traps, unsatisfying story lines and stagnation. Your entire plotline, character and the tropes and genre you embody will also influence the setting and story around you. So that even the way canonically established characters act and talk and think and in fact the very artstyle might be altered in a way that fits the kind of story fitting for you being the main character.

Sacrifice -800
Sacrifice is an incredibly important narrative tool that holds extreme power in the minds of people and therefore generates extreme effects in settings such as this, based on story. This can be anything from noble self sacrifice to save your friends and loved ones, to sacrificing your love life and time with your family for the greater cause or even sacrificing (parts of) your humanity and ironically also literally sacrificing the lives of others to some greater power.
Whenever you freely give something up and make a sacrifice in whatever sense of the word, the results will be far greater than you should reasonably expect. Staying back to stave off hordes of enemies to give your friends a chance to flee will result in them actually being able to escape, just like in action movies and comic books. Sacrificing your private live and missing out of attending your child's birthday party

will become the deciding factor to stop the advance of a cosmic threat such as Anti God. Sacrificing a couple of children to a great old one will allow him to open the portal to another dimension where you will be with your kind, something that he himself seems incapable to do alone. Sacrificing your entire life, or at least the chance at living amongst your old family and friends and willingly entering (metaphysical and/or narrative) banishment will result in the permanent banishment of a threat like Anti God.

Death of the author -1000/1400
Like moonbeam girl you can just free yourself from the bounds of the absolute control of the creator, the author. You are your own character. Pataphysics, tropes and literary devices hold no power over you. Whatever story was outlined to you you can follow your own path, changing what arc you were supposed to go through, changing what character you were supposed to be and so on. In short, ignoring destiny, fate and even the godlike powers of the writer of reality or the underlying nature of reality.
Imagine yourself realizing that you are a fictional character in a fictional setting. You will be able to wrestle the pen out of your creators hand as your lines are written and your character drawn and forge your own story. In settings that don't include "story" as an element of their metaphysics this will mean that you will be able to be free from fate, destiny and so on while also gaining a limited degree of control over your own destiny, writing your own story, thus predicting and predicating how things are supposed to shape out.
For the higher tier purchase you are even able to exit the story altogether. You will be able to literally hop out of the page as it is written, talk with the reader, punch your creator in the face, reach through comic book panels, help others escape as well, rip the page from within the comic etc. You are able to enter different stories, where you'd be able to make a name for yourself as a different sort of character. Enter and exit various fictional settings and media and through several layers of story and narrative to find a place where you really belong. You basically bend and break the 4th wall and blur the lines between fictional elements and reality (a power even stronger in settings such as this where reality IS fiction). This will allow you to do all kinds of meta stuff such as ripping the comic book from the inside of your comic panel, exit out of one comic/story and entering another one (maybe with a detour through "reality" to argue with your creator and telling him he/she's a hack), hop from a later panel in the comic to a earlier one (which in the comic setting would correspond to teleportation and time travel and non casual interaction with reality) and so on.

Cosmic constant - 1000/1400
Like Anti-God being the opposite of all that's good and light and hopeful you are similarly the antithesis to some sort of concept or set of related concepts. As reality

demands balance as long as this concept exists in any reality, dimension or timeline YOU will exist. These opposing concepts can be bound to singular entities however, similarly to how you represent their antithesis. If you were the representation of despair and destruction, your antithesis would be hope which would best be presented by a group of golden age heroes, the last stance and the only chance to defeat you. In a single word: Hope. The world's last hope.
Not only would these heroes have to kill, destroy or banish you first, no they do also need to vanish as well. As they are the embodiment of that hope they too have to die, be destroyed or banished so that you remain dead. And if they do pop up in any one dimension, timeline or reality you will be able to simply come back. It doesn't matter if you were killed, destroyed or banished you will be able to come back and reform anew if they do return. Luckily you don't seem to have the same drawback those heroes are fighting against. If you kill, destroy or banish them they won't be able to just return just because you continue to exist (Maybe some other group might then become the champions of hope manifest or maybe you do effectively eliminate all hope with that one move; that will depend on the story)
For 1400 you will only be able to be hurt by things and entities representing your antithesis and not be *permanently* weakened or harmed by anything else, though they might slow you down a bit; similarly to how Antigod really only could be defeated by our heroes and specifically by the strike of Black Hammer.

Creator -1000/1400
You are a creator. One of these enigmatic figures that truly rule reality as you likely know it. You are able to create. Truly create. Your ideas spark *actual* new realities, new settings, entire worlds and multiverses. How complex and layered and deep these realities will be depends on your imagination and your ability as a writer/an artist. You can mentally enter these worlds, creating an avatar (or several) of your choice within it. You are however prohibited to take anything from that world back to reality (you are free to pick characters, objects, settings etc. up from their world and place them in another of your design). Within these universes you are god, you (can) decide every aspect of it, every character's actions and thoughts, every triumph and failure, how physics, causality, logic and magic works, … everything. On the one hand that can be very satisfying, but it can also be boring, as nothing is surprising to you and you can still suffer from writer's block, lack of confidence or general lack of talent, causing you to be an unsatisfied godling in a lackluster world. You are free to share this world with other creators to collaborate and bring more spice and different ideas into it, with all the pros and cons that this can bring. Similarly you are also free to enter worlds of other creators, all you need is knowledge of them. Whether that reality is then a shared one or you merely create a copy depends on how much you are willing to cooperate. This is basically Daydreaming, but *Real*.
Also be aware that if you are too good of a writer and if your characters become too fleshed out and complex and interesting, they may gain a sense of weight, they will become slightly real, they may gain a life of their own. Trying to alter the path of one of these characters or even kill them off might become impossible for you. They will

be anchored in your mind and the mind of the readers who all by popular demand wish that their story continues.
For 1400 cp you are a master creator, exploring new depths in art and writing, being able to juggle several characters and versions of characters across several stories and story lines and across multiple narrative layers. Within these worlds your control transcends writing and steps into the realm of meta writing and meta commentary. This power you wield will also affect all beings and settings that in some form rely on narrative and story to function; where the very essence of the world relies on it (though decidedly less so than characters and stories of your own as you now pit your Creator power against another's). You can swiftly change the entire tone, setting, tropes, and genre of your stories. You can trap characters in narrative loops, even when they themselves thought to have escaped your bounds, you can not just decide the fate of your characters, but their narrative weight, impact on other stories or ability to cross across stories. Turn villains into heroes and vice versa, main characters into comic relief side characters and the other way around. You will now also be able to fully enter your stories and the worlds you create as well as exit them if you so wish. You will still not be able to take anything back with you.

Items

You can get a 50% discount on 2 items per tier up to and including the 600cp tier.
Get a discount on 1 item per tier for the higher tiers.
Discounted 100 cp items are free.
You may freely forgo discounts of two lower tier items for a single additional higher tier discount. eg. Forgo 2 200cp item discounts and gain a 3rd 400cp discount.
You may freely import any items as long as they are relatively similar in form and/or function. You may freely fuse items from this jump or others if fitting. If not stated otherwise all items can be purchased multiple times.

The Farm -100
A quiet, but spacious farm of your own where you can finally rest and live a quiet peaceful life if you want. The large fields never fail, sprouting with whatever crops or tools you need. Animals are always healthy and thriving, giving more than their share: cows full of milk, hens with large eggs, every creature living better than its kind should. The air is calm, the seasons gentle, the work simple.

There’s even a small town nearby, where you can sell your produce and buy goods you lack, but mostly you will be completely self reliant. The farm is large enough for a big family to live comfortably and the land bountiful enough to support them.

Gun -100
It’s a mundane gun. A plain, honest-to-goodness firearm. No mystical runes etched into the barrel, no extradimensional ammo, no cosmic connection to the first bullet

ever fired. Just a reliable, sturdy weapon that goes *bang* when you pull the trigger. In a world full of capes throwing lightning, reality-warpers rewriting causality, and billionaires piloting god-slaying armor, sometimes there's comfort in something simple, mechanical, and utterly mundane and efficient.

Costume -100
A cool costume fitting what kind of hero or villain you are. Can be edgy and dark or more lighthearted and colorful. Can include a bullet proof vest, a helmet and utility stuff such as several pockets full with gear like handcuffs and rope and trackers etc for more streetlevel heroes or just plain clothes.
In any case this costume will be incredibly durable, so that it isn't obliterated immediately in your first superhero fight.

Police Scanner -100
A rugged, tuned-in radio and handheld computer hybrid. Always seems to catch the right channels: police, emergency services, or even criminal chatter. You'll never be out of the loop on crimes, disasters, or suspicious activity happening in your city. Small enough to fit in a pocket, but indispensable for knowing where to be.

Lab -200
A clean, fully-equipped lab built for (mad) scientists. This can be anything really from a cleanroom, to a medical laboratory to something similar to a mechanic shop or a mix of all of them, all depending on your type of research and branch of engineering. The lab will be equipped with the best of the best gear and materials for your specific line of interest, whether that's creating zombies, giant mechs or cloning superheroes.

Martian weapons -200
A ray-rifle, a ray-gun and a sword of martian make. All of these are weapons capable of harming and killing even these superpowered beings, the martians, which are bulletproof (atleast to the standard issue guns used by US police)

Secret hideout -200
Your very own hidden base, tucked away where only you can reach it or maybe hidden in plain sight, accessible only by you or those you deign worthy of entry (maybe the hidden scanner grants entry to your daughter after your death). Inside you'll find a full training gear and weapons, vehicles and costumes as well as countless knicknacks and trophies of your past adventures. You will also get an extremely powerful computer and advanced surveillance system free of charge so you can scan your city for danger, analyse the data of/about your enemies etc.

Super prison -200
A secure facility designed to reliably contain powered individuals. Each cell comes with adaptive countermeasures for specific superpowers and sets of powers:

nullifiers for psionics, dampeners for magic, alloys for strength, and restraints for trickier cases like shapeshifters or phasers. It's not perfect, but it makes escape far harder than most places ever could. The complex includes guard quarters, monitoring systems, and a central hub to oversee operations. It can run with a small crew or scale up to a fully staffed prison. Everything is designed with containment and safety first, comfort a distant second. You gain the Concretestador (with the Stone man powerset) as a Prison guard for free.

Black hole harness -400
A harness that allows you to create a stable black hole inside your chest area. With it you can suck everything you want inside of it, matter, energy, light etc. Spaghettify opponents and so on. Decidedly (nigh) indestructible materials might not be reduced to a singularity and if you were to swallow the black hammer for example you would pay dearly for it.

Underground Syndicate -400
You control a sprawling criminal organization: smugglers, enforcers, and informants scattered across the city. They supply intel, muscle, and illicit goods, quietly enforcing your will. Loyalty is strong but practical, push them too far and they'll turn on you…atleast until you scare them back into line. They can't topple governments or face superheroes head-on, but they make life very difficult for anyone who crosses you. The true strength is reach: you'll always know who's moving in your territory, what's flowing, and who's plotting. This shadow empire can serve as a launchpad for even greater power, if you're willing to take the risks.

Corporation -400
You own a company that thrives in every world you enter. It's more than just a source of money it's a polished public face, a mask of respectability that hides whatever schemes you pursue behind closed doors (if you actually need to hide something alteast). Customers, investors, and the public adore it, and few suspect the depths of your ambition.It's more than enough to make you comfortably rich and connected. Supplies, resources, contacts; you have access to them all, quietly fueling your plans without raising suspicion. The company comes pre-established wherever you appear. Its reputation and popularity are already baked in, granting you influence and legitimacy without effort.

Spaceship -400/600
A spaceship with which you can fly faster than light. And be protected from extreme environmental hazards such as the para zone. Looks like a rocket from 1950 adventure novel covers. Surprisingly spacious and houses a basic AI.
For 600cp it houses an incredibly advanced AI, designed by talky walky and (an alternate version of Sherlock Frankenstein) which is able to screen and search eventually map all of the infinity of the para zone.

Golden Gun -600
This golden Gun with golden bullets will give you the powers of the horseless rider. You will now be a partially ghostly entity (gain lower level ghost physiology powers for free) that has been chosen by the dead to be their champion their avenger. You can transform into a ghosty form or back to real flesh and blood at will. You will be able to track down those who have wronged the dead in any way. A shot of your golden bulllets will cause the living to see all the ghosts they have caused harm and those ghosts will be able to punish them accordingly. This gun will also be dangerous to ghosts and other entities that don't come from the mortal realm, being able to harm, hurt, weaken or even kill them.

Minotaur Suit -600
A compact mech suit built for raw strength and durability, able to lift tanks, smash concrete, and in this final version even take direct hits from superhumans. Despite its bulk, the stabilizers let you move quickly and fight fluidly, trading blows with opponents who'd normally crush a human instantly.This latest version is refined enough to clash with Black Hammer himself. It's not indestructible, but it can withstand staggering punishment. Inside, the suit is tuned for a single pilot, with room for custom weapons, though its core design is all about power and endurance.

Fusion machine -600
A cosmic machine created by the counsel of Weird, the collective of Colonel Weirds from all the Paraverse that allowed them to all fuse together into a singular greater being. This machine will similarly allow you to fuse with one or more alternate versions of yourself. By buying this here you will be able to choose whether the outcome will be a mix of personalities/minds or whether you completely take over, only absorbing power and skill etc. The resulting entity will nevertheless be YOU. The capabilities of the new entity will also be dependent on the starting capabilities of course. While this will result in a much more powerful, knowledgeable and capable entity greater than the sum of its parts (THE Colonel Weird was for example suddenly able to fuse different realities into a singular one), this is also very situational explaining the relatively low price.

Non-existence gun -800
This gun will not kill, it will merely send anyone or anything that hits it to Limbo, effectively unmaking them, scratching them from the story altogether. There are a few powerful characters who could manage to climb out of limbo themselves, but those are rare. Can also change its setting to be a "normal" raygun of decent power

Andromedas gear -800

You receive the gear of the genius doctor Star/Andromeda, the genius who was not only the first to discover the mysterious parazone, but also the first to invent gear to harness a portion of its infinite power. You gain a set of goggles as well as a set of gloves and a torch that looks like a 1930s torch lamp (The lamp is optional as in later iterations the Doctor was able to integrate its function into the gloves, freeing both his hands in the process, but the torch looks much cooler). With this gear Doc Andromeda was able to fire blasts of energy and light, create hard light constructs, fly at high FTL speed and be surrounded by a shield of energy protecting him against environmental hazards such as space or even the para zone as well as attacks. This will also come with a lot of sensory abilities and other capabilities you will have to explore.

The Hammer -800
This hammer can only be lifted by those worthy, those pure of heart who would stand on the side of light against the darkness, or basically by you, independent of your moral alignment if you purchase this here. Purchasing this indestructible hammer means you also gain the powers, knowledge and aspects of its original wielder Black Hammer, granting immense strength, speed, stamina, toughness, flight, longevity and thunder/lightning powers. There's a catch as you will need semi-permanent contact with the hammer to keep your powers. You will be able to throw the hammer and have it return to you, but you can't be out of contact for long in order to not lose the power. Similarly your power could be stolen by someone who is also able to wield this hammer. On the plus side: In time you may grow in might to black Hammers father Starlokk, the lord of New world and leader of the lightriders, the force combating the cosmic oppression of the dark Anti-God and at this point you don't need that hammer anymore to wield your power. Wielding this hammer will also grant you the ability to specifically weaken and hurt Anti-God, more than any other thing or being in this setting. Similarly this weapon will be extra effective and harmful to cosmic beings and universal threats.

Star children -1200
You are now the owner of an entire extraterrestrial planet as well the leader of an entire society/organization modeled after your myth/your life and the ideals you projected. Not only does each member try to emulate and please you as best as they can, they also each are highly capable, trained and focused individuals. Most importantly perhaps, each one is equipped with the technology copied from Doctor Star (see "Andromedas gear" item). Together this society has already managed to create a permanent stable rip into spacetime so that they have gained access to the para zone, thus access to an infinite well of power to remotely power all their technology, including their lanter… aehm i mean torches as well as access to the multiverse.

The Cabin of horrors -1200
This cabin appears as a relatively normal, though slightly dilapidated, cabin from the outside (though you are able to alter its outward appearance at will). On the inside, it is much larger than the outer appearance would suggest. Its exact interior size is unknown, maybe even to you, but you should know that even Colonel Weird, who regularly travels the infinite Para-Zone which transcends space and time, where one can see all the events throughout spacetime unfold, doesn't like this cabin, as it has "too many rooms". You see the cabin is indeed the container, the portal, the nexus to an infinite multiverse of horrors as well as acting as a crossroads to other realms. These shifting and infinite doors and hallways can lead to normal rooms, rooms linked to other worlds and realities and everything in between. One could enter a room where you witness an axe murderer in a winter scene and as one leaves through the same door that one entered one would find themselves in a completely different horrific scene. There's doors to alternate versions of reality, an interdimensional and interrealm bar, Doors to Hell, doors to the dining room of a family of cosmic entities very very similar to another family of *endless* cosmic beings and so on. You will find yourself to easily be able to navigate the labyrinth of your home, and similarly control the passage of whoever travels through your realm, potentially trapping them forever. This cabin has its own sentience and will be able to summon as many beings, monsters and entities from its countless rooms in order to defend itself from intruders. Enough even to cause trouble for the trinity of the justice league.
You are bound to this cabin and it is bound to you. You will still be allowed to leave and go however far you wish away from the cabin, but the source and nexus of this power of yours is linked to both the cabin and the dragonfly like wings you gained through its ownership (these wings don't need to be corporeal if you don't wish).
You will now be the wielder of immense magical powers, that you pull out of thousands of different worlds behind the various doors of the cabin, and the holder of deep arcane knowledge.
You'd be able to control the minds of others, summon and dispel the creatures and magics out of your cabin, transform others, even granting them superpowers in the process of transformation, fly, transform yourself, make yourself invisible, fire arcane blasts etc. The height of your craft would be the ability to create entire new realities and pocket dimensions, even ones weirdly linked to but separate from "reality". As such you could create a shared reality within the minds of your superpowered friends that manifests as a true town sized pocket world filled with newly made humans pulled from the crevices of your cabin (basically managing to both be a dream world as well as an actual pocket realm; being both real and an illusion at the same time).
On a whim you may also completely reboot the reality and retroactively rewrite history within and your godlike 60 year old friend stuck in a child's body is now an actual child and granddaughter of another friend of yours…

Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own.
Companions are free to select their own starting location/background and are able to claim the related stipends as well as the general discounts.
You can give companions some of your cp to spend at a 1:2 conversion rate.

Canon companion -variable:
You may freely take any canon companion of human level power with you. A superhero with actual powers similar to the once purchaseable for 600cp in the superpower section will cost -200cp, anything higher will cost 400cp. No buying Anti-God as a companion.

OC companion -100 each
You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)
You can import up to 8 companions. They get 800 cp to spend however they want.

Drawbacks

unrequited love +100
Your heart belongs to someone who will never return it. This love is a constant ache, a subtle shadow over your decisions and moods. It distracts you in moments that demand clarity and leaves you vulnerable to emotional manipulation. Maybe you will act a fool again and again because of that person. Maybe you will also have poor judgement when it comes to selecting your love interests. Trying to court the gay alien as a woman in a childs body isn't the best idea and neither is it for that alien to try to bed the local priest.

Childhood experience +100
You will be able to relive your childhood! Sort of: You are a 60 year old mind (at least) stuck in the body of a 9 year old child. No matter what amazing powers you have you will for some reason or other be forced to go to school and do all the inane shit 9 year olds are forced to endure. And yes, you'll have to attend the same class every year (the memory of everyone around you is routinely wiped and rewritten)

Joke character +100
No one takes you seriously. Allies roll their eyes at your proclamations, enemies

mock your every move, and bystanders see you as a comic relief rather than a threat or even a competent presence. This won't mean they will ever be caught off guard by your abilities. Your plans are doubted, your feats laughed at, and even genuine successes are often dismissed as accidents or luck. Influence, intimidation, and credibility are all harder to maintain, leaving you constantly fighting both your foes and the perception that you're a walking punchline.

Gaaayyy +100
Sir, this is already the 5th story about being oppressed for being gay. Yes the moral messaging is very heavy in this aspect and everywhere you look and go, there is always the same moral being beaten over your head over and over again. You better be sorry and apologize to that extremely competent, independent and no nonsense police lesbian, you hear me?

Rival +100
Someone from the same side/with the same moral alignment that does things similar to you, but he's just better. At least he receives better results, although you strongly disagree with his methodology.

Freak +100/200
You will be shunned by society for what you are: A super, an abhuman, a minority, homosexual….
Whatever it is that makes you stand out, people will be actively discriminating against you and act in a very hurtful manner. Yes, being gay is being treated the same as having a Cthulhu head here, often even worse (Do you get the social commentary yet?).
For 200cp you will be actively exiled or banished or even hunted for your deviancy.

Old timer +200
Your body and mind have aged. Muscles ache where they once rippled, reflexes are slower, and the energy that once carried you through epic battles now falters after only a few minutes of exertion. The world has moved on, new heroes rise, and the stories that once celebrated you barely mention your name. Your glory days are gone, and even when you act, people see the shadow of who you were rather than the force you still can be. Yet experience, cunning, and wisdom remain; if only you can compensate for what time has taken physically.

Learning resistant +200
You will make the same mistakes again and again. Learn the same lessons again and again. And apparently forget again and again. This not only makes your life worse but also severely cripples your chances to grow and change.

Fatalism +200

You seem to have gleamed a part of the pattern and have understood its implication. There is no change possible. Change is an illusion. Just like free will and meaning. Everything that ever was, is and will be and every verion of it has already been written and is part of a greater unchanging whole. As a result of embracing that philosophy you will refrain from even trying or thinking of enacting actual change and infact help the plot move along as you understand it. This means that if you have no understanding of how the plot will progress, then you won't do anything as everything will just play out as it should. The more you know about what is supposed to happen the more involved you are in furthering that exact plot along. Even if its completely nonsensical. If you know that in the 2nd act a character should die in a shocking twist only to be revealed alive in a not so shocking twist in the 3rd act then you will become the vessel both for the destruction of the character and the reveal that he's actually alive.

Nemesis +200 each/400 for 1 true nemesis
A super criminal or superhero who is your opposite. Not necessarily in power but in alignment, goals and world view. He is a true nemesis you can't permanently get rid off. He will foil you at every chance. Can be taken up to 5 times. Each purchase will cause them to work together.
For 400 you will get a true nemesis, one more similar in power to you. Not necessarily in raw power, but in the overall influence they wield in a story. Additionally they will specifically target you and all you hold dear. Trying you destroy you at every level.

Returning villains +400
Whenever you defeat a villain (or hero depending on your alignment) not only will a new one pop up, but the old one will somehow be able to return as well with new vigor. No matter if you imprision them, banish them or even kill them. Everyone comes back. From the local street thug to the big bad evil guy. Everything will repeat once again. Forever.

Lightning fingers +400
You drew the short stick when it comes to superpowers. If you chose electrokinesis, instead of gaining amazing lightning powers you can barely zap someone with a small static shock. Every single purchase you made in this jump will be similarly reduced in power. Depending on the level of your purchase this will render them (basically) useless or severely cirppled.

Inconsistent powers +400
You will never be certain just how your powers or those of the superheroes around you will work and the extent of them. This extends to magic and technologies. While you may be unable to defeat a guy with the gravitational power of a black hole a guy

with a literal black hole in his chest is merely a joke to you. While the black hammer was immediately killed upon entering the Para-zone, his daugther in a different issue was protected by her powers with from the horrible effects of the zone. One enemy will shoot rainbow beams that merely tickle your impenetrable skin, the next time she shows up and controls all the electromagnetic spectrum. That guy fighting next to you, a normal human holds his own against the same monsters you currently struggle against with your godlike powers. At some point the golden age heroes
It's as if your entire world was written by different authors, who apparently sometimes haven't read previous issues, and are more interested in telling certain stories, showcasing certain characters and forcing certain arcs then in actual in- world consistent story telling.

Favored host +400
You have attracted the attention of a powerful entity that will try to possess you or use them for their own devices. They will not rest and try to use various other lesser vessels to get to you. This can be a powerful demon trying to make you their psychic bride, possessing and empowering you in the process, or a great old one which chose you as his champion, trying to pave the way of his arrival or even the spirit of sleeping Anti God, guiding you to destroy all reality for him.

Cruel cosmic irony +600
Whoever writes reality as it is has a twisted sense of humor and will subject you to horrific twists of fate at every chance. This can take as many forms as there are stories to tell but it will always be related to the stories you try to tell, to the character arch your going through, to the goals you wish to achieve. In a well known trope, traveling back in time to prevent the cause of all that's wrong (with your life) will become in fact the exact reason why everything turned out the way it did. Refusing to sacrifice family time for your job as a protector of the Universe will result in you having to save the universe by abandoning your family forever. Just having a superhero name like "Red Fist" will significantly increase the chances of some day ending up having your fingers amputated by some sick bastard (removing your ability to make a fist, but also staining your hand red… get it?). The likelihood of something ironically bad happening to you depends on your narrative role and is largely dependent on your actions. The more you try to achieve and change something the worse you'll end up.

Story Erasure +600
Every time you accomplish something meaningful, the universe subtly conspires to erase it from memory. Allies forget your deeds, history rewrites itself, and even your enemies treat your victories as if they never happened. It's not a literal erasure: things "exist", but the significance is stripped away. Awards vanish, legends fade, and the plot refuses to acknowledge your influence. You will struggle to leave a lasting mark, and every attempt to change or influence events will be quietly undone

or redirected by narrative inertia. This won’t be YOUR or your companions' story jumper.

Anti God +800
AntiGod will return. As long as you exist he will exist. As long as you are alive he is. He will return and destroy everything. While maybe looking a bit silly and superficially just looking like a giant with laser eyes that’s a bit thougher to defeat than standard kaiju, in actuality this is a truly cosmic being that spans all of existence, and whose true form sits in the center of the entire Paraverse. This being can not truly be killed and only its encroachment into specific realities can be thwarted. When this being enters a reality he can enter at every level of that reality and multiple layers and versions, timelines and worlds simultaneously. Not even the combined might of earth's greatest heroes can stop him, only slow his advance. He can summon and control countless legions of Hellementals, beings that look like silly winged demons, but can erase even the mightiest heroes from existence with a single touch.
This being at the center of the story is summoned by you everywhere you exist and actively hunts you down.

-HDManon
-v1.0