The Developing Adventures of Golden Girl

A Jumpchain Adventure by /u/TacticalSonnet



BAMF! BOOM! KAPOW! Welcome to a world of superpowers, the eternal battle between good and evil, and the struggles of growing up. Built in collaboration by the writers and artists of 4chan's "comics and cartoons" community, the story of Golden Girl, A.K.A. Audrey Page, tells the journey of a young sidekick trying to follow in the footsteps of her mentor, the incredible Silver Queen. Their battle to make Platinum City a bastion of peace and justice may have all the trappings of the shallow, uncomplicated stories of the Golden Age of Comics, but deeper conflicts lie just below the surface.

It's no accident that the world seems so simplistic; stuck in the Golden Age of heroes. Following the horror and devastation of two World Wars, a mysterious force known only as the Comics Code appeared. Hanging over the world like a fog, the Comics Code glosses over moral complexities and forces people to conform to its clean, sterilized idea of perfection. Here, the good guys always win, the bad guys always lose, you can *always* tell which is which, and the most gruesome or explicit acts you'll see are a sprained ankle or a chaste kiss on the cheek. However, one girl's destiny has put her on a collision course with the Comic Code, setting a conflict in motion that will determine the fate of reality itself!

Audrey's life has recently been up-ended by two large developments, making the teenage years of this fledgling hero that much more confusing! Now in *permanent violation* of the Comics Code, Audrey has begun to see through the veil surrounding her world. But to her dismay, neither her friends nor her fellow heroes notice her new features, let alone the restrictions of the world they live in. So starts Golden Girl's search for the truth. This gold-plated do-gooder has a long way to go before she finds the answers she's looking for and becomes the hero she was always meant to be. Only time will tell what impact your presence has on this story.

Take these points, Jumper. You're going to need them…

+1000 Comic Points

These are the rules that define this world. Learn them well...



COMICS CODE CRITERIA

of

1954

1. Crimes shall never be presented in such a way as to create sympathy for the criminal, to promote distrust of the forces of law and justice, or to inspire others with a desire to imitate criminals.

2. If crime is depicted it shall be as a sordid and unpleasant activity.

3. Policemen, judges, government officials, and respected institutions shall never be presented in such a way as to create disrespect for established authority.

4. Criminals shall not be presented so as to be rendered glamorous or to occupy a position which creates a desire for emulation.

5. In every instance good shall triumph over evil and the criminal punished for his misdeeds.

6. Scenes of excessive violence shall be prohibited. Scenes of brutal torture, excessive and unnecessary knife and gunplay, physical agony, gory and gruesome crime shall be eliminated.

7. No comic magazine shall use the words "horror" or "terror" in its title.

8. All scenes of horror, excessive bloodshed, gory or gruesome crimes, depravity, lust, sadism, masochism shall not be permitted.

9. All lurid, unsavory, gruesome illustrations shall be eliminated.

APPROVED BY THE COMICS CODE AUTHORITY

10. Inclusion of stories dealing with evil shall be used or shall be published only where the intent is to illustrate a moral issue and in no case shall evil be presented alluringly, nor so as to injure the sensibilities of the reader.

11. Scenes dealing with, or instruments associated with walking dead, torture, vampires and vampirism, ghouls, cannibalism, and werewolfism are prohibited.

12. Profanity, obscenity, smut, vulgarity, or words or symbols which have acquired undesirable meanings are forbidden.

11. Nudity in any form is prohibited, as is indecent or undue exposure.

12. Suggestive and salacious illustration or suggestive posture is unacceptable.

13. Females shall be drawn realistically without exaggeration of any physical qualities.

14. Illicit sex relations are neither to be hinted at nor portrayed. Rape scenes as well as sexual abnormalities are unacceptable.

15. Seduction and rape shall never be shown or suggested.

16. Sex perversion or any inference to same is strictly forbidden.

17. Nudity with meretricious purpose and salacious postures shall not be permitted in the advertising of any product; clothed figures shall never be presented in such a way as to be offensive or contrary to good taste or morals.

Will you uphold the status quo,
or will you struggle against the law of the land?

Background

Drop In: Visitors from an alternate dimension are not unheard-of around here, though their arrival usually heralds big events! Whether you're a supersoldier from a post-apocalyptic wasteland, the future version of a local hero, or just an ordinary person trying to make their way in the world, you're about as removed from the fight for justice as someone can be. You have no connections to this world yet, but no extra memories tying you down. What will you do with your newfound freedom?

Sidekick: Established heroes may get most of the glory, but their sidekicks do plenty of their own heavy lifting. Like most sidekicks, you are the young ward of a big-name cape. When you're not busy with school work, your mentor will train you to be the best hero or villain you can be. In exchange, you'll help them in their super-themed pursuits. Whether you're a solo act like Golden Girl or form a team of your own like the Crusaders, you represent the generation that will inherit the current heroes' world.

Superhero: The world has gotten mighty strange recently. Thankfully, some of that strangeness fights for good! You are an established hero in this world, with a reputation for crime fighting, a small fanclub, and even a recurring villain or two. You might be a member of a larger group of heroes, like the Sorority of Sentinels, but short of a world crisis or alien invasion you'll spend most of your time acting independently. A brighter future begins with you!

Supervillain: For every selfless hero, there is someone who turns their gifts towards ulterior motives. You might be like The Racketeer, looking to use your powers for personal profit. Or you could be a government agent like Iron Girl, hoping to undermine Platinum City and its heroes in the name of glorious communism! Worse still, you could be an agent of the Comic Code, enforcing your restrictive control over the entire world. Or perhaps you could be the rarest of all; a sympathetic soul dealt a bad hand by life. Whatever reasons inspire your actions, your conflict lies at the core of this story.

Age/Gender

There is room for everyone in this world of heroes and villains! You may pick your age and gender freely! However, you can earn some extra points if you let the Comic Code pick for you…

For **+100cp**, you will role to determine your gender and age. For gender, **roll 1d6**; 1-3 is female while 4-6 is male. Your age will be determined by your chosen Background; Drop-Ins will **roll 4d10**, Superheroes and Supervillains will **roll 2d8+25**, and Sidekicks will **roll 1d6+12**.

Location

Now you must determine where your journey will begin. **Roll 1d8** or choose the location that matches your Background. Alternatively, you can pay **50cp** to choose where you start.

1. **Downtown Platinum City:** You've arrived in the heart of Platinum City. The bustling crowds of ordinary citizens will be easy to blend into, but be careful! You never know when a wayward time traveler or supervillain attack will ruin your morning commute! **(Drop Ins may start here for Free)**

2. **Platinum Central High School:** Even famous crime fighters have to do their homework. Whether you're a student like Audrey & Iris or a teacher like Mrs. Sigrund, your time here is just as valuable as time spent on the streets. **(Sidekicks may start here for Free)**

3. **The Lighthouse:** Serving as the headquarters for the Sorority of Sentinels, Platinum City's league of superheroes, this golden spire is a shining beacon of heroism. Maybe you're here to submit your application? **(Superheroes may start here for Free)**

4. **Platinum City Outskirts:** If the Lighthouse is Platinum City's glowing core, then these are its shadows. This industrial district is full of factories, warehouses, and other spaces the public tends to steer away from. You can build all kinds of things out here... **(Villains may start here for Free)**

5. **Soda Bar & Diner:** Do you want an egg cream or a root beer float to go with your burger? This restaurant is a popular hangout for lots of Platinum City's youth. Hang around long enough and you'll see lots of familiar faces, from students like Audrey and Iris grabbing a bite after school to Rocker Billy and Roller Betty planning their next move.

6. **Luna Labs:** Platinum City is home to both superheroes and super-scientists! Those that work at Luna Labs have been ushering in the future for decades. Perhaps you're here for a school tour or a normal day of work? Or maybe you're about to stumble into an accident that ends with a superpowered surprise!

7. **Free Choice:** Well hot dog, it looks like you hit the jackpot! You may pick any location in this world to serve as your starting point, whether it's on this list or not. Better make the most of this opportunity, Jumper.

8. **Alternate Dimension:** Oh dear, it seems you didn't land in Platinum City at all! By some quirk of fate, you've found yourself in a dimension *nearby* to where Golden Girl and Silver Queen are protecting their fair city. This dimension could be similar to Audrey's own, with minor changes made to the characters and events you'd normally expect. Alternatively, you could have found yourself in a place that is wildly different! Maybe you're exploring the post-apocalyptic nuclear wasteland of BreastQuest with Briana? Wherever you've found yourself, you needn't stay here for long. Dimensional rifts and other crossover events offer frequent chances at universe-hopping, if you're brave enough!

Era of Comics

Platinum City has long been the home of heroes and villains. To narrow down your story, you'll need to pick *when* your journey will start. Choose ONE of the time periods below, or entrust your fate to the Comic Code Authority and **roll 1d6** for an extra **+100cp.**

1. **The Pulp Age:** The dawn of comics and heroes alike came during the Interwar Period and World War Two. Before the stories of superheroes were told, cheap pages shared the struggles of noir detectives hunting horror and mystery, of cowboys and outlaws taming the western frontier, and of the action and heroism of the war against fascism. In times like these, you will see great hardship and conflict, but will also have the chance to shape the coming future.

2. **Golden Age:** The Postwar Era saw the true rise of superpowers, as well as the Comic Code Authority. Just heroes and upstanding authorities foiled the despicable crimes of vile and unglamorous villains. Excessive violence, gruesome gore, and salacious suggestions are all papered over to create a world of blacks and whites. It is during these simplistic years that orphan Audrey Page will be adopted by Sarah Sterling and begin her role as a sidekick. These may be *idyllic* years, Jumper, but perhaps they are the best for a hero-in-training.

3. **Silver Age:** As the years passed, both Golden Girl and comics began to mature. More heroes and villains than ever would flood the scene as the scientific wonders of the 60s and 70s enhanced the fight between good and evil. During this time, Golden Girl would leave Silver Queen's tutelage and strike out on her own as the new hero Bullion. But cracks are beginning to show in the Comic Code's control over society, and the perfect world it built is about to collapse!

4. **Bronze Age:** After the shattering of the Comic Code, heroes and villains alike had to face more complex issues in a nuanced world. Picturesque quarrels were replaced by violent plots, gritty drama, and lots of brooding. But not all is hopeless and depressing! Audrey has finally grown into the hero she was always meant to be, taking the name Golden Guardian. She's even mentoring a sidekick of her own these days! Though antiheroes and agents of the new Comic Censure Authority darken this uncertain time, there's still some light to be found in the world.

5. **Modern Age:** After nearly a century of super-stories, it seems the old and the new have finally reached a balance. Mature themes and conflicts temper a return to the classics, and colorful heroes clash with villains in the fight for a bright future. A new generation of heroes join the old guard, as the Teen Queens and other young prospects support teams like the Supermoms as they come out of retirement. Welcome to the future, Jumper!

6. **New Medium:** What's this? It seems your world isn't drawn from the pages of comic books at all! The tropes and expectations that define your world come from a different type of superhero media. You might have dropped into the middle of a Hollywood blockbuster, with gratuitous explosions and bombastic soundtracks. Or you might be in a video game, ruled by health bars, quest markers, and the occasional programming bug. You could even be living in one of those new Anime, with all the cultural quirks that come with a Japanese perspective.

Perks

Perks that match your Background can be bought at half price. Perks that match your Background and cost 100cp can be taken for free.

General Perks

[50cp] Inks & Colors: The style of comics has adapted over the decades, bringing us everything from monochromatic noir to the oversaturated colors of Saturday morning cartoons and everything in between. Now you may apply these styles to your world like filters, adding your own artistic approach to your adventures. This is only an aesthetic change, and it won't affect the people or the story of the worlds you visit, but should you wish to toggle through art styles like you're picking filters on your phone, you may do so. *See the Notes section for details.*

[100cp] The Truth Is…: You can't just *tell* people you're secretly a superhero or a powerful extradimensional traveler, can you? When you choose to confide in people, you'll find they are much more willing to believe you. Whether you are revealing a small slice of your vigilante activities or your entire backstory, sharing the truth will be met with acceptance. There may still be some culture shock or follow up questions, but you'll never need to worry about disbelieving friends again.

[200cp] Hard Boiled: Maybe you've worked with capes for decades, or maybe you've just read every comic book ever. Either way, you know how to spot the tropes and trendsetters alike. You have a fundamental understanding of people, their motives, and their behaviors, letting you dissect crime scenes and question witnesses with unparalleled precision. Your skills would rank you as one of the most skilled investigators to ever live, or could make you one hell of an insurance adjuster. Your specialty, however, is analyzing supers. From judging a hero's powers at a glance to uncovering a villain's weakness in the heat of battle, you're *exactly* the kind of person superpowered people always get nervous around. You have a range of awareness that startles others, but it belongs to you by right. Your search for the truth is *your* story, detective, and it is sure to be adventurous. *See the Notes section for details.*

Drop In Perks

[100cp] Lucia Delgado: Silver Queen might be a capable hero, but she still leaves the dirty work to her maid. Like Ms. Delgado, you are a master of hospitality and could clean and care for an entire mansion single-handedly. However, like Lucia, your homebody appearance belies a darker past. Whether you grew up on the streets or are an Argentinian ex-revolutionary, your hard life has given you nerves of steel.

[100cp] Mechanical Master: As a bit of a tomboy, Audrey loved tinkering with engines. Now you share her skill with mechanical maintenance. You could keep your car running for decades or build an engine from scratch! You could even help repair more complex machines, like planes and helicopters, with a little coaching. Whether mighty or mundane, no one knows machines like you.

[200cp] Black Jack: After the war, Audrey's dad turned his skills as a fighter pilot towards stunt performances and barnstorming. Maybe you were part of his old squadron? You're a master of manned vehicles, capable of pushing race cars and fighter planes to their absolute limits. Your extensive training has given you downright-superhuman reflexes and near-immunity to G-forces, vertigo, claustrophobia, and even seasickness! When the space race really gets going in a few years, you could make one hell of an astronaut!

[200cp] Showman: When Silver Queen started out, she didn't expect so many of her skills as an actress to translate to crime fighting. Like Sarah Sterling and John Barclay, you have the stage presence and acting chops of one of Hollywood's greatest stars. You know how to play a crowd, draw attention, and even build drama to your benefit. You also have a strong understanding of costumes and makeup, letting you disguise yourself as someone else or even the opposite gender. Maybe Iron Girl will come to you for tips the next time she tries to infiltrate a foreign country.

[400cp] Beneficiary: It's a little unsettling how many heroes and villains got their start by being in the right place at the right time. Like Silver Queen, Kid Valor, Tropica, and more, you have a knack of stumbling into strange beings and artifacts looking to give you power. This might yield mundane boons, like being chosen to lead a team project, or be as supernatural as an Aztec goddess looking to crown a new high priestess. Whoever's champion you are, you can wind up with a lot more power by spending just a bit of effort looking.

[400cp] Hack The Planet!: Depending on when you start your story, computers may be a brand new invention or an essential part of everyday life. Whatever the case may be, you can work your hardware like a master composer works an orchestra. You could infiltrate hardened systems and disable security alarms like the Bronze Buster, and even program your own robots with the right resources. Your skills operate more on comic logic than any real world computer science, and will continue to update as the technology of the world improves. No matter where you go, you'll always be one of the most tech-literate people around!

[600cp] Franklin's Insight: At the start of the Golden Age, the field of genetics was *brand new*. Little did anyone know how vital those pesky double helixes would be when it came to superpowers. Your scientific knowledge would make you one of the most brilliant geneticists alive, opening up countless possibilities for discovery. Your work could cure diseases, edit living organisms, or engineer entirely new life forms! However, your most interesting specialty involves the study of superpowers. Your research could unlock the source of these incredible abilities, and likely holds the key for replicating them. You could be a shining hero or a terrible villain depending on how you applied your knowledge. *See the Notes section for details.*

[600cp] Redaction: You ever think the world would be better off *without* a few people in it? You now wield the Comic Code's greatest weapon; the power of Redaction. Simply touch an individual and they will be removed from reality and dropped into the Domain; a pocket dimension where they will relive all their old memories. Individuals erased in this manner will disappear from people's memories, and though print records of their existence may persist, anyone who reads them will see only blank paper. This power has its limits, but should you wish to prune reality itself, look no farther than the CCA's sharpest sword. *See the Notes section for details.*

Sidekick Perks

[100cp] Big Brave Heart: No, that's not a euphemism, Jumper. The only power Audrey ever wielded was the courage to fight for a better tomorrow. She faced dangerous criminals, supernatural assailants, and even a threat to reality itself, and she did it all with a smile on her face. Now you share her unyielding spirit. Not only can you fight on in spite of danger and disaster, but you can even bring levity and humor to the conflict. Match every villain's dastardly declaration with the quips, puns, and comebacks that inspiring heroes are known for!

[100cp] Domino: Maintaining a secret identity is especially important for sidekicks, lest they expose both themselves and their mentors to reprisals. So it's a good thing you seem supernaturally gifted at leading a double life. With this Perk, you require minimal effort to separate your vigilantism from your alter-ego. Making no attempt to obscure yourself would quickly expose the truth, but a slightly different hairdo or even a plain domino mask would be enough to leave onlookers baffled to your true nature.

[200cp] Inspiration: You want to know a secret? Future Audrey Page's hero isn't Silver Queen, it's *Golden Girl.* Like Sarah Sterling's tiny trainee, you inspire people to be their best selves. *This* is the power that saved Billy Rocker's soul. *This* was the strength that rescued the entire Sorority of Sentinels from an existential threat. From reinvigorating old heroes to kindling the sparks of change in your enemies, never underestimate your ability to bring out the best in people.

[200cp] Hand To Hand: Have you been taking lessons with Star-Striker or the Black & White Twins? Extensive training has made you an expert in one martial arts style of your choosing, from mundane boxing or judo to the Twins' signature synchronized kung fu. This training will also make learning new fighting styles easier, but remember that you're still far from the top. Fighting your way through a dozen unskilled goons wouldn't be an issue, but skilled masters would still give you pause. As a final benefit, your expertise allows you to control your attacks, letting you knock bad guys out or strike nonlethally without causing any lasting damage.

[400cp] Gymnast: Spend your childhood in the circus, Jumper? Your acrobatics could put olympic champions to shame. Leaping across rooftops or crossing a tightrope in high heels would be childsplay, and you could even cancel out a two-story fall with a simple tuck and roll. But all of this skill wouldn't do much good if you didn't have a form to match it. Your body is *insanely* flexible, and seems to spring back from injuries with enough speed to keep you fighting crime well into old age. As a final bonus, this Perk also enhances your fighting abilities. With reflexes and agility like yours, you'll find yourself effortlessly dodging the attacks of less-skilled opponents while they struggle to land a single hit.

[400cp] Competent Clutz: It seems Lady Luck is in your corner. Fortune favors you in incredible ways. From stumbling into important clues to finding an umbrella when it starts to rain, your life will be full of little advantages. This Perk may help you in your day to day dealings, but it *really* seems to shine when things go wrong. Falling off a tightrope can land you on top of escaping bad guys, while tripping in a fight could enhance the power of your punch. Whenever your clumsy actions or awkwardness seems to spell doom, luck steps in to turn your losses into wins.

[600cp] Maturity: As a sidekick, your journey is about growth, and so you've gotten pretty good at judging other people's potential for change. Emotionally, this might tell you a person's capacity for improvement, while physically it would reveal how tall your little brother will grow to be, or how well your friend will eventually fill out that sweater. This insight could even expose the upper bounds of someone's supernatural power, letting you gauge what possibilities they could achieve with more practice. Should you act on this knowledge, you would excel at helping others reach this potential. From aiding a friend's emotional growth to ensuring your partner reaps even greater results from their training, you can make sure others become the best versions of themselves.

As a final benefit, this power also allows you to influence how those you interact with will physically mature as they grow older. Determine their development, from general attributes like height and build to specific traits like hair color and bust size. Will they grow into a brilliant beauty or keep their childish cuteness? *See the Notes section for details.*

[600cp] Code Breaker: Something's wrong with you Jumper, at least in the eyes of the Comic Code. Some aspect of you doesn't just push the rules of this world, it *breaks* them. But existing outside the laws of reality gives you unique powers and protections. You cannot be changed or rewritten by reality warpers, time paradoxes, or any other overwhelming narrative mandate. Any attempts to control your mind, possess your body, or corrupt your being will either outright fail or quickly wear off. You are a unique dilemma to any force that would dare try to change you.

This strange condition is not only an unassailable defense, but also a potent tool for action. By existing outside of a world's limits, you can break rules normally set in stone. Fate and destiny have no power to prevent you from finding solutions, possibilities, and opportunities no one else could. With effort, you could even extend this power to others, allowing them to break the rules that bind them. Be an outside-context problem, Jumper! *See the Notes section for details.*

Superhero Perks

[100cp] Most Common Superpower: The Comic Code has a… *peculiar* way of denoting who is a hero. Whether you have the slim curves of a starlette like Sarah Sterling, the muscular build of Dick Danger and the Cosmic Rangers, or just have an ample chest like Donna "Double D" Dynamo, you're every bit the looker that most superheroes are. This won't give you any functional benefit, nor will it give you any exaggerated proportions like Audrey's rule-breaking developments, but you'll have the above-average aesthetics that could get you a side career as a model or movie star. Such looks require barely any effort to maintain, ensuring that you always look as picturesque as the figures in the comics.

[100cp] Comic Book Convenience: From impractical costumes to unlawful search-and-seizure, there are a lot of aspects to crime fighting that can trip a vigilante up. Thankfully, your experience helps you smooth over those wrinkles. Your cape will never snag, you can change into costume in a flash, and even the most impractical of outfits will only occasionally result in a wardrobe malfunction. You also know enough police procedure that the cops generally tolerate your independent efforts. Don't let realism get in the way of serving justice!

[200cp] Team Building: Even the strongest hero can't do everything alone. Thankfully, you're pretty good at working with others. Your leadership skills make managing your team a breeze, both in and out of combat. Turn a bunch of cold coworkers into cooperative companions, and plan your team strategies to maximize your synergy! You may not be the brains of the team, but you're certainly the head.

[200cp] Mighty Mentor: Taking on a sidekick is all the rage these days! Whether you're an actual teacher like Mrs. Sigrund or just have experience with kids, you excel at training others. Any upcoming hero would be lucky to study under you, and even when your younger wards are struggling with unexpected situations or incredible powers, you have the patience and wisdom to raise them right.

[400cp] Lone Protector: Whether you're the only hero in town or the rest of your team is off dealing with an alien invasion, guarding an entire metropolis can seem impossible. And yet, you are one of those extraordinary individuals who can make a difference on your own. You always arrive with enough time to act, the progress you make fighting crime tends to stick, and city-sized problems aren't as unapproachable anymore. That's not to say you can't accomplish great things when help *does* arrive, but even a sidekick with no powers can do a lot of good for their community.

On the smaller scale, this Perk also greatly enhances your abilities when you stand alone. You'll move faster, hit harder, and even push your powers beyond their limits when you're outnumbered. Silver Queen once fought every hero in Platinum City to a draw in the world's most dire hour, and now overwhelming numbers mean just as much to you when you stand alone. *See the Notes section for details.*

[400cp] Cool Under Fire: Many veterans from the war wound up as heroes, putting their battlefield experience to use. Now you share their hard-won wisdom. You have the tactical insight of an elite soldier, letting you plan engagements with precision or solve problems under intense pressure. You've also got a knack for "big picture" strategy, though there's less of a demand for that nowadays. Whether you landed at Normandy like Great Glory I or fought in the French Resistance like Black Rose, you've faced your baptism of fire and were reborn stronger for it.

[600cp] Dynamo: The Space Race accelerated the advancement of technology, and you're riding the edge of that impressive wave! Like Donna Dinopoulos, you're a modern-day wizard in the field of science and engineering. An inventor like you might be discovering wondrous new materials one day and invent a compact electric capacitor the next. Though these creations could certainly benefit countless people if mass-produced, you *really* shine when using your technology for super heroics. Combine that capacitor and power siphon into a corset that lets you manipulate magnetic fields, letting you fire lightning bolts from your fingers and fly through metal-rich environments like Platinum City! All of your work is impressive, but you'll always squeeze a little more out of your superpowered prototypes.

[600cp] Inheritance: Not every hero gets their powers through chance and circumstance. Some abilities just run in the family. With this Perk, now you can benefit from these dynamic dynasties. At the start of each Jump, you may choose to become the blood relative of an existing individual. This will not only grant you any hereditary powers they have, but also any political or social stations such a connection would yield. Perhaps you are Connie Cosmo's brother, the crown prince of Mars? Or maybe you want to continue the tradition and become Great Glory IV?

Additionally, this Perk allows you to make any of your own traits, abilities, and supernatural powers hereditary. Even talents and Perks not typically associated with biology can be passed onto your offspring with absolute control. Ensure your pipsqueaks inherit your heat projection powers or stop at sharing your fiery red hair. *See the Notes section for details.*

Supervillain Perks

[100cp] Rocker Billy: Why does evil sound so alluring? Like Golden Girl's greaser nemesis, you are a musical master. At their start, your talents would make you the star of the school orchestra, but put in a few years practice and you'll be good enough to beat a demon in a battle of the bands! By default, this power grants you skill with a single musical instrument of your choice, though you may choose to enhance the natural instrument of your voice instead. If you wish to acquire talent with additional instruments, you may purchase this Perk multiple times. *Purchases beyond the first are discounted to half-price.*

[100cp] Puzzle Planner: What fun is committing crimes if you can't make it a challenge for the heroes? Like Quizmaster, you excel at adding traps, puzzles, and other surprises to your villainous plans. Maybe your bomb can only be diffused via a trivia game, or you want to humiliate AND immobilize that meddlesome vigilante with your ambush? This Perk also makes you a master at deciphering riddles, brainteasers, and other puzzles. You'll never be stumped by the Sunday Crossword ever again!

[200cp] Persistent Pursuit: Want to know what you and the best bounty hunters have in common? You always find your mark! Like Roller Betty, you have the skills and perception to track down your targets in the harshest and densest environments. Even locating a single individual in a busy city wouldn't be too much for your skills. And once you find your target? You'll have an instinctual awareness for where they move, allowing you to cling to their coattails as they try to escape. If they manage to evade you for a day, you'll lose this otherworldly understanding, but finding them again shouldn't be too tricky.

[200cp] Super Spy: You're not a symbol, dealing in flashy heroics or grandstanding. You're a shadow, gathering intelligence until it's time to strike. Like Katya Stranista, the Iron Girl, you have received government training to make you one of the greatest secret agents in the world. From infiltrating restricted facilities without detection to extracting information from paper files, electronic databases, and even unsuspecting captives, no one knows fieldcraft like you!

[400cp] Iron Will: You. Will. NOT. Quit. Like the Ferrous Female Agent of the Soviet Union, your willpower is virtually unbreakable. Through grit alone, you can pursue your goals through fatigue, hardship, and practically any injury. Additionally, any wound or attack that doesn't instantly kill you won't put you down for at least a minute, giving you time to either finish the fight or retreat to recover. If someone were to look up *persistence* in the dictionary, they'd find a picture of you.

[400cp] Tarnish: People can be injured or killed, but the only true way to destroy a hero is by destroying their spirit. Iron Girl tried to use shame to ruin Golden Girl, and Blues DeBill wielded guilt like a weapon when corrupting Billy Rocker's soul. Now you are equally skilled at employing these underhanded tools. You could smear a person of purity, degrade a hero of justice, and tarnish the reputations of all but the brightest of individuals. These skills work even better if you personally pose as someone to frame them for a particularly heinous act, but you might have to endure some ugly stuff to ensure their name is thoroughly ruined.



ARTWORK BY: HAGFISH, INKS BY: SABUROX, SCRIPT BY: ANONYMOUS, LETTERING & MISC BY: IMAGINOS

[600cp] Robber Baron: Some people are born to be subjects and some people are born to rule. Through a combination of cunning, ruthlessness, and force of personality, you can take charge of nearly any organization you find yourself in. Running a mob family would be a simple challenge, and wrestling a bunch of independent villains into your own Legion of Doom would be only slightly more difficult. In past centuries you might have been a potent feudal lord, and in the future you could have been a post-apocalyptic empress, but here you would be a criminal mastermind without peer. Be king of the jungle, Jumper!

[600cp] Object Impermanence: It seems the CCA has granted you their most diabolical power; memory interference! Like the Static Monsters that nearly eliminated the Sorority of Sentinels, you cannot be held in the conscious minds and memories of your observers. They'll still react and even fight you if you're in their face, but once you leave anyone who saw you will forget that you were there. Any interaction you had with them will be explained away or forgotten completely, and any changes or damage to your environment caused by you will be attributed to others or outright ignored. While this power will give you near-impunity to carry out your dastardly schemes, it is not infallible. Hypnosis and other powers that access the subconscious mind can extract the truth for a time, and **Code Breakers** can break the spell entirely. But without these extremely rare and exceptional individuals, no one will be able to stop you. Unlike the Static Monsters, you may toggle this power off at will. *See the Notes section for details.*



Items

Items that match your Background can be bought at half price. Items that match your Background and cost 100cp can be taken for free.

General Items

[50cp] Costume: Even rookies aren't expected to fight in their civvies. This stylish uniform is specially tailored to you, announcing to the public that you are here to help! Patented Adapto-Fibers ensure your costume will accommodate all of your strange powers and abilities. No need to worry that you'll destroy your costume if your powers let you rapidly grow or burst into flame! This spectacular garment will clean and repair itself at the end of each day, though it doesn't offer any additional protection or utility on its own. Just like you, this outfit has plenty of room to grow and improve!



[50cp] Fresh Cookies: Mend, the healing hero of the Supermoms, enjoys baking as a hobby, and has whipped up a batch of your favorite cookies. You can always find these treats in your kitchen, pantry, or wherever else you keep your food, and they are a perfect pickmeup after a long day of crimefighting, scheming, or just doing your best. You'd be surprised how many evildoers can be subdued with thoughtful talk and homemade sweets!

[50cp/100cp] Leadthrower: With all of the magic, science, and weird powers flying around, it can be easy to forget how many people rely on much more mundane tools. Whether you are an upstanding officer of the law, an unpowered criminal, or just an ordinary citizen looking for some extra firepower, you are now the licensed and legal owner of a firearm of your choice. For **50cp**, this could be a service pistol, hunting rifle, or any other weapon that could be reasonably purchased by a civilian. For **100cp,** you could instead receive the kinds of heavy weapons usually reserved for military use. Whether you want to sling a minigun like the original Great Glory, are packing a rocket launcher to deal with those pesky superheroes, or just want to own an anti-tank weapon, expect plenty of questions (and even a few screams) when you bust this heavy metal out. *See the Notes section for details.*

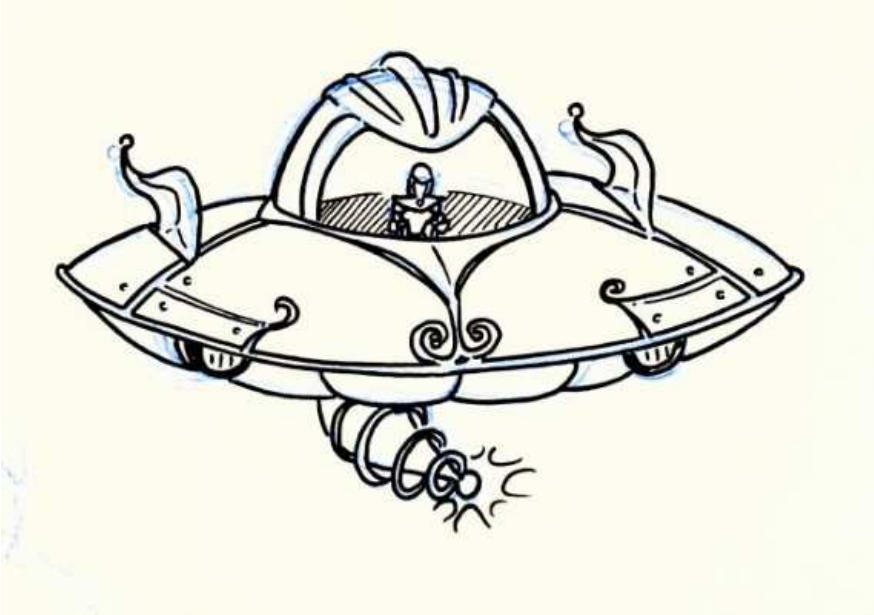


Drop In Items

[100cp] Thorns: It seems Black Rose's gunsmith took a special order from you. This pair of custom pistols may not hit hard, but they're supremely accurate and *completely* silent. Though they're not the typical tools of a hero, they're practically perfect for any up-and-close wetwork you may have to pull off. This purchase comes with a steady supply of specially-made subsonic ammunition to keep you fighting for as long as you need.

[100cp] Something Inconspicuous!: The trenchcoat-and-fedora look may have gone out of fashion after the war, but this hat and coat can somehow still keep you looking unsuspicious. When worn together, these two articles of clothing will make you look mundane and unimportant. Even if you had the build of Golden Guardian and were only wearing a bright costume beneath it, this outfit will keep you unnoticed and uninteresting until it's time for your big reveal!

[200cp] Flying Saucer: Courtesy of Mars, you are now the proud owner of one of their signature flying machines! Roughly thirty feet across, this disc-shaped spacecraft has the capacity of a midsize car. Featuring a bubble canopy for unmatched visibility and twin ray-cannons for self-defense, this zippy frisbee will let you fly in style. Unfortunately, its small size severely limits its interplanetary range. You could fly to the moon and back in a day, but if you want to return to Mars you'll need a sturdier ship.



[200cp] Robot T-Rex: No longer will the villains get all the cool toys! This fully automated dinosaur replica is ferocious, menacing, and all yours to command. With the strength, speed, and biting-force of the original king lizard, this metallic minion will leave all but the bravest of bystanders fleeing in fear! Just make sure there are no heavy-hitting capes around to smash your prehistoric pal. When purchased, you may decide if this robot mimics the organic appearance of a living T-Rex, or if it bears the chrome plating of a savage sci-fi simulacrum.

[400cp] Bimbonium: Developed by the famous French thief Ma'm Aries, this unique super-serum has astounding effects on both its user and those around them. When tuned to a specific individual, Bimbonium dramatically amplifies both the physical strength and secondary sex characteristics of the user. Aries herself, for example, would see her strength increase with the size of her breasts. However, when turned against people the formula was not adapted for, Bimbonium causes lowered inhibitions, increased arousal, and comical ditziness in addition to the usual expanded proportions.

This purchase includes your own harness and storage vessels for carrying the compound and supporting your altered physiology. It also comes with the precise recipe for the Aries' formula, as well as the notes you'd need to tailor the compound to other individuals or alter its effects. The thief used this serum as both a tool for her thievery and a weapon against anyone who tried to stop her. What use will you find for this concoction? *See the Notes section for details.*

[400cp] Pleasure Palace: If Connie Cosmo is any indication, visitors from other worlds deserve a certain level of luxury. This palatial complex has all the creature comforts a visiting dignitary might need, from Martian nutrition synthesizers and other automated servants to your very own harem, styled after the comfort cadres that serve the matriarchy of Mars. All of these attendants are supremely loyal, and while they aren't much good in a fight they are completely dedicated to seeing your every need fulfilled.

This complex also comes with a powerful interplanetary communications array and space to park all of your spaceships, speeders, and other terrestrial vehicles. It is also technically your embassy, and so it enjoys a certain degree of diplomatic immunity. Be warned, however, that abusing these privileges could quickly cause relations between you and your host country to deteriorate.

[600cp] Anthill: Sometimes science requires a space away from prying eyes and ethics boards. What this underground bunker lacks in soft comforts, it makes up for in sturdy security and clinical excellence. The bunker is powered by a stable fusion reactor, and managed by a virtual intelligence, leaving you free to pursue your research in peace. Though the state-of-the-art labs and resources in this facility could fuel any kind of scientific inquiry, the crown jewel of this complex is the cloning lab. Here, you could edit and enhance existing lifeforms, create an army of monstrous chimera, or refine your budding super soldier program. It was in a lab like this that Brianna, the genetically engineered warrior-turned-rebel, was born. Only time will tell if your own creations are heroes or monsters. *See the Notes section for details.*

[600cp] Temporal Harness: Looks like Horatio Tempus isn't the only chrononaut around here! With its blocky powerpacks and light-up interface, you might mistake this brass harness for a hero's utility belt. But the truth is even more fantastical; this belt allows its wearer to travel through time! With this device, you could travel into the past and attempt to change the future. Or perhaps you want to leap ahead in time and research the potential outcomes of your decisions? Unlike Horatio's prototype, this improved version doesn't require exotic fuels and instead runs on a recharging handwavium cell. Traveling greater distances in time will result in a longer cooldown between uses, but you'll never be stranded in the past like he was! *See the Notes section for details.*

Sidekick Items

[100cp] Variant Costumes: So there's your homemade costume, your first *official* suit, the color-coordinated getup you wore for that team-up event last year… goodness, you're going to need more closet space! Like Audrey, you've been through a number of costume designs as you've developed your powers and discovered more about yourself. Now, you can keep all of your different styles contained in this auto-sorting closet! This library of looks contains not only your original costume but several variations as well. Usually these alternate suits are purely aesthetic differences, such as inverting your normal color scheme or embodying the style of a different decade. However, a few offer extra features. You might have a suit specially made for stealth missions, or one for operating in cold weather or even an advanced suit representing all of your iterative improvements over the years. While none of these extra suits are especially groundbreaking, the choice they offer you will let your costume change and grow as you do!

[100cp] Utility Belt: Simple tools can often be just as effective as super strength for stopping crimes. This ergonomic belt features plenty of compartments and pockets containing anything you might need when out on patrol. Grappling hooks, first aid kits, and throwing projectiles in a design of your choice all come standard, with additional equipment tailored to your superhero style. There's even a snack compartment! Any consumables you use from this belt will replenish each day. This isn't anything terribly advanced, but a prepared arsenal has proven more helpful than flashy powers on more than one occasion!

[200cp] SoS Membership Card: Your hard work has paid off and you've finally joined the Sorority of Sentinels…as a trainee. Okay, you're not a full hero yet, but this membership means someone recognizes your potential and is willing to teach you! Once a Jump, you may present this card to a superhero, celebrity, or another VIP and receive training from them. Now remember, this is a *training* program, so there will be lots of hard work and you *can* get kicked out. Heck, the person may not even like you, but they do see what you *could* become. If you distinguish yourself during this training or help them out enough, this may develop into a professional partnership or even genuine friendship.

[200cp] Infinite™ Brand Multivitamins: Are you tired of your dull, dreary life? Do you struggle with feelings of inadequacy? Well have we got the deal for you! Try our Infinite™ Brand Multivitamins today and know strength like no other. With just one pill a day, you can have the boundless energy, sharp mind, and superb strength of Doug Infinite, Infinite™ Brand's very own sponsored sidekick! Available now at pharmacies and drugstores near you! *Warning: Infinite™ Brand Multivitamins are intended as a once-a-day supplement. Severe stomach damage can occur if dosage exceeds one pill in 24 hours. Should effects last more than 4 hours seek medical attention immediately. Do not take Infinite™ Brand Multivitamins with alcohol or if you may be pregnant. See the Notes section for details.*



[400cp] Sword of Valor: It seems strange women lying in ponds distributing swords IS a basis for determining superheroes. Like Kid Valor, you have come into the possession of a sword enchanted with the spirit of its ancient wielder. This magic blade can cut through all but the densest of materials, and is kept sharp and clean through arcane spells. Most importantly, the spirit residing in the weapon is a martial master, and seeks to mentor you in swordsmanship for as long as you wield their steel. You may decide if this weapon, like Kid Valor's, is a longsword possessed by a wizened knight, a katana containing a fierce samurai, or another kind of blade entirely. Just be sure you wield this tool for the right reasons, Jumper.

[400cp] Crisis Chamber: A sidekick must be constantly honing their bodies, minds, and skills if they want to go pro. Thankfully, this training zone has everything you need to stay in tip-top shape! Equipped with a swimming pool, obstacle course, and just about every kind of athletic equipment under the sun, this gym can cater to any kind of sport or fitness goal. There's ample space for exercise, a locker room, and even a sauna. You'll also find a rudimentary virtual intelligence installed that can analyze your workouts, offer feedback, and even plan meal programs to give you the most well-rounded support possible. However, the crown jewel of this facility is the Simulation Stage; a room that combines Martian gravity manipulators and Sapphire City's proprietary hologram technology to create vivid and versatile training scenarios. From basic virtual sparring partners to simulating life-like arenas and villains, this technology is limited only by your imagination. This training center will adapt to your skills and powers, always accommodating your growth and pushing you to new heights. Anyone who trains here will see themselves progress with staggering speed, propelled to reach their greatest potential.

[600cp] Ladybug Mk1: Somehow you've convinced the pipsqueak of Los Palos University to share her greatest invention with you. The most distinctive feature of this armor is the rounded "shell" backpack that houses a pinch fusion reactor with enormous potential. Combine this with a red helmet and large, blue eye lenses, and it's easy to see where the Lovely Ladybug got her name. Yet this red-and-black jumpsuit packs more of a punch than its insect nickname would suggest. Energy from the reactor can be channeled into thrusters to allow the wearer short bursts of flight, or directed into wrist emitters to generate energy barriers and shield bubbles. Augmented reality software turns the helmet into the most advanced heads-up display on the planet, allowing it to even link to nearby networks and a scouting drone stored in the suit's backpack. The suit's reactor can only produce power in short bursts, so overusing the jetpack or stressing your shields will quickly deplete the suit's capacitors and leave you powerless for a few hours. But if you can fight smart and conserve your energy, you'll be one of the most potent protectors around.



[600cp] SP-4RK: Special Program-4RK began as a way to stabilize emergent superpowers in accident victims, but decades of research and development have turned it into one of the most groundbreaking inventions in history. And now, it's yours! The effects of this chemical formula depend on the user. Those with dormant powers will have their abilities activated, vigorously unlocking their innate supernatural potential. Those with no natural potential will instead gain temporary powers until the formula is flushed from their system in about a week. Finally, capes with already-active powers will experience a dramatic and often-unpredictable evolution as their abilities expand in versatility, power output, or both.

This incredible elixir comes in two varieties; the prototype "Alpha" variant that was first invented in the Golden Age, and the refined "Delta" variant developed for commercial sale in the Bronze Age. The former only grants superpowers, while the latter also bestows the beautiful bodies that made many heroes so marketable. You receive the recipe for both compounds, as well as one dose of the Alpha formula and one dose of the Delta formula. If you use either mixture, you will receive a new dose one month later. Not all capes are born from bloodlines or are byproducts of fate. Sometimes the next great hero just needs an opportunity to unlock their potential. *See the Notes section for details.*

Superhero Items

[100cp] Royal Helm: This sturdy helmet is jam-packed with technology worthy of a Martian princess. Your new helm contains all the features of Connie's classic headwear, from an independent air supply and heads-up display to a full-spectrum communications array for talking to teammates and analyzing enemy signals. This may seem mundane by modern standards, but in the Golden Age this technology was positively out of this world!

[100cp] Jetpack: Just because you don't have the power of flight doesn't mean you can't take to the skies! Whether you wear an antigravity belt like Connie Cosmo or the chrome rocket canisters of a sky captain, this amazing apparatus will let you soar through the sky faster than any earth bird. Just make sure you practice before trying out those top speeds. After all, this device doesn't exactly come with seatbelts.

[200cp] SuperCoupe: Not all capes have super speed. For patrolling your neighborhood or cruising to fight crime, nothing beats this stunning sedan. This automobile combines the speed and performance of a racecar, the carrying capacity of a station wagon, and the protection of an armored car, all in one! Best of all, your new wheels come pre-installed with plenty of gadgets to help you face any situation. Leap across gaps with its rocket booster, stymie pursuers with deployable spike strips and smoke screens, and pursue fleeing foes with a radar tracking system!



[200cp] Sterling Manor: You don't *have* to be rich to be a superhero, but it sure as hell helps. You are now the proud owner of an elite estate perched on top of a twenty-story skyscraper. Like Sterling Manor, this mansion has every luxury accommodation an aristocratic socialite or wealthy entrepreneur could ask for, from dining halls and ballrooms to king-sized bedrooms and comfortable home studies. There's even a small garden area that looks out on the city! As the owner of this highborne highrise, you also have control of the parking garage on the ground floor, as well as the rental agreements for the office space in-between. You could make a tidy income leasing the space if you didn't feel like expanding your already impressive home.

[400cp] BIGRAC: Developed specifically for the fight for justice, the Binary Intelligence & Rogues Analysis Computer is arguably the most powerful tool in Silver Queen's arsenal. Made with cutting-edge 1950's technology, this room-sized supercomputer can access news feeds, law enforcement databases, and communication networks across the globe to pinpoint crimes and analyze criminals. Plotting a supervillain's crime spree, deciphering his motive, and deducing his next move would be effortless with this heavy-hitting hardware. As technology advances and you visit more advanced worlds, this device will update itself to always give you the best in computing power.

[400cp] Lighthouse: Forget the Sorority of Sentinels, you've got your own clubhouse! This replica of the Platinum City Protectors' headquarters stands as a shining symbol of justice. The top floors of this towering spire contain dormitories, living spaces, and conference rooms designed with a team of superheroes in mind. You've even got a helipad for any aerial transports used to whisk your team across the world. The bottom floors of this tower house a dedicated science division staffed with scientists committed to supporting your team's efforts. There are no "super"-geniuses here, but these brilliant minds can handle everything from super-gadget R&D to analyzing debris from that incoming alien invasion. As a final bonus, this headquarters is equipped with a powerful searchlight, a "super signal", if you will. Should any allied heroes live within range of the Lighthouse, they'll know when you put out the call to action.

[600cp] Crimson Catseye: This glittering red gemstone can bestow fantastic boons to those it deems worthy! Like the rock that turned Minnie Miller into the Crimson Cat, this geological treasure can transform those that touch it into superheroes… so long as they fulfill the gem's expectations. You may imbue this gem with one or more of your supernatural abilities, as well as requirements the gem will use to find suitable wielders. The original Crimson Catseye, for example, recognized Minnie's femininity and potential for ferocity before turning her into the fuschia feline we know her as now. Though this treasure can grant boons to as many worthy heroes as it encounters, the powers it bestows and the requirements for such gifts can only be altered once per year. Be careful what powers you release, Jumper. Not everyone was meant to bear such gifts. *See the Notes section for details.*

[600cp] Bands Of Boudica: It seems you're following in Silver Queen's footsteps. Made of Atlantean orchalcium, these silver bracers have lept right out of ancient legend! These artifacts exponentially increase the physical attributes of the wearer, from strength and agility to stamina, durability, and even healing. The scale of the increase, however, can vary dramatically depending on the wielder's physical prowess and warrior spirit. Sarah Sterling, who lived much of her life as a starlette and socialite, was pushed to the peak of human potential. Audrey Page, however, benefitted from a lifetime of training and heroics, and grew into a hero who knew no equal. Just remember, Jumper, strength alone doesn't make you a hero. *See the Notes section for details.*

Supervillain Items

[100cp] Magic Compass: There are plenty of small-time villains around these parts, but it takes something special to make it big. Luckily, this unassuming device can lead you straight to all kinds of artifacts. While this Song Dynasty compass would be a historical treasure in its own right, its true capability is seeking out items imbued with magic. The needle of this instrument will point to the most powerful magical artifact within 100 miles. If no relic lies within its range, it will simply point North. Like the Jade Empress, you could accumulate quite a library of totems and tools if you spend a little time searching.

[100cp] Time Bomb: Whether you're making demands or making a statement, sometimes you have to blow something up. Good thing you packed this bunker buster! While comical in scale, this refrigerator-sized explosive is powerful enough to level an apartment building or even kill a superpowered individual like Silver Queen. Should you use this device, you'll receive a new bomb at the start of the next week. Still, you'll want to be careful. Blow up too much of the city and there won't be any place left to rule over!

[200cp] Status Ray: From freeze rays to heat rays to shrink rays, it seems all the best supervillains put their trust in beams of exotic energy. Except this handheld device isn't a *weapon* so much as a delivery vehicle for exotic status effects and temporary conditions. Maybe you hold a copy of Captain Chrono's Statis Pistol, capable of freezing its targets in time. Or perhaps you wield Sandman's Nap Blaster, a weapon that once put half the Crusaders to sleep in an instant. This invention can come in dozens of varieties, but be warned; the more debilitating the effect, the shorter the duration. A device that blinds its targets or overwhelms them with pleasurable sensations might last minutes, while a blast that traps its victim in stopped time may last mere seconds.

Should you wish to add multiple status effects to this energy ray, you may purchase this Item additional times at half price. Each purchase comes with blueprints for your ray gun, allowing you to repair, mass-produce, or even scale up your designs. Perhaps you can overcome some of the limitations with the right power sources and rare materials? *See the Notes section for details.*

[200cp] Abandoned Building: Why do so many super-clashes happen in abandoned buildings? For heroes, it's' about minimizing collateral damage. But for you and your peers, it's about something much more valuable; privacy! This abandoned structure offers the perfect hideout for you and your crew, as well as ample space to organize your heists, construct your doomsday devices, or support any of your other nefarious schemes. Tucked into a remote corner of whatever district you import it into, this dwelling is hidden too well to be accidentally stumbled onto by civilians or aimless heroes. That said, this seclusion protects *less* against determined detectives following clues and other careless tips. Luckily, this property has the final benefit of being able to relocate once every month, ensuring you always have a quiet place to base your operation out of.

[400cp] Reinforcements!: While every good scheme requires additional muscle, unexpected demands can push your workforce to its limits. Thankfully, you're in good standing with the Gooniun™, so they're more than happy to lend you some temp workers on short notice. Once a week, you can call for extra hands in the form of dozens of mechanical Minutes Men. Arriving by portal from some uneventful point in the timeline, these robotic drones make excellent foot soldiers and simple laborers but aren't advanced enough for much else. Still, if you need a quick crowd of servants to save you when your nemesis drops by, there's no one better. You can normally summon up to sixty Minutes Men at once, though if you refrain from using this item for a few months you can call in as many as six hundred. These drones will disappear when their fight or job is done, or if they are defeated, but they cannot stay longer than 24 hours. Facere Malum Stercore Tuto!

[400cp] Stronghold: Trading your city digs for more traditional evil lairs, I see! Like Baron Von Veruckt, you are the proud owner of not only a fully refurbished castle, but also a legitimate aristocratic title in a distant country. This fortified estate features comfortable living accommodations, vast tracts of land to lord over, and enough high towers and dank dungeons to contain all of your wildest mad science. While your new nobility gives you a modest level of political power in your castle's home country, its true benefit comes in the form of diplomatic immunity. As a notable figure visiting a foreign land, simple things like traffic laws, assault, and even petty theft will be swept under the rug to maintain diplomatic relations, much to your nemesis hero's irritation. This title won't protect you from serious crimes like murder and kidnapping, and your privileges can be revoked if you ever bring trouble home with you, but so long as you stay out of (obvious) trouble abroad, you'll be virtually untouchable.

[600cp] Emyrs Chemical Plant: You can have the biggest dreams on the block, but the truth is you're not going to disrupt society from your garage or basement. To engineer change on a society-wide scale, you'll need resources like these. This industrial manufacturing facility is capable of producing all kinds of chemicals, materials, and construction components necessary to the kind of big-level plots that really change the status quo. Decide to build your next giant robot out of space-age alloys? You can smelt, shape, and fabricate all the parts under one roof. Need to produce some Tachyon-37 fuel for your time machine? You have enough Temporus-9, Arternium, and other exotic elements to synthesize this critical part of your plan. Even consumer goods, from fertilizer to fashion accessories, can be manufactured from this one incredible factory. It doesn't matter that your heroic nemesis is a wealthy CEO when you've already seized the means of production! *See the Notes section for details.*

[600cp] Death Mask: We've had our fun, Jumper, but *this* Item is capital-E *EVIL*. Though it appears to be a simple carving of jade, this traditional death mask conceals a powerful curse. The bearer of this disguise can extend their own life by feeding off of magical energy, destroying powerful artifacts in exchange for a youthful visage and arcane healing. The Jade Empress survived thousands of years with this method, outliving kingdoms and countries alike. However, there is a catch; failing to feed mystical power to this relic will quickly undo your regeneration, leaving you as decrepit as the mummy that used to wear this mask. This process happens gradually at first, but will accelerate if you strain your weakened form. Wait long enough and you will be left as a cloud of dust, held together by the spiteful curse of the mask. In this form, it will take all your strength just to carry the mask away to some dark corner or hidden lair, where hopefully you can find the power you need to reclaim your body. Are you willing to pay the price for eternal life, Jumper? *See the Notes section for details*.



Powers

*Drop-Ins, Sidekicks, Superheroes, and Supervillains receive **+200cp** to spend on this section only.*



[100cp] Blindsense: Like the Black & White Twins, you have extraordinary powers of perception. Your senses have been amplified to rival bloodhounds, bats, eagles, and other exceptional examples from the animal kingdom. Better still, your mind is able to weave this information into a complete picture, giving you incredible awareness of your surroundings. Even blindfolded, you could dodge punches from a half-dozen thugs, or fight them all off if you had the martial skill. Best of all, you can mentally reduce the sensitivity of these feelings to keep yourself from being overwhelmed. With the best information, you'll be more equipped than most to make the best choices.

[100cp] Decibel: Let's make some noise! Like the Racketeer, you have the ability to amplify sounds made in your immediate vicinity. You could use this on your own voice, turning you into an organic megaphone or even a living sonic weapon! Stun heroes and shatter windows with your wail. You could also increase the noise made by nearby objects, turning the police's siren into a liability or a tossed bottle cap into a devastating distraction. Note that this only makes sounds *louder*, much to the chagrin of any roommates.

[100cp] Invisibility: Now we see you, now we don't. You possess a copy of La Fantasma's ability; to become transparent at will. This ability works by bending lightwaves around your body, eliminating every visible trace right down to your shadow! Be warned, however, that full invisibility is quite taxing on your body, meaning that only true masters are able to completely mask themselves at will. In the meantime, you could adopt Fantasma's strategy of appearing partially visible and translucent. Be the ghost that stalks evil from the shadows!

[100cp] Hybrid: Who's a good Jumper? You are! Like the Soviet space dog Laika or the Yokozuna Yeti, your biology combines your humanoid features with the traits of one particular animal. While others might call you a werewolf or complain of your shedding, you enjoy a wide range of benefits stemming from your specific animalistic nature. Being infused with gorilla DNA might give you terrifying strength and an imposing stature, while being possessed by the Jade Rabbit Spirit would enhance your hearing and make you the best sprinter around. Whichever animal you embody and whatever the cause of your transformation, you'll soon find your bestial boons are not to be underestimated. Unlike the Man-Ape or the other Soviet experiments, you may shift between your natural human form and your hybrid-animal form at will, though this conversion takes several minutes and is physically taxing.

[100cp/200cp] Flight: Use your power to take to the skies! Whether on physical wings or manipulated gravitons, you can soar through the air at considerable speeds. For **100cp**, you have a top speed of 150mph. Like She-Devil, you could outrun a villain's getaway car on the highway, but would struggle to keep pace with most aircraft. Beware that this power bestows no special protections against exposure, so it may be for the best that you stay close to the ground.

For **200cp**, however, you can race across the sky like the Jet Hero, Mach. You are positively hypersonic, topping out at roughly one mile per second when on a direct flight path. Your body has also been strengthened to bear the extreme forces, temperatures, and pressures you'll encounter when moving at those speeds. You can't visit other planets, but you can fly almost anywhere else on Earth in less than a day.

[100cp] Resilient Biology: Are you a Martian, like Connie Cosmo? Or did you simply steal a sip from a holy chalice like a certain Grail Knight? Your not-quite-human physiology has made you heartier than most folk. Your body is far less susceptible to extreme temperatures, and is stout enough to shrug off any poisons or other toxins you're likely to encounter. The most virulent diseases can find no foothold on your flesh, and your natural ability to heal from traumatic injuries has been bolstered. Break your leg or survive a rival's sword and you'll be back on your feet within a week, though grievous wounds can still incapacitate and even kill you in the short term. You could even choose to photosynthesize like a Martian, producing energy proportional to your exposed skin! Be warned though; this benefit has a side-effect of discoloring your skin. Maybe you can pass it off as body paint? *See the Notes section for details.*



[100cp/200cp/300cp] Assailant: Super *looks* might be the most popular superpower, but super *strength* is a close second. Now you too have the brawn to punch above your weight class. For **100cp**, you've reached the peak of natural potential. Even a scrawny nerd could match the finest olympic athletes in raw output, though he'd still need to train to improve his technique. Paying **200cp** takes you into a brand new league. Maybe you got a dose of the Soviet Super Soldier Serum like Iron Assailant or are a Greek demigod like Boy O'War, but you've definitely left "natural" potential behind. Starting out, you could lift nearly a ton, and could grow to the point where lifting cars above your head would be a routine workout. Of course, you could pay **300cp** and *really* commit to punching all of your problems away. At this level concrete walls are more of a suggestion than an obstacle, and you could even lift an elephant or two above your head if you could find some that were friendly enough. Strength isn't the solution to every problem, but this amount of it is sure to give you plenty of possibilities.



[200cp] Living Gold: It seems Baron Von Verruckt has found another test subject for his metamorphic metal skin. On command, your body can quickly encase itself in an advanced metal alloy. When deployed, this heavy metal coating greatly enhances your strength and durability, letting you bounce bullets off your back, dent armored cars with a punch, and even hold your own against the Silver Queen in combat. Unlike the batch the Baron used to puppet Golden Girl, this second skin is completely under your control. When not in use, this armor lies harmlessly beneath your natural epidermis, waiting for action. Having so much heavy metal in your body thankfully won't cause any health problems, though you will find that your weight has been significantly increased.

[200cp] Authority: After the original Comic Code was defeated, the surviving fragments formed the Comic Censure Authority. Too weak to directly fight the Code Breakers, they were forced to act indirectly, empowering others to do what they could not. Now you too have become more generous with your abilities. Like the CCA, you can grant pieces of your supernatural powers to others. Though this purchase doesn't grant any new abilities by itself, it does allow you to bequeath as many or as few of your supernatural abilities as you wish; partially or in whole. Bestow a trusted ally with all of your strength to face your nemesis while you're injured, or trade your sidekick a fraction of your speed to acclimate them slowly. These are still parts of *you*, meaning you can throttle or recall these wayward fragments of power at any time. Some would consider this a useless power while others would consider it priceless.

[200cp] Elementalist: Earth. Fire. Wind. Water. Heart. Okay, maybe not that last one. You wield a fundamental force of nature. You have the ability to control, manipulate, and even generate one element of your choice. This could be an element in western philosophy, such as the four listed above, or you could take cues from the east and include metal, wood, or even electricity. Only larger concepts, like time, space, and gravity are not covered by this power. Whatever your choice, your control over this element allows for a versatile range of applications. A pyrokinetic like Inferno could soar on jets of flame or light candles at fifty paces, while the electrokinetic Thunderstruck could casually power her phone or call down enough lightning to stun half the Sorority. You can even assume an elemental form, briefly transforming into a living being made of your element! This form dramatically increases your power output, but will quickly exhaust you and leaves you vulnerable to your element's natural opposite. Your power isn't just certain, it's *elemental.*

[200cp] Bubblegum: Superpowers come in all shapes and sizes! Like Sala City's own Mortar or the supervillain Stretcherous, your body acts more like taffy than flesh and bone. Being made of such malleable matter, you can expand, compress, deform, and stretch your body into all kinds of forms. Swing between buildings on rope-like arms, inflate your body into a living crash-cushion, or slip between the cracks of a crumbling building. Your gummy composition also makes you virtually immune to blunt trauma, though it does leave you more vulnerable to extreme temperatures. Bounce back from your enemies' attacks and lay down the law with the embiggened fist of justice! *See the Notes section for details.*

[200cp] Diva: Let them hear you shout! Like another Divalonian heroine, your voice can move more than just hearts. Turn your songs into solid constructs of sonic energy, letting you create weapons to fight with, shields to protect with, and even slides to get around on. Your inhuman lung capacity allows you to belt out ballads for far longer than any mortal musician, and even without any alien abilities your singing voice would win you fame and adoration on a national scale. Unfortunately, these powers come with a glaring weakness. Should you ever be silenced or lose the ability to speak, your powers and creations will vanish until you can sing again.

[200cp] Motion: You know better than anyone that energy can neither be created nor destroyed, only transformed. You are a battery, capable of storing and releasing kinetic energy to reshape a fight. At its simplest level, you could use this power to absorb heavy blows and empower your own strikes. Later you might learn to impart this energy onto other objects, launching them at your foes. However, the cleverest applications of this gift will benefit greatly from an understanding of physics. Turn small bits of force stored over the day into leaps that will carry you across rooftops, or punches that will shake the very air with their shockwaves. Fight smarter, not harder, Jumper.

[200cp] Mend: Mommy kisses really *do* make everything better! Like the support member of the Supermoms, you can heal almost any physical injury or disease with a touch. Unlike Mend, you do not have to literally kiss your target to heal them, though such intimate gestures of trust and care will greatly increase the effectiveness of your ability. Practice enough, and you'll even unlock Mend's ultimate technique; blowing "Air Kisses". These projections of your power will encase your target in a protective bubble, blocking most physical attacks and giving them a brief respite from battle. These powers may seem tame compared to others on this list, but never forget the importance of your role. No one messes with the white mage!

[300cp] Crimson Cat: Looks like Minnie Miller wasn't the only one blessed by a mystical feline spirit. Like the Crimson Cat herself, your supernatural agility would put even trained acrobats like Audrey to shame. You can easily scale tall buildings, gracefully leap across rooftops, and always seem to land harmlessly on your feet, no matter how far you fall. You also wield ruby-red claws of energy that can be summoned from your feet and hands. Capable of slicing through most mundane materials, these projections can serve as vicious weapons or potent tools. Enjoy your new fierce feline potential! Just watch out for the purring and other mischief-making behaviors. Embodying a forgotten cat-god is sure to come with some side-effects.

[300cp] Cosmic: Float like a feather, crash like a comet! Like Connie Cosmo and the Martian royal family, you possess a delicate control over the forces of gravity. In the beginning, you will be limited to affecting your own personal gravity. Reducing it to zero would leave you weightless, letting you hover effortlessly, while redirecting it would let you simulate flight by "falling" upward. With experience and training, you'll eventually be able to affect the gravity of other objects and people, letting you "fly" groups of people or lift heavy objects with the same effort you'd use to raise a coffee mug to your lips. Greater weights and more aggressive accelerations will put more stress on your body, limiting how you can exert this power. On the plus side, this means that trivial expressions, like causing your cloak to perpetually flap or making your otherworldly bosom look weightless, require no effort at all!

[200cp/300cp/400cp] Psychic: There is no greater power than the power of the mind! Whether through CIA hypno-training, demonic gifts, or alien brain augmentations, you have weaponized your latent psionic potential. For **200cp,** your power is comparable to the superspy Black Rose. Though you couldn't manage a direct mental assault, you can augment your usual techniques of seduction and interrogation to weaken your target's defenses. Convince your paramour to spill state secrets or terrify a patrolling guard into forgetting you were ever present.

For **300cp**, you've picked up Rocker Billy's knack for compelling others. You can control a crowd with the power of song or manipulate a mass of people from behind a one-way mirror like the Choreographer, but as long as you want people to do as you command, you'll need to commit all of your concentration to the task.

Finally, spending **400cp** will give you the powers of the Miniscule Mentalist. By far the strongest psychic power around, you can blank someone's mind with a snap and brainwash them with a throwaway taunt. Only the strongest of wills could hope to resist your mental commands. Your talent has even grown to support some burgeoning telekinesis, though even with your potential the forces you produce are lackadaisically slow and can't move objects heavier than you are.



[300cp] Marathon: You've got some pep in your step! Like the hero Frontrunner, you move at ludicrous speeds. In a dead sprint you can approach the speed of sound, and over short distances you can move faster than the eye can see. Your reflexes have also been enhanced, giving you the rapid reaction times needed to make use of your gift. Your endurance has also received significant upgrades, but be careful; even with a bit of comic book logic, you'll still need plenty of calories to fuel the engine that is your body.

[300cp] Eagle Eye: You've come from a powerful family indeed! Like Great Glories I, II, & III, your ties to a Comache bloodline give you supernatural accuracy with ranged weapons. Of course, the last war showed that humanity has moved beyond arrows and tomahawks, proficient as you are with those. Whether you wield the heavy weapons preferred by old Granny Glory or her daughter, or the long rifle used by Great Glory the Third, you can effortlessly balance environmental factors, line of sight, motion, windage, and every other factor to ensure your unthinkable shot connects. It's said that when Granny Glory landed at Normandy, every bullet from her minigun's barrage hit a different soldier. Now her granddaughter uses common rifle rounds to land ricochet hits and nonlethal takedowns. Whichever approach you use, you'll easily be the best sharpshooter in the world by a country mile.

[300cp] Inkwell: The Domain and its inhabitants are not evil, so much as malleable. Those that were exposed to the Comic Code became the Static Monsters, while a separate piece that spent time with Audrey Page would actually become a hero in her own right. A being with a foot in both worlds would be powerful indeed, just as you are. Like the Ebony Editor, you have been infused with INK and can form portals to bridge two points in reality. These oily-black gateways are large enough for half a dozen people to walk through abreast, and can remain open so long as you concentrate. Indeed, the only limiting factor is preparation time, as you must spend more time charging your power to form portals that bridge longer distances. With a power like this, even nearby dimensions like the Domain will never be beyond your reach. *See the Notes section for details.*

[300cp] Green Thumb: Eager to regain relevancy, a forgotten Aztec goddess has named another champion; you! Like the heroine Tropica, you have the power to grow, manipulate, and even enhance any plant in your immediate vicinity. You could accelerate a few kernels of corn into full stalks in seconds, increase the potency of medicinal herbs, or turn a simple rose bush into an unassailable bulwark of briars and thorns. Because you are paying for your power, you do not need to bathe every month beneath the light of the full moon to recharge your abilities. However, being pious *does* have some benefits. Adhering to the ancient rites of your Aztec benefactor will amplify your magic for a full week, preparing you for even greater workings.

[300cp] Kaiju: You look like you leaped out of a tokusatsu show. With a pair of spoken commands, you can shrink or grow your body to face problems large and small! Shouting "chibikaiju" will cause you to shrink, down to the size of a tamagotchi if you wish, while calling out "daikaiju" will let you grow up to the size of an apartment building. Your strength will scale with your size, letting you handle delicate problems in your smaller forms while letting you summon the strength of a titan when the situation demands it. Just be sure to keep the property damage down to a minimum, okay?

[300cp] Tempest: Looks like today will be overcast. With a thought and a gesture, you can conjure various forms of clouds. You might use a dense fog bank to hide your getaway, call down hail and lightning from a stormcloud, or even ride across town on a cute, compact nimbus. You can make these clouds as insubstantial as smoke or as sturdy as the ground you fly over, though trying to carry much more than your own weight will quickly overwhelm you. You can't blanket the city with a blizzard, but covering a house with more "local" phenomena is well within your ability.

[200cp] Tipsy: Tequila Marina finally succeeded in combining her teammates' powers, though she probably didn't expect *you* to wind up with them all. You bear the five multicolored attacks of Team T.I.P.S.Y, the original nemeses of the Teen Queens. A beam launched from your hand can alter the behavior of your targets until they resemble a bunch of drunk, uncoordinated college students. You can hit them with the "angry" beam to increase aggression and incite violence or the "bubbly" beam to make them giddy and relaxed. The "brash" beam will make bad ideas look good, while the "passion" beam will light the fires of lust in your foe. Of course my favorite is the "bop" beam, which will leave even the grouchiest do-gooder overcome by the power of dance! You can apply each of these effects to one individual at a time, or stack them on the same target to turn that normally-uptight hero into a drunken fool. With you around, party-time is all the time! *See the Notes section for details.*

[300cp] Null Factor: Some people get all the luck. Flashy abilities, fame and glory, even the adoration of the masses. You *know* that without their powers they'd be a worthless nobody! Fueled by your emotions, you can emit a field that suppresses supernatural abilities. Though at its start, this power will only cover those directly next to you, time and practice will increase that range until you could cripple every cape within a hundred feet. You could even learn to impart this effect with a touch, locking away a hero's powers for hours regardless of how close they are to you. Strip away what makes your enemies special, then show them how worthless they truly are! *See the Notes section for details.*

[400cp] Demon Unleashed!: Whether by hellish bloodline or faustian bargain, you can supercharge your body into a fiendish frenzy. Like Blues DeBill and She-Devil, you can transform into a powerful archdemon. This infernal legacy goes beyond intimidating features like horns and a barbed tail; your red skin is heavily resistant to harm, and a pair of bat-like wings let you hover, fly, and do killer gargoyle impressions. Your demonic ties also give you an affinity for fire, letting you darken hearths by snuffing flames or immolating your foes with balls of hellfire. Finally, the pact that empowers you also gives you a wicked hot bod. Whether you're descended from a succubus or trying to undermine a gold-plated do-gooder, you are one terrifying temptation.

[400cp] Rad Lad: Some heroes are born, but you were made. Formerly a prototype military robot, you've outgrown your old programming and have dedicated your life to upholding peace! That said, the defense industry *did* leave you with lots of handy tools. Your stainless steel construction makes you bulletproof, weatherproof, and incredibly hard to damage. A micro-reactor in your chest powers rocket boots that can propel you to jetliner speeds, as well as finger-beams capable of cutting through concrete or subduing supervillains, depending on their setting. I hope you're mature enough to handle all this firepower.

[400cp] Jade Necromancer: Leave science behind and embrace the spooky side! By calling on ancient magics, you can summon and command impressive golems and undead constructs. Animated with false life, these creations are usually formed from rock, stone, and even fossilized bone. Your puppets can range from diminutive domestic servants to twelve-foot behemoths, but all will follow your orders with mindless zeal and obedience. Of course, if you have some dinosaur bones, terracotta mummies, or other impressive skeletons to build on, your undead creations can get considerably more impressive. Conjure an army worthy of the Jade Empress, Jumper!



[400cp] Sylikon: Both you and the Bronze Buster befell the same tragic accident, transforming you from a powerless pupil into an incredible living semiconductor! Your human biology has been replaced by a freeform metalloid laced with experimental nanobots. These advanced machines allow you to reshape your homogenous silicon mass at will, forming everything from ceramic armor to hammers, blades, and other simple weapons. Practicing with this power will afford you more control over your shape, and while Sydney used this transmutation to give herself the endowments she always wanted, you could take it even further, training to replicate the appearances of specific individuals. Imitate others with impeccable accuracy! As a final benefit, your nature as a semiconductor gives you remarkable access to electronics. Simply touching a piece of technology will allow you to disable, repair, and control it as if you were the admin themself! Perhaps you can make the best of an unfortunate situation…

[400cp] Shield Maiden: Hail Odindottir. Descended from winged-warriors of Valhalla, the blood of a Valkyrie flows through your veins! You have an instinctual understanding of martial weapons, and wield such tools with the strength to topple a towering ogre. Your body is as enduring as the myths you were born from, and only the most powerful enchanted blades could break your skin. You need no winged chariot to soar through the sky. Indeed, you can fly faster than Odin's ravens, or the mighty mount Sleipnir! Finally, your ties to the Hall of Heroes gives you a supernatural sense for locating warriors and conflict. You can detect all nearby battles, as well as any warriors locked in conflict. Note that this doesn't just apply to active combat. The original Valkyrie was able to sense police, firefighters, superheroes, and other "warriors" in the fight for peace and justice. These abilities are as impressive as are intimidating, and will take years to fully master. Maybe the Sapphire High history teacher, Ms. Sigrund, can help you out?

[400cp] Temp Gig: If imitation is the sincerest form of flattery, then no one gives out compliments like you. Like the part-time hero Temp Gig, you can copy a person's traits and superpowers with a single touch. For an entire day, you'll be able to replicate all of their amazing feats. Be warned that you can only duplicate a person's powers, not their skill. If you want to master these mighty gifts, you'll need to practice like everyone else. Who knows, maybe your unique perspective will bring an original twist to a well-worn power set? *See the Notes section for details.*



[500cp] Jackpot: This might be the most powerful ability on this list, so long as you don't mind a little chaos. Like the hero Jackpot, you have a tool for almost any situation. Every time you call on this power, you roll the dice; a **d12** die, to be specific. The result of that random outcome will determine the power you gain for the next hour. You may end this duration early and try for a new powerset, but you may only bear one mantle from your library at a time. *See the Notes section for details.*

1. **Warlock:** You hit the jackpot! You radiate glowing, otherworldly energy which lets you alter reality in your immediate vicinity.

2. **Brick:** You are the quintessential hero; blessed with super strength, super durability, and the power of flight. You are a blunt instrument, but an enormously powerful one.

3. **Sprinter:** You are faster than a steaming locomotive, or even a soaring passenger plane! You could run across the country, dodge bullets in flight, or knock out a dozen thugs before they have a chance to react.

4. **Lurker:** With the power to turn invisible and intangible, you can spy on your enemies, escape any prison, or just pull wicked pranks on your friends.

5. **Alchemist:** You're a master at understanding, deconstructing, and reconstructing matter. You can convert matter you touch into another state, shape, or chemical formula.

6. **Emitter:** Strike your foes from afar with lances of kinetic energy! These can be released from your hands, your eyes, or any other part of your body.

7. **Remedy:** No wound will keep you down! Lost limbs regrow in minutes, flesh wounds close in seconds, and most enemies will struggle to hurt you faster than you can heal.

8. **Reader:** Glimpse into the minds of friends and foes alike. You can easily detect the surface thoughts of those around you, and with great effort could even peer into a memory or two.

9. **Swimmer:** Explore the ocean with your new adaptations. Webbed limbs and a fish tail will make you swift, gills will give you air, and tough scales will protect you against deep sea temperatures and pressures.

10. **Spider:** No, not that one. You have now grown two extra pairs of arms. These extremities are identical to the originals in both strength and dexterity.

11. **Barber:** Your body is yours to command… so long as you're only talking about hair. You can move, lengthen, and even grab objects and people with your hair.

12. **Sweetness:** If there's a jackpot there must also be a bust. You have the power to manipulate any chocolate pudding in your immediate vicinity. Not vanilla or tapioca, only chocolate.

Companions

[50cp/200cp] Teammates: Life is easier with friends by your side! Taking this option allows you to create a custom Companion or import an existing Companion. If you're planning on putting a whole team together, you can instead pay **200cp** to import or create up to eight Companions. Each Companion receives a free background, their own power stipend, and 600cp to spend on Perks, Powers, and Items.

[100cp] Canon Companion: Perhaps you'd like the adventure to continue, and plan on bringing your trusty sidekick, fated nemesis, or favorite hero with you on your journey? By taking this option, you receive an opportunity to convince a character from this world to accompany you on your adventure.

[50cp/100cp] Mascot: You might not be looking for *human* Companions after all. Purchasing this option grants you an intelligent animal sidekick, like Great Glory's totally-not-magical fox, Olympian. This animal can speak your language and converse with you, but is only as powerful as others of its species. For **100cp**, you can instead purchase an animal that has been augmented with Soviet science! This Companion is an animal-humanoid hybrid, with all the advantages and quirks that come from their mixed biology. Maybe Laika, the best doggirl in space, has decided you're her new best friend?

[150cp/300cp] Goons: All the best villains have a loyal crew that helps them get things done. This gang will serve you well, though what they lack in zealous fanaticism, they make up for in manpower and skill. They come with custom themed outfits, so if you want your team to wear all purple or clown masks, they'll accommodate you. This band starts out with one hundred members, though it may be imported as a single Companion. Dead or captured goons will automatically be rehired at the start of each Jump. This Companion receives a 600cp stipend, though any Perks, Powers, or Items from this Jump, or supernatural abilities in future worlds, will be diluted to 10% strength as it is spread out amongst your gang.

This might not be enough for your grand plans, however. By paying **300cp,** your crew's numbers have swelled to a thousand hired hands. Buying Powers for this group will only dilute the abilities to a quarter of the power's normal potency, giving your goons much more firepower. Why trade quality for quantity when you can pay for both?


GOLLY!
...I THINK THIS IS THE FIRST ONE OF THESE TEAM-UPS WHERE I'M THE BIGGER ONE!
THAT'S...UNLIKELY.
AUDREY PAGE
GOLDEN GIRL
(4'10")
MARLEY BISHOP
THE LOVELY LADYBUG
(4'6")

Drawbacks

If you can't afford everything you want, you can take these Drawbacks for some extra points to spend. There is no limit on how many Drawbacks you can take, but you cannot take conflicting Drawbacks, like **Washboard** and **Precocious**, together.

[+0cp] Age Adjustment Toggle: Perhaps you want to shift this coming-of-age story back a few years. By selecting this toggle, you may adjust the ages of all canon characters to your liking. Maybe Audrey is a late bloomer and is balancing her sidekick duties with college instead of high school?

[+0cp] Extended Run: For those looking to spend more than a decade in this world, this Drawback is for you. Each time you take this Drawback, you may extend your stay by another 10 years. Let your story span generations!

[+0cp] Canon Character Insert: If you would rather slip into the place of an existing character, take this Drawback. You may replace any character in this world except for Golden Girl herself. For that, look at the Scenarios section below. Note that this doesn't give you any of the replaced character's powers or skills, only their starting circumstances.

[+100cp] Wardrobe Malfunctions: Did you rip your costume AGAIN?! Like Donna Dynamo & Audrey Page, you seem drawn to circumstances that leave you in some state of undress. Maybe fights always leave your costume ripped, your nemesis uses experimental acids that only dissolve clothes, or you just have a habit of wearing white in the rain. A few times a week, fate will make sure you wind up in a compromised wardrobe. You'll still manage to look heroic on occasion, but expect to be embarrassed just as often.

[+100cp] Washboard: Seemingly everyone who has superpowers gets incredible looks as a bonus. Everyone but you, that is. Maybe you're as flat-chested as Iron Girl in a world of voluptuous villains, or you lack the barrel-chested brawn of Gunner Graves and Mr. Starstriker. Whether you're short, overweight, lanky, or just plain looking, you fall short of the famous superheroic figure. This Drawback disables all beauty-boosting Perks and other aesthetic enhancements. *This Drawback CANNOT be taken with the Precocious Drawback.*

[+100cp] Look Before You Leap: Oh dear. It appears Audrey isn't the only eager hero running around. You are quick to leap into the fray, whether it's to save innocent people in danger or to take advantage of a situation for your own gain. When you throw caution to the wind, you're likely to wind up in over your head. Hope you're quick and clever enough to get yourself out.

[+200cp] Comic Code Blindness: The Comic Code has you thoroughly in its grip, dictating your actions and even your thoughts. For your duration here, you must abide by the rules set by the Comic Code. Say goodbye to any profanity, brutal violence, or explicit behavior while you're here. All criminals will be treated with no sympathy, and all government and law enforcement will be treated with respect. But most unsettling of all, you are forbidden from straying from the tropes that define this genre. Heroes and villains alike follow strict expectations, and like Silver Queen herself, you'll find it impossible to deviate from your prearranged part. Predictable heroics or villainy can still get the job done, but anyone not bound by the Comic Code is going to be an exceptional problem for you.

[+200cp] Nemesis: Whichever end of the superheroic spectrum you fall on, another individual stands diametrically opposed to your efforts. They are the Iron Girl to your Golden Girl, the Lord Darkthorne to your Starstriker, and the Briana to your Empress Plana. No matter how many times you defeat them, they'll keep coming back with new ways to challenge you. Some might see this endless struggle and give up, but be warned that should you ever let your guard down, this foe will do everything they can to destroy you. They may seem like a simple obstacle at first, but fight enough battles against them and they'll prove to be your most worthy opponent.

[+200cp] Identity Crisis: Someone has taken a problematic interest in you. A friend or acquaintance you regularly encounter is secretly suspicious of your extraordinary nature and is looking to expose you. They may be searching for proof of your vigilante activities, your secret criminal plots, or just your nature as Jumper, but whatever they are searching for you must do everything you can to protect the truth. Should they uncover the hidden aspects of your life and expose you to the public, you might wind up an outcast from society, or worse, a scrutinized science experiment in some hidden government lab. This doesn't mean you can't have confidants, but I would be extremely cautious when putting your trust in someone.



[+300cp] Powerless: You don't *need* superpowers to be a hero, but they certainly help! Like a few of this story's protagonists, you weren't lucky enough to develop any extraordinary abilities. Instead, you'll have to rely on training, skill, and cunning to compensate for your perfectly-mundane potential. Any Powers you purchased in the section above are locked and unusable until the end of this Jump, and all of your physical capabilities are capped at peak human potential. If you want to fight in the big leagues, you'll need to find other ways to compensate. *See the Notes section for details.*

[+300cp] Censored: The Comic Code has detected your otherworldly origins and is exercising their power to level the playing field. On entry to this world, you will lose access to your previous Perks and Items for the duration of the Jump. All of your supernatural abilities will be locked away, and even your Cosmic Warehouse has been deemed off-limits until you are done here. You'll only have your above purchases to work with. Choose carefully, Jumper!

[+300cp] Precocious: You're going through some serious growing pains, Jumper. Puberty hit you like a truck and now nothing's the right size. Whether you're stuck with an outlandish chest like Audrey or have grown up in another not-so-subtle way, your rapid development has left your life filled with tiny (and not-so-tiny) inconveniences. Each day you'll face awkward problems presented by your growth. From finding the right clothes to hitting your head on door frames, you'll be constantly challenged as your body grows into itself. Worst of all, this Drawback has also affected your superpowers. Any supernatural abilities you possess, both from this Jump and before it, have become unwieldy to use. While you won't be starting from scratch, you will have to relearn how to use your powers effectively. Is *every* part of growing up this hard?! *This Drawback CANNOT be taken with the Washboard Drawback. See the Notes section for details.*



Scenarios

For Jumpers looking to make their story special, these Scenarios offer both unique challenges and unique rewards. You may take as many Scenarios as you wish. Failure to complete your Scenario will not end your Chain, but it will prevent you from receiving that Scenario's rewards.

The Next Generation

The world is filled with great heroes and villains, but they can't keep working forever. A new crop of super-people will eventually rise to replace you and your colleagues, but if they're going to be any good, they'll need your help. Soon after your arrival your path will cross with a young hero or villain in training, and you'll be charged with seeing to their development. You'll need to raise this youth yourself, ensuring that they are not only a skilled champion of justice or cunning crime lord, but also that they are healthy, happy, and well-adjusted. You'll have to navigate the challenges of parenthood, both big and small. They'll stress you out, butt heads with you at times, and go through their own rebellious phase before they're done. And if they're going to make it through all this, they'll need your guidance and care.

You receive 600cp to customize this student, who also receives a free Background and the associated discounts. However, your ward also suffers from the effect of the **Look Before You Leap** Drawback for no additional points. You can choose to apply additional Drawbacks to your charge for more points to customize them with, but be careful; all of their problems are *sure* to become your problems.

> **[Reward] Dynamic Duo:** After completing your Sidekick's training and watching them come into their own, they are now free to join you on your Jumpchain journey as a Companion. In future worlds, you may import them at no cost, and they receive a stipend of 800cp per setting to purchase Perks, Items, and other additions. Having matured greatly under your tutelage and spent years at your side, you will find your sidekick compliments both your personality and your fighting style. They shore up your weaknesses, watch your blindspots, and help to bring out the best in you.

The Developing Adventures of Jumper

*(You must take the **Extended Run, Powerless,** and **Precocious** Drawbacks for full points)*

Audrey Page was the humblest hero of all, and yet her story would become the most important. From a simple sidekick with no powers to the symbol of peace and justice in her time, her journey would not only inspire countless champions of good, but would save the world from forces that sought to unravel reality itself. By taking this Scenario, you step into her shoes as Sidekick to Silver Queen, the premiere hero of the Golden Age. You'll face all the struggles she did, from the countless small conflicts to make her city safe, to the reality-ending threat of the Comic Code Invasion, and even the simple struggles of growing up. Make no mistake; the road you must walk is long and hard. But if you persist in your fight for a better world and emerge as a figure equal to the Golden Guardian, your rewards will be great.

[Reward] Hero To The Core: Many call themselves heroes, but no one is more worthy of the title than you. Your actions are proof of the quality of your character, and no force can take away who you are in your heart of hearts. All of the Perks and Powers you purchased here have been integrated into your BodyMod. In future Jumps, no power, ability, or even Drawback can take away these aspects of you. For even at your lowest point you are *still* the hero that went beyond!

[Reward] Golden Growth: You've already lived through one arduous adolescence. Now, you'll never fear another. Just as the **Maturity** Perk gives you the power to shape the development of others, this Perk gives you the control over your own progress. You command the growth of not only your body but your abilities, limiting their power to improve your control or unlocking your peak output all at once. You'd still benefit from practice, but you'll never lose control of your powers again. Finally, you'll never again need to worry about your body betraying you. Growing older will never diminish your capabilities, and your body will never impair your actions, no matter its proportions. *See the Notes section for details.*

From The Author

I don't usually write one of these, but this setting and its story sticks out to me. I think it's really incredible that what started as a parody of superhero comics turned into a deeper reflection of those tropes, without losing the heart of those optimistic stories. Add in the fact that dozens of different writers and artists pooled their efforts to make this, and I'm amazed at the effort that even now is ongoing. It's not often you get to see a superhero crowdsourced!

Now, let's clear one thing up. Yes, there are artists, writers, and fans that will sexualize this teenage character. This is a setting built by fanart and fanfics, and you're bound to find plenty of NSFW examples of both if you follow the source links below. That's not my bag, and I kept that out of this Jumpdoc for a reason.

I'm here for the story of an underdog; a girl with no powers except the desire to help people. I'm here for a tale about accepting yourself but not accepting injustice. A tale about pushing past the easy "answers" to find the truth. A tale about learning to love our messy world, with all the pain and loss that comes with it.

I think the message of acceptance at the core of this story is something special, and hopefully I've conveyed a piece of that to you. Either way, I hope you enjoyed this project.

Happy Reading!


POPULAR
MECHANICS

Notes

Import Rules: Any properties bought here can be imported or incorporated into future jumps, either as part of an existing property, or as an add-on to your Cosmic Warehouse. You can also import an existing item into this jump instead of receiving a brand new item. This imported item will gain all the effects of the original item in addition to its previous functions.

Inks & Colors: This perk only allows you to make aesthetic changes to your world, viewable by either everyone or only you. If you use this perk to change everyone's perceptions, they will not act strangely or notice the changes. You can toggle each art style like a "filter", cycling between your options as often as you like. You might want to add a black & white noir look to a stormy night, a cute "chibi" theme to a sunny day, or just change your everyday life to something that emulates your favorite comic book artist.

Hard Boiled: This ability is based on /co/nrad, 4chan's unpowered detective character and local insurance adjuster for superpowered collateral damage. Taking this Perk elevates your detective skills to be on par with Sherlock Holmes, Hercule Poirot, Columbo, Benoit Blanc, and best detectives in fiction. Your insight allows you to analyze not just traditional superpowers, but any supernatural, paranormal, or plain extraordinary ability to find its benefits, weaknesses, and applications. This Perk also makes you a licensed private investigator and insurance adjuster, or local equivalent, in whatever setting you visit.

Franklin's Insight: This Perk allows you to build on the SP-4RK serum and other superpower-granting science. You could be the one who finally cracks the "Sigma" variant that can give powers to people *regardless* of biological potential. You also might design serum variants that bestow specific powers onto each recipient, or even versions of the "Delta" formula that come with different preset aesthetic changes. You could also go full "mad doctor" like the geneticists in BreastQuest, creating quick-growing clone super soldiers or even monstrous chimeras tailor-built for specific purposes. Note that your creations can lean away from realism a bit and towards comic book logic if you choose. For examples of these chimeras, see the BreastQuest source document below:
https://docs.google.com/document/d/1K0psjikJS7TzGGzpzWY_7yLMs7fray71fn-LaheG8a0/edit

Redaction: While this power of redaction does *physically* remove a person from reality and erase all conscious memory of their existence, any power or technique that accesses subconscious memories can temporarily allow people to remember the removed individual. Print records of these removed individuals, or events that relate to them, still exist and can be read by those with the **Code Breaker** Perk (or any similar power that allows a character to defy fate, destiny and other similar forces). However, anyone who does not possess such powers will look at the print records and see only an empty page. Redacted individuals can be rescued from their imprisonment in the Domain by people with the power to travel to different dimensions, but only if they can locate the Domain (or the individual) and only if they fight their way through the Domain's hostile inhabitants.

Code Breaker: This power allows you to break the rules of your setting and defy fate, destiny, and other forces that would preordain the outcome of your actions. You can find solutions and opportunities that no one else could manage, and any force that tries to stop you will have just as hard a time affecting you as the Comic Code had affecting Audrey, Iris, & Billy Rocker. To those who write the rules, you are a reality-breaking eldritch monster. To those who would challenge you, you're an outside context problem, nearly impossible to directly counter. You're not invincible, but you have a lot more freedom to act and *FAR* fewer restrictions than anyone else. While you cannot grant the Perk itself to other people, your direct intervention could allow them to overcome some of the rules that limit them. For example, hanging around a vampire might slowly eliminate their weakness to sunlight or need for blood. Fanwank responsibly, but this Perk gives you a lot of freedom for change.

Maturity: The influence this Perk gives over another person's development affects both their physical body as well as their supernatural powers. While you can't grant them wholly new abilities, you can emphasize certain aspects and change how quickly they develop. For example, you could throttle your friend's superstrength so they gradually grow into their power instead of breaking everything they touch. You could also emphasize muscle *control* instead of muscle *output*, potentially giving them more versatility with the same power. While small physical alterations can happen relatively quickly, more drastic changes require longer spans of time. You could cause someone to grow an inch or two taller over the course of a week, but hitting someone with the puberty truck like Audrey would take a month at its fastest to fully run its course. Or you could be reasonable and stretch these changes out over years. This Perk is about growth and maturity, after all. This Perk works best when you spend many years with people, either as a guide leading them or as a friend growing up beside them. The longer you interact with a person, the more fine control you'll have over their development. Note that this perk CANNOT be used on yourself. For that, you will need the **Golden Growth** Reward Perk.

Lone Protector: This Perk will greatly increase your capabilities when you act alone, though you still have limits. Your growth will cap out at triple your normal limits, and facing more than ten opponents of near-equal strength will prove unsustainable. Even Silver Queen, strongest member of the Sorority, couldn't hold out forever against both her brainwashed teammates *and* the Crusaders. However, if you avoid facing such long odds directly, you'll almost always prove fast, strong, and skilled enough to finish the job on your own.

Inheritance: Applying this Perk to an existing character in a setting gives you the freedom to adjust your backstory to incorporate this relationship. This will give you any powers you would have naturally inherited from your new family, but not any abilities that were learned or come from non-inheritable sources. Which traits you pass on to your own offspring is completely in your control, letting you give your children something as minor as your hair color or as major as a world-shaking Power or Perk. You can also control how these powers manifest, letting them ramp up over time or activate all at once at a certain age. Traditionally, this shows up in comic books as superpowers manifesting at puberty, or a family power being passed along when a child reaches adulthood. Admittedly though, you could also set conditions for trivial traits too, like having all your kids' hair turn blonde on their 15th birthday.

Object Impermanence: Any Jumper with the **Code Breaker** Perk, or any individual with a power that similarly allows them to defy fate, destiny, and other similar forces, will be able to see through this power. Similar to the **Redaction** Perk, memories of you and your actions can still be accessed by any ability or technique that allows a person to tap into their subconscious mind. For example, Billy Rocker was able to hypnotize Great Glory III into remembering a Static Monster attack, though she could only do so while under his trance. You may toggle this power off should you wish to interact normally with your surroundings, and you may also willingly grant people permanent access to old memories affected by this power.

Leadthrower: Purchasing this item grants you not only the firearm itself, but any legal paperwork you would need to prove lawful ownership, as well as any maintenance tools and monthly deliveries of ammunition. Note that while your initial ownership of this weapon is legal, any illegal activities you undertake while using this weapon can still be prosecuted. It doesn't matter if your grenade launcher is government-sanctioned, if three security guards die during your bank heist, the cops are going to want you for murder. You receive similar paperwork and supplies if you purchase the **Thorns** Item.

Bimbonium: You may decide which secondary sex characteristic your specific formula enhances. You could grow wider hips, cartoonishly pronounced muscles, or even wild facial hair to accompany your increased physical strength. Unattuned victims exposed to your formula, however, will react in a more uniform manner. Women will become voluptuous, men will become brawny, and *everyone* will experience the lowered inhibitions, heightened libido, and mental dizziness that gives this compound its name.

The strength granted by this item does have limits, though they depend on how large you're willing to become. Using Ma'maries' chest as an example, the thief was normally flat-chested when not using her formula. With a modest bust, she could pass as a particularly athletic person. With a large (but mostly still realistic) bosom, she could lift slightly more than a champion weightlifter. But pushing her breasts to their beach ball-sized limits, she's been able to lift a semi-truck without breaking a sweat. No matter what attribute your formula affects, this strength will give you the potential to exceed someone taking **Infinite Vitamins**, but wouldn't be able to compete with the **Bands of Boudica**.

Anthill: Based on an old military bunker from the Cold War, this facility has all the security measures you'd expect to find at a top secret government site, from motion sensors and security cameras to meter-thick blast doors and even minefields if you choose. The base itself is hardened to survive anything short of a direct nuclear strike, and features multiple entrances and exits to prevent you from being trapped in your own stronghold. It is completely self-sufficient, and even the cloning labs will provide replenishing resources for your mad science.

Temporal Harness: Using this harness allows you to take a more "casual" approach to time travel without worrying about the butterfly effect. You can travel to the future, even ask yourself some questions without ruining your original past, but if you start killing your ancestors or making dramatic changes to history, only the **Code Breaker** Perk and those similar to it will shield you from the consequences. Instead of requiring difficult-to-acquire fuel to operate, your belt is only limited by how quickly the time circuits can recharge. Small leaps in time (minutes to even a day back or forward) will require no more than ten minutes of charging, while traveling years, decades, or even centuries will take days or weeks of energy to pull off.

Infinite™ Brand Multivitamins: Designed by the dubious-but-groundbreaking Infinite Pharmaceuticals, these pills greatly increase creativity, cognitive flexibility, and bodily efficiency. Taking one pill will give you four hours of enhanced intellectual capacity, muscular output, and literal limitless endurance. Doug Infinite's steady consumption of these pills turns him into the strongest, healthiest, and most enthusiastic teen in town, though his strength can't quite match any of Platinum City's mature heroes. However, consuming more than one pill a day can have serious side effects. Taking a second pill within a day would cause ulcers, severe internal bleeding, and pain. However you could probably endure these consequences in an emergency. Taking three or more, however, would quickly kill even the heartiest of heroes. Though canon sources aren't clear what would happen to pregnant users of the drug, it is implied that the results would be either exceptional or devastating. Fanwank at your own risk.

SP-4RK: The "dormant potential" needed to grant someone permanent powers with this Item largely depends on the setting you're in and the powers you're trying to unlock. If you want to activate someone's mutant gift or turn them into a metahuman, they'll need an X-gene or metagene first, respectively. Otherwise, the powers gained will be random and temporary, unless you have the smarts and the stuff to upgrade the formula.

While the "Alpha" variant of the serum only deals with a person's powers, the "Delta" variant of the serum also bestows the **Most Common Superpower** Perk to its user. This beauty boost is just as permanent or temporary as the powers that accompany it, and because it was developed for dystopian corporations making their own teams of marketable superheroes, the hourglass figures and inverted triangle builds it bestows look very cookie-cutter. There is *some* variation between users, but Bronze Buster wasn't far off when she called corporate capes just palette swaps of each other. If you want to alter these presets, improve the formula to grant permanent powers to those with no potential, give all your users a uniform set of powers, or use it as a vector to change a person in other ways, you'll need the **Franklin's Insight** perk or a similar level of intelligence.

Crimson Catseye: You may "load" this item with any Perk, Power, or other supernatural ability you possess. When doing this, you may also decide which criteria the Item will use to judge who to give your gifts to. This criteria could apply to a wide audience, such as bestowing the power to any woman, or it could be much more specific, like choosing a woman born in autumn, with red hair and a good heart. The process of bestowing powers may also physically and mentally alter the gem's target, should you choose. For example, Minnie was originally a diminutive, demure mouse of a woman before the Catseye transformed her into the fierce femme fatale that was the Crimson Cat. This transformation can't erase a person's core personality or identity, only tweak and amplify what already exists.

Bands of Boudica: This artifact is vastly more potent when wielded by someone who is both mentally and physically prepared to do battle. A Hollywood actress like Sarah Sterling saw her strength increase by a factor of 10, letting her knock full-grown men off their feet and do battle with the villains of the Golden Age. However someone like Audrey Page, who spent her entire life fighting crime and pushed her body to its natural limits in that pursuit, saw their strength increase by a factor of 100. After all, Golden Guardian could leap several stories in the air or stop a charging robot T-Rex with a single punch. Should your current alt-form have physical capabilities exceeding a normal human, your strength, speed, and other attributes will increase by the appropriate multiplicative factor.

Status Ray: It is important to note that this ray DOES NOT cause significant damage to its targets; it only applies “status effects”. You could purchase a freeze ray that locks your enemies in a block of ice, an enervation ray that leaves your foe exhausted, or a poison beam that leaves them feeling nauseous, but you couldn’t use this Item to buy a heat ray that vaporizes your nemesis. You can get creative with how your ray affects your victim, but you’ll need to do the actual fighting yourself. Scaling this design up will take time and resources, depending on how many people you want to affect. You may decide if purchasing multiple versions of this item grants you separate energy weapons or combines the effects into a single tool.

Emyrs Chemical Plant: This factory can produce any material or product that doesn’t require the input of a specific individual or controlled ingredient. If the only thing stopping you from producing enough Unobtanium for your evil plans is the rarity of the ore, this factory will be able to produce all you need. But if you need ultra-holy water blessed by the pope himself, you’re going to need his help before you begin bottling. This factory comes with a skilled workforce of technicians, manufacturers, and engineers to assemble your products. Finally, it also comes with basic distribution capabilities, though this is nothing more advanced than a small trucking company. If you want to send out your final goods across the globe you’ll need to supplement your shipping network.

Death Mask: The Mask must be on your person somewhere for you to benefit from its effects, but you only *need* to wear it when you are “feeding” on magical essences. When you consume enough magical energy to satisfy the Mask, you will be able to recover from any wound. Donna Dynamo’s lightning could reduce you to a pile of ash, and that ash would still eventually reform into a youthful and very pissed-off Jumper. However, should you not feed enough magic into the mask (one major artifact a month, or several smaller trinkets more frequently), your body will quickly age and eventually decay into mummified remains. Should this happen, you’ll be cursed to scour the world in constant suffering until you find enough magic to sate your needs and restore yourself. Should you find yourself in a setting without any magic, you may substitute this item’s requirements with items of major historical or religious significance.

Resilient Biology: Purchasing this power can let you adopt an inhuman appearance like the Martian princess Connie Cosmo, or some other aesthetic. Your ability to photosynthesize can be toggled off or on, though while active it will turn your skin a vibrant, inhuman color. You can decide whether this is green, like the Martians, or another alien hue. Note that the healing factor included in this Power is NOT for active combat recovery, rather it's more a means to ensure you always bounce back with no lasting damage. You may decide if you produce scars while healing or come back seamless, and may choose to eliminate any existing scars you have. Your immunity to diseases and poisons also applies to any magical, supernatural, or technologically advanced vectors and toxins.

Bubblegum: When you take this Power, you may decide if your flesh is *actually* living rubber, like Stretcherous, or if it feels like softer-than-normal flesh. Whichever your choice, you will find your body is less elastic in extreme cold temperatures and more pliable in hot temperatures. You can use your elastic powers to exaggerate your appearance or alter your build, but you don't have the malleability to imitate the looks of specific individuals. You're more of a Ms. Marvel or Elastigirl, not Metamorpho or Plastic Man.

Demon Unleashed: Your new demonic form comes with several benefits. Your strength is on par with the 200cp-level of the **Assailant** Power. You are moderately more durable than an ordinary human, though this is nowhere near the defense offered by the **Rad Lad** or **Living Gold** Powers. However, your infernal nature *does* give you an increased resistance against hostile magic. Your demonic good looks are on par with the **Most Common Superpower** while you are in your demonic form, and will become more effective if you already have this perk, making you a standout even among superheroes. Because you are paying for this power, you may switch between your mundane and demonic forms at will, like She-Devil, instead of being trapped in your demonic form like Blues DeBill.

Tipsy: To clarify, this power is a bundle of five different beam attacks, each with a different effect. Only one individual may be under the effect of each beam at one time, though you can end the effect at will and could layer multiple beams on one individual to compound the effects.
The different beams include:

- The "Angry Beam"; *red in color, increases aggression and violent tendencies*
- The "Bubbly Beam"; *blue in color, relaxes and causes feelings of whimsy & happiness*
- The "Brash Beam"; *green in color, causes overconfidence and suppresses caution*
- The "Passion Beam"; *pink in color, causes arousal and increases libido*
- The "Bop Beam"; *purple in color, causes the target to enthusiastically dance*

All beams have the additional effect of making their target slur their speech and lose their coordination, as if they were truly inebriated. These rider effects will increase dramatically if multiple beams are applied to a single target.

Inkwell: The time needed to “charge” your portals increases with the distance covered, capping out at three hours for any distance above 500 miles. You can *technically* have more than one portal open at a time, but the strain on your body increases exponentially with each active bridge. Finally, you can use this power like the Ebony Editor did to open gateways into parallel dimensions. Note that this can only reach “nearby” dimensions that overlap with your current setting, such as the Domain over Audrey’s world, the Nevernever in The Dresden Files, or hyperspace in Star Wars. It can NOT be used to travel to different Jump settings, or to parallel universes or timelines unless such worlds are explicitly referenced in their setting’s source material.

Null Factor: This power can negate all supernatural abilities, from biological superpowers and genetic abnormalities to magical spells and mystical afflictions. Even powers that are the result of technology seem to go haywire near you, though more redundant, durable, and simplistic technology will be less affected by your field. All such powers (and anything created by them) will be reduced if not outright eliminated until everyone in your aura is no stronger than a normal human. This does not affect an opponent’s skill, however, so that master crimefighter is still likely to kick your ass if you can’t stand on your own.

Temp Gig: Like Temp Gig, you will often copy traits or pieces of a person’s appearance when duplicating their powers. This might be something frivolous, like matching their hair color, or it could be required for the power to function correctly, like gills and webbed feet for an aquatic hero. This also means you can simply copy parts of a person’s appearance, though you’ll need just as many months of practice as Temp Gig did if you want to copy someone’s entire look. Your power copying is voluntary, so you won’t have to avoid shaking hands or other forms of physical contact. You may also pick specific powers or attributes to copy, should your target possess multiple abilities. A duplicated power comes with enough of an instinctual understanding to prevent you from killing yourself with something really dangerous, but practice is still essential to unlocking a borrowed power’s full potential. You *can* copy powers that are magical in nature, though learned skill may still be required to fully utilize such abilities.

Jackpot: While you can “drop” your current power before the full duration passes, letting you do so as much as you want would quickly defeat the randomness inherent with this potent power. As such, the time you must wait before “rerolling” grows every time you terminate a power early. The first reroll can be after 5 minutes, the second after 15, and the third after 30, but after “rerolling” three times, you’re out of “extra spins” and have to wait a day to get them back. Any powers that come up after your third reroll will have to be kept for their full 1 hour duration. This power is affected by perks, items, and drawbacks that affect your luck, so you could stack good-luck perks to always get the powers you want. Just be warned that a bad-luck drawback will skew your spins in the other direction.

Powerless: Whereas the **Censored** Drawback prevents you from using out-of-Jump powers and items, this Drawback sets an upper cap on your physical capabilities. Like the original Golden Girl, you cannot exceed the physical upper limits of human potential, despite any other Perks, Powers, or training you possess. This Drawback does not, however, prevent you from augmenting your mortal strength and durability with your own technology, like a set of power armor, or with Items like the Bands of Boudica. Just be careful not to lose those aids, as you’ll be just as squishy as a normal human without them.

Precocious: This Drawback overrides any shapeshifting powers or other abilities you may use to alter your appearance, as well as any perks that compensate for the challenges of your new physical traits. Note that taking this Drawback will physically change your body to that of a growing adolescent. If you took the Sidekick background, this might fit in naturally. If you took a background with an Adult age, this transformation is purely physical. Maybe you accidently fell into the Fountain of Youth while exploring, or were transformed by a rogue science experiment? Whatever the case, you're dealing with a growing body and growing powers, if you have any.

The specific changes to your body, and the inconveniences they cause, are up to you. This is obviously based on Audrey's own adolescent experiences, but your Jumper may experience a different awkwardness as they grow in their own way. You may decide whether this Drawback's impact on your Jumper creates more physical problems (like Audrey's newfound difficulties with gymnastics, athletics, and pretty much everything else), or emotional problems (self consciousness, embarrassment, and even dysphoria if you want to get that heavy). Whatever you choose, the changes your Jumper undergoes and their impact on their everyday life is just as dramatic and trying as Audrey's experience.

By the end of your Jump duration (or the first decade if you took the **Extended Run** Drawback), your body will finally grow into itself just as Audrey did when she became the Golden Guardian. You cannot accelerate your physical development with the **Maturity** Perk, though your power re-learning can be sped up with both practice and prior familiarity. If you had already completely mastered a power, you'll relearn it ten times quicker than if it was relatively new to you.

Golden Growth: This perk benefits from the **Hero To The Core** Reward and is incorporated into your BodyMod upon completion of that Scenario. While this Perk doesn't allow you to tweak your own powers the same way the **Maturity** Perk lets you tweak someone else's, it does offer you fiat-backed control over your own powers and lets you immediately access their full potential from the start. Doing this is as potent as it is potentially dangerous, but if you know how to use your powers you don't have to wait for them to fully mature. Since this Perk allows you to control how your body develops, you may treat it as an inherent appearance booster on the same level as **Most Common Superpower**, which is *also* integrated into your BodyMod. Now that your bombshell beauty is built in, maybe you can leave future appearance upgrades alone and spend your precious choice points on more interesting Perks…

Further Reading (Wiki Links, Comic Scripts, & Image Libraries):
BEWARE: While the Wiki Pages are generally safe, the 4chan & Booru image threads have many NSFW pieces. I have NOT directly linked these sites, but they are listed on the wiki. Viewer Discretion is advised.

Golden Girl's First Comics & Reference Sheets:
https://imgur.com/a/uBoSKBq

Wiki Page for Link Hub, more characters, etc.:
https://the-conservatory.fandom.com/wiki/The_Developing_Adventures_of_Golden_Girl

Read Bullion Era scripts here:
https://the-conservatory.fandom.com/wiki/The_Developing_Adventures_of_Golden_Girl/Scripts#BULLION_ERA

Secondary Character Ma'm Aries:
https://the-conservatory.fandom.com/wiki/Ma%27m_Aries

The Supermoms of Sapphire City, the second "super-team" made by /co/:
https://the-conservatory.fandom.com/wiki/Supermoms

The Briefly-Mentioned Lovely Ladybug:
https://the-conservatory.fandom.com/wiki/Lovely_Ladybug

Info on the Bronze Buster, Audrey's eventual sidekick:
https://the-conservatory.fandom.com/wiki/Bronze_Buster

Changelog:
V1.0 - Initial public release
V1.1 - Added Age Adjustment Toggle, formatting updates & spelling corrections