SOON I WILL BE INVINCIBLE

Superhumans, Enhanciles, Metahumans, Trans- or Parahumans…there's no standardized name for them, because when it comes to anything super-human, they're impossible to standardize.

One hundred and twenty-six of them are civilians leading normal lives. Thirty-eight are kept in research facilities in various nations. Two hundred and twenty-six are aquatic, never to leave the oceans. Twenty-nine are strictly localized-powerful trees and genii loci. Twenty-five are microscopic. Three are dogs; four are cats; one is a bird. Six are made of gas. One is a mobile electrical effect, only a person in the most general sense. Seventy-seven are alien visitors, so "–human" doesn't even apply to them.

Thirty-eight are missing. Forty-one are off-continuity, on the Earths of other realities or in the many alternate future timelines or distant past.

Six hundred and seventy-eight use their powers to fight crime, while four hundred and forty-one use their powers to commit them. Forty-four are currently confined in Metahuman Containment Facilities for enhanced criminals – and of these, an unusually high number have IQs of 300 or more; eighteen to be exact.

Altogether, there are one thousand, six hundred and eighty-six enhanced, gifted, or otherwise superpowered persons on the planet Earth.

And now, perhaps, there's one more.

Take these +1000 Cape Points.

Timeline & Locations
You will begin this jump in 2006, just a couple of days after the world's greatest superhero, Corefire, goes missing; roughly eight weeks before the Chaos Pact interrogates the imprisoned Doctor Impossible.
You may choose to start in any city on Earth.

Age & Gender
Your age is either 20+2d8 or 40+2d8, at your option, though with superpowers and the presence of time travel or chrono radiation, it's possible that you appear far older or much younger. Your gender remains the same or you may swap it for 50cp.

Backgrounds
Select one.
Drop In
Not everyone falls into a neat little category. Is a vigilante a hero, or a lawbreaker? Is a CIA wetwork specialist a sanctioned serial killer, or a patriotic soldier? Both, or neither?
While you may or may not have an established background, you aren't an established Hero or Villain, and so have the potential to go either way – or neither.

Superhero
You've already made your debut as a superhero – which tend to fall into two broad categories. The first are the old guard; experienced, yes, but starting to fall behind the times as the digital age speeds by faster and faster, and scandals from the 70's and 80's have ensured their reputation is, if not tarnished, then perhaps smudged by association.
The second group are the new generation, with powers as sexy, sleek and fluid as their predecessors' were monolithic. If they can be said to have any flaw, perhaps it's their lack of experience, and their willingness to push too many boundaries that their forebears would never have tested.

Supervillain
There's no one route to becoming a supervillain. You need some power, obviously, otherwise you're no different to any other mugger or a tinpot dictator; or at least a second-hand empowered item. But everything after that is unique: evil from birth; a salaryman wronged by the world; a fallen hero. In your mind, you might be the hero – obsessed with guiding the world to a new, brighter tomorrow, or pursuing a logic nobody else can see. The only others who are remotely like you are the other villains; masterminds and crackpots, the brilliant and the brawny – on your own, you've sworn to yourselves you'll make the world yours or die trying.

Perks
Discount 50% to matching backgrounds; 100cp options are free.

Drop In

No Backstory? No Worries – 100cp, Drop In
As long as people can slot you into a particular category, they don't seem to worry about the specifics. Make your public debut by stopping a runaway train or robbing a bank, and the vast majority of people will just tend to accept that you are a new hero or a new villain and go on with their lives.
Likewise, you can get into a surprising number of places just by showing up and saying "Hi, I'm the new guy" - just don't expect to be believed as a transfer student if you're 30, or get into an Agency without the right ID, or as anything else if you don't look the part.

Handy – 100cp, Drop In
Not much point in bringing a belt loaded with gadgets if you don't get to use them, right? You've got fast hands, especially when it comes to quick-drawing and flinging boomerangs or sonic grenades – just like a magic trick, you've got nothing in your hands, then POW! They've got throwing knives pinning them to the wall and smoke bombs in their faces. You could probably make buck or two doing sleight of hand tricks, making watches or defusing bombs, if you weren't interested in wearing a cape.

Star-Crossed – 200cp, Drop In
I guess even villainesses still like to have a hero sweep them off their feet every now and again, and even the squarest hero can get to like a very, very bad girl.
Simply being on opposing sides of a conflict or the law is no barrier to a bit of cross-faction romance when you're involved. Just try and figure out if you're compatible before you try to put the moves on them - this isn't going to help you date a hero who swears to never kill if you're a murderer.
And be prepared for the consequences. Other heroes, villains and the public tend to frown on letting a villain off easy just because you're dating, or swapping sides for a nice bit of booty.

Not Worth It – 200cp, Drop In
Nearly every villain ends up with a reward on their head for their capture – and it's not uncommon for heroes to get a bounty put on them by the shadier elements, either. But when it comes to the money on your head, nobody ever seems willing to try and cash in on you. Either you're seen as too much trouble to take on for mere money, or you're seen as too weak to add to a bounty hunter's reputation, never hitting that sweet spot of easily-handled and worth the reward.

Super Soldier – 400cp, Drop In
The military has always been the number one producer of enhanced individuals, whether directly, through the use of recruitment and enhancement programs, or indirectly through accidents that happen to its subcontractors. Worst case scenario, the creation of a superhuman is something to be salvaged out of a multi-million dollar mistake, so it makes sense they'd want a return on their investment – and you've been put through their most gruelling training so you could be unleashed on a target all by yourself.
Elevated to the tier of elite Special Forces, you have been comprehensively trained in hand-to-hand combat and marksmanship, stealth and infiltration, surveillance and sabotage. In terms of sheer skill, tactics and guts, you're easily worth a dozen regular soldiers on your own – and that's *before* any of your super powers come into play.

The Stand-In - 400cp, Drop In
Most Hero teams are well-rounded affairs, with each member covering a particular angle or speciality, so when one of them goes missing, retires or is KIA, it leaves an uncomfortable gap like a missing tooth. Vacancies in the line-up can mean the difference between victory and defeat, so most super teams try to fill those spots quickly with temporary or probationary members.
And guess what? If you've got the right powers or qualifications, you're at the top of the shortlist. Doesn't matter if you're a nobody from nowhere - if you've got the right abilities or a specialty a famous team, and not even necessarily a superhero team, needs to fill a slot you're pretty much guaranteed to get an offer to fill it (if you're not already in their bad books, or on another team, that is). Feel free to turn it down if it's not your gig. If the original returns, though, they'll want their seat back; but if everyone else liked you, you might find an extra chair gets added to the table.

Down In The Mucky-Muck – 600cp, Drop In
Sometimes superheroes can lose sight of what's important. In the midst of saving the Galaxy's Heart from an inter-universal invader, they might forget that regular people on Earth still get mugged, or caught up in accidents and disasters. They become power snobs; forgetting that regular humans are people and not points on a 'lives saved' scoreboard. They depart for distant skies, declaring they're going to protect "the future" or the "fate of the universe", but leaving mere humans trapped in the wreckage.
You are never disconnected or aloof from the "common" people of the world, no matter how high powered you get. The stakes are never too high to consider how your actions will have repercussions for the rest of humanity. This means you are effectively immune to becoming 'mad with power' or losing touch with a more humble humanity, no matter what strange forms you take on or how your own mind is altered.
This connection is a two-way street: just as you will always identify with humanity, on the whole they will always identify with you in some small way: The normal people on the street may intervene on your behalf, sheltering you when you need their help; a mob of angry people consider you to be one of their number rather than someone to lash out against; the old man next door might see you coming back home after a night securing the streets, but just give you a wave, never revealing your hidden identity despite a reward on offer.

Mastery Is A Power Of Its Own – 600cp, Drop In
It's surprising how even in a world where superpowered men and women (and others) are an accepted fact of life, people forget how far skill and talent can take you.
You rely on that sheer talent to make up for a lack of powers. Not only do you have a prodigious ability to absorb new knowledge and skills, but your speed, agility, strength, toughness and intelligence – while they may not be superhuman in any one aspect, when taken together, no single superhuman could match you in every situation. It's the way you can flexibly use one or more of your other attributes to cover for any lack in a particular one, and cover a failing in one skill with a proficiency in another that means you are a true jack of all trades.
Further, while you aren't actively using superpowers yourself, you'll see a mighty boost to your mundane skills and bodily attributes like your strength, intelligence and coordination. Now go fire an arrow through twelve axe handles, and scale the Empire State Building by hand.

Superhero

The Personality Puzzle – 100cp, Superhero
There's more to building a super team than just making sure the roster is rounded out with an array of skills and powers. With high-stakes missions comes high inter-personal tensions, and even the best team on paper can fall apart because their personalities clashed. You're the sort of person a lot of people want: someone who can analyse a group of people and tell whether it's stable or will fall apart, as well as broadly identify what gaps in personality, powers or skills the group needs filled; whether it's someone who can tank for the team or a quiet, knowledgeable sort.

Crime Fighter – 100cp, Superhero
Whether you're hunting down Baron Ether after a bank robbery (he stole *the bank*) or trying to figure out what Mezmerator is going to do with a high-power radio transmitter he nicked from NASA, when it comes down to it, supervillainy is just a crime like any other, and like all crime it leaves evidence.
Which is good, because you've got enough police detective training to do almost everything yourself, from walking the beat and acting as a first responder, to staking out a suspected safehouse, to running forensics tests and questioning suspects without screwing up the process of due law or their rights.

Heir Of An Alien Empire – 200cp, Superhero
In the often-unstable web of superhuman relationships, those involving aliens are some of the most contentious; but for good or ill, you can draw on your heritage when you need to.
Not only can you assume a commanding bearing and a tone that brooks no argument, but your status as heir to some distant empire's throne gives you a degree of social and political convenience – government officials will have a hard time refusing any reasonable request, the doors to the most exclusive galas are open to you, and most people go out of their way to show you courtesy and discretion.
In other jumps, you will continue to have some nebulous and ill-defined link to a royal family or the local nepotic political elite; not a direct line of ascension, but still a connection you can draw on to further your own ends. You don't need to literally be a half-alien to benefit from this perk.

Bitch Under The Mask – 200cp, Superhero
Sometimes heroes have to fight dirty to win - but it's not like anyone would believe one of the New Champions pulled a knife, right? Okay they'd believe that about Blackwolf, but surely not you. People seem to have selective blindness whenever you're forced to use an underhanded tactic or something "out of character" – the Press doesn't care whether your gloves have steel knuckles hidden under the leather, the public doesn't lose any sleep if you had to break a kneecap to get some world-saving intel out of a petty crook, and your team leader doesn't care if you used a gun to disable a villain.
As far as they're concerned, as long as you did it for the right reasons and don't make it too obvious in front of outsiders, those little incidents never happened; you'll still be a shining paragon of justice and all that other shit heroes stand for in their eyes.
On the other hand, if you're a villain, pulling your punches against a rookie hero who never had a chance or giving the proceeds of your bank robbery to an orphanage won't lose you street cred among the supervillain crowd - again, as long as you don't do it too often and too obviously.

Superfight – 400cp, Superhero
There's something to be said for the way a team of heroes can fight when the going gets tough – men and women of diverse natures, powers and skills all acting with one goal. Once you've smoothed out any personality clashes between the group's members and practiced a bit, your team can really unleash their full potential. When you and your team fight together, you fight not like five individuals, but like one being with five sets of eyes, five sets of fists, five sets of powers, with each member covering and compensating for any weaknesses the other members might have. This effect doesn't need the team to have a fixed number of members, but with a team any larger than ten, only up to ten members will see this effect.

Jubilation - 400cp, Superhero
When victory is finally made, you and those involved directly in the triumph will find their personal problems tend to resolve themselves as well.
In finally throwing your old nemesis behind bars, your relationship problems seem to smooth themselves out; your sidekick who wasn't certain of their place in the world might come to a sudden awareness of how they fit in, and to other members of your team who barely controlled their mutual hostility will find they've earned a grudging respect from each other.
Detrimental issues in the team like self-doubt, anxiety, divisiveness and negativity are replaced with confidence, contentment, unity and optimism, in proportion to the scale of the victory. The greatest gains are made when things are at their bleakest, yet the one last effort proves victorious.

Here To Save The Day – 600cp, Superhero
The citizens of Earth can rest easy that whenever you're needed, you'll be there.
Fate, destiny, or whatever you call it, seems to magnetically pull you on track to arrive at the most critical junctures in time, when the balance between order and disorder is at its most precarious.
Strings of events seem to point you to the final showdown, so that by following these clues you will arrive at these crucial tipping points with enough time to leave your own impact on the events unfolding, and enough understanding of events to gauge why you should push one way or the other, even if getting there takes you a bit longer than you anticipated.
If a despotic mastermind is about to freeze the earth, you can be assured that events will point you towards their hideout and offer you fast enough transport to arrive and do battle before time runs out – and know *why* he felt he had to threaten the world. Of course, if you want things to unfold as they will, nobody's going to make you show up; but you know your duty.

This Looks Important… – 600cp, Superhero
The real trick in bringing a supervillain's plans crashing down is knowing just where to hit it – you'd be a fool to think that swinging wildly is going to accomplish anything.
Once the nature or extent of something becomes known to you, you can identify the most critical weaknesses that allow you to bring it down in as few strikes as possible. After you've figured out the doomsday device, the towering robot, or dastardly plan, it's still up to you to actually strike or damage that spot, and if the thing has enough redundant support it may take much more than one strike.
The weakest point on an alien warbot might still be covered in armor, but if you can get your team to punch through that, the ruptured reactor will bring the whole thing crashing down; or likewise which particular conspiracy masters (that you know about) to arrest to reveal all their co-conspirators.

Supervillain

Idle Hands Do The Devil's Work – 100cp, Supervillain
A villain's debut is never born overnight; it takes a lot of planning and work ahead of time before you can march into a bank with a squad of robots and your power staff in hand. You don't have anything like the logistics an official team of heroes can muster, so you've got to hand-stitch your cape, debug your own code and put together your own reactor.
In addition to a hefty smattering of DIY arts from sewing to electronics, your downtime is highly productive – you've got unconscious time management skills that make most professionals look like they're slacking off, so you can wring every last drop of effort out of your spare time.

Curse The Earth – 100cp, Supervillain
What makes a supervillain, well, a villain? You need powers, of course, and an ego, but there's something else as well. There's always a *reason*. Rejection. Poverty. Abuse. A supervillain takes that reason and turn it around and tells the world: *NO MORE*.
You can take your suffering and turn it into pure force of will to compel you onwards. In the depths of misery, when you're at the very bottom, this pure will can drive you slightly beyond your usual limits, but it ebbs and rises with your misfortunes.
Maybe that's why a supervillain laid low by the system can bust out of a containment facility singlehanded with just the orange jumpsuit on his back, while one ready to put the world under his heel will lose a fistfight with a teenage girl in spandex?

No Villain Is An Island – 200cp, Supervillain
Even though supervillains are an independent lot, proud of how they 'made it on their own', they still need a network. Nobody yet has the power to do everything themselves, after all. They need rare elements for death ray batteries, atom-precise cuts on their giant robot's moving parts, and custom armor pieces fabricated to replace the ones torn off in the last hero fight.
Access to black market goods and illegal services comes very easy to you – you'll easily recognise the right people to approach for some under-the-table deal or who to talk to if you need muscle that keeps its mouth shut. You've also got the right knacks for keeping shipments to and from legitimate sources anonymous; finding couriers who do no-questions-asked deliveries and setting up front companies to carry out your work in public is as easy as pie.

Gilligan's Island Rules – 200cp, Supervillain
When life gives you lemons, you *squeeze* them. *Hard*. Turn them into invisible ink, or poison acid to throw back at their face. The world turning against you is just an excuse to use everything at your disposal – and I mean *everything*.
A team of heroes could catch you off-guard in a coffee house and you could use the cutlery, napkins, tables and bystanders to go toe-to-toe with them, suffering nowhere near the kind of disadvantage they thought you would be at when compared to being fully armed in your lair. Sure, a mug of hot coffee isn't a raygun, but it's a hell of a lot better than nothing, so you'll make it count for everything it's worth.

Leader Of The Oppressed – 400cp, Supervillain
Build an army, they said. You'll need one to take over the world, they said. Acquiring and commanding a force of minions is never a problem for you – whether you built them yourself (some assembly required) or simply recruited henchmen with more greed than morals.
Disposable minions will never betray you willingly, and follow your every command out of fear, respect and awe. Non-disposable henchmen, like your fellow superhumans, aren't as loyally enthralled with you, but you've got enough charisma to keep a few of them from ripping each other's heads off and pointed at your opponents.

Super-Brawler - 400cp, Supervillain
You spent your early villain career in the underground super-powered fighting rings; cage matches between nobodies who hit like a wrecking ball and elective alien surgery cases gone wrong; ancient deathless gladiators and prototype warbots all thrown in together. The underground rings welcome the bottom feeders, the weird and wacky, so fighters have to be ready for anything a new freak might be packing when they step into the other corner.
As well as hard-earned experience learning to fight with your superpowers against other super-powered individuals, you learned fast how to pick out what powers or abilities a new opponent is packing, and how to identify any particular quirks or weaknesses they've got that you can take advantage of - like how a mind-reader seems engrossed and distracted when you think about your most embarrassing memories, the fire-breather has a wind-up and cool-down between blasts, or the man-tiger's tail always twitches just before they leap.

YOU HAVEN'T HEARD THE LAST OF ME! – 600cp, Supervillain
There comes a point where every supervillain is foiled. Your armies crushed; your death rays destroyed, your armor ripped off by invulnerable hands, your body beaten into submission and led away clapped in titanium shackles. When the curtain closes and you've got nothing left but your life…for you, that's enough.
Even a total, catastrophic loss of material and resources is a mere setback in your eyes, a speedbump on the road to your inevitable victory. When you get the slimmest chance – and mark your words, you *will* get that chance - you can build your way back up to the previous height of your power from rock bottom with speed that would horrify anyone who had to take you down the first time. Building your robot armies, earning back stripped away powers, re-establishing networks of contacts, seizing your confiscated relics…in record breaking time, you will be back for the sequel, the very next episode!

Doomed To Fight The World And Lose - 600cp, Supervillain
Can a villain truly make the world a better place? I suppose, in a roundabout way, they can.
By openly declaring war on the world, proving that you are poised to crush everything they cherish beneath your boot, and standing in defiance of their petty 'laws' and 'order', you can give nations everywhere a common enemy to unite behind.
You will inspire them to form their elite teams of problem solvers, to pledge unity with their old enemies against you, to give their children dreams of becoming the one to defeat you once and for all, to build their mightiest sciences and wonders in hopes of staving off your villainy.
And all you have to do is lose when they come to stop you. Is that such a high price for a united city, a united nation, a united world?

Undiscounted

Mad Science – 600cp
There's science, and then there's *science*, and you've definitely got the latter of the two. Your science doesn't just froth in test tubes or fester in a petrie dish – it's a living thing inside you, racing in your mind, alive and angry – *mad* science.
You can create inventions that would normally function only in worlds like this one, powered by paradoxically-non-existent time particles or rebelliously breaking the laws of physics as we know them. Exactly how much you will benefit from this is entirely dependent on your existing knowledge, education and imagination, with your newfound *science* the tool to turn genius and whimsy into something that will somehow work in dull reality.
A firefighter might find their limit at a hydraulic exoskeleton that 'should' do as much damage to its wearer as to others, a college computer systems student might reach robots with miniaturized parts which should crumple under their stresses or a force field that ignores the square cube law, while a postgrad with a PhD in physics could produce inventions to bend space and time like a pretzel.

Powers

You have **800PP** to spend in Powers section below. You may spend CP to buy more PP at a 2:1 rate (200cp = 100PP), but not vice versa.

All powers you purchase in this section will be a part of one, whole source – the thing that gives you your Super Strength will be the same thing that gives you your Super Speed.

So how did you get your powers?

> **Oops** - An accident was the root cause. Either the accident itself gave you powers - like exposure to Zeta Rays in a physics accident - or you had to become enhanced to have anything resembling a normal life afterwards - like being rebuilt as a cyborg after a car accident or the one-and-only human trial of a regeneration serum.
>
> **Born With It** – It's definitely not Maybelline, because you've had your power from birth. Maybe you're an alien, or your powers didn't make themselves known until puberty or a trigger event, but the potential was there all along - it was only a matter of time until it came to the surface.
>
> **Bestowed** – A higher power selected you for your powers, ready or not. This might be the Government ordering you to take part in a super-soldier drug test, a corporation offering to treat your cancer with superscience, or a dying wizard handing you Excalibur and telling you to defend freedom with his last breath.
>
> **Carpe Ignium** – You deliberately set out to enhance yourself, either through a long gruelling period of training and study, or through handing a stack of cash to a company of varying reputation and having some powers installed.
>
> **Or something else?**

Themes – One Mandatory

Select one theme from the list below. This represents the source of your powers, and thematically will alter all the powers you purchase. You can select and merge multiple themes together for no extra cost.

> **Technology**
> Like Galatea, Fatale, and Rainbow Triumph, you have been upgraded by technology; a cyborg or maybe a wholly artificial robot. Your natural ability might be augmented by powered armor or a prototype weapon.
>
> **Exotic Energy**
> Like Corefire and Doctor Impossible, you derive your power(s) from an unusual type of energy, like exposure to Zeta radiation or chronons. Alternatively, you produce energy from your body in some fashion.
>
> **ESP**
> Like Psychic Prime, your power is psychic or psionic in nature, drawing their effects from the discipline or raw emotion of your mind and inner strength.
>
> **Magic**
> Like Mr Mystic, you are a master of the arcane arts, modern or ancient, you can call up magic through spells and incantations.

Biology
Mutants aren't very common, but there's no denying they can be as powerful as any other superhuman. Just like Feral, you might be a natural mutant, or something brewed up in a lab.

Flaws – One Mandatory Unless Flawless

Many normal people dream of being a superhuman, but the reality is that those with powers almost always have to live with their flaws as well.
You must take one Flaw, unless you buy Flawless. They count as Drawbacks, but once the jump is over you may find some way to negate them.
Taking extra Flaws grants you +100PP per Flaw to a max of +400PP. You may not take extra flaws if you buy "Flawless".

Unshielded

Your powers, regardless of their source, are vulnerable to some of the flaws of technology – your bio-circuitry might be shorted out by water, your link to chronon energy disrupted by EMPs, your magic is somehow affected by magnetic fields, or your cybernetic parts may be crippled by computer viruses.

Recharge

You must regularly recharge your power off some source, like plugging into a power main, refuelling or re-arming your weapons with ammo, absorbing more energy from a breach to the Zeta dimension, etc. Failure to do so results in diminishing strength until you have no superpower at all.

Charge Up-Cool Down

Your powers don't operate on a whim. You need to charge them up, and afterward there is a period of cooldown. Your magic might require a lengthy ritual to carry out, your laser eyes might need to build up charge from your inner energy core, or spend some time 'getting in the zone' before building or considering your next master plan.

Exhaustion

Exerting your power is rapidly tiring as your body burns its stocks of energy, so going all-out with your most potent powers is usually a short-lived and intense affair. These may also manifest as headaches for mental strain when thinking or building. As a result, you also have an enormous appetite.

Transformation

You must transform into an unmistakably inhuman form in order to use your powers. It's impossible to pass as a normal human while in this form, and some items designed for human-sized bodies and hands may become unusable. While out of this inhuman form, your superpowers are completely dormant.

Control Issues

Your power is a wild thing that surges and wanes unpredictably. You will often use a bit too much force when it is required, add too much redundancy to your plans or overengineer your devices, and sometimes fail to provide as much power as you require for the job.

Item Of Power – 0PP
Perhaps your powers aren't innate to your body, but rather come from some item that can be set aside when your duty is over, handed on to a successor, or hidden from prying eyes...but equally you may be disarmed of it, or it might be stolen. Whatever powers you buy here will be a part of an item of your choice, complete with whatever theme(s) you've chosen – it could be a set of powered armor, a mystical sword, a psionic crown, a ring set with a tiny wormhole into a dying star, or a living symbiotic being.
You may import an item you already have from your travels to acquire these powers for no extra cost.

Flawless – 100PP
Nearly every super-powered individual learns to live with the different flaws their powers come with, but you are what they call one lucky bastard. Your powers come without a flaw. This does not apply to Iconic Toughness's Fatal Flaw.

Power Types
Select what your power does by purchasing from the list below.
By default, you can throttle and control your power to match the levels lower than it – someone with Iconic eye beams is capable of 'blinking' off a burst that puts a human down without totally incinerating them, and someone who buys Genius gets the lower-level Eidetic Memory and Supermath benefits as a part of their higher purchase.
However, this is not an automatic thing – this is control you've learned to master over time. It is prone to you judging the effect wrongly or lashing out in the heat of the moment.

Super Looks
0PP – You may redesign your humanoid form to be more…'super'. No particular bonuses to how strong or good looking you are, but if you wanted to be blue-skinned, half-lion/half-man, or have pulses of violet light running under your skin, this is the option to select. You must remain the same size as before.
100PP – Your photo easily makes the cover of any superhero-related magazine, and probably a few fashion magazines as well. With this purchase, you'll easily make a living purely off your looks, one of the playboys or seductresses of the superhero world in addition to any other powers.
200PP – Your appearance is a direct influence on those around you. Select this option to cow and terrify a rioting mob purely with your appearance rather than your reputation, or make the easily-influenced kneel and grovel at your siren-like beauty.

Super Strength
The classic slab of muscle is an iconic superhero image, and given the amount of fighting most superheroes and villains get up to, most wish they could hit harder.
100PP – At this level you will easily outmatch a regular human, but aren't anything special. Even at this level it's remarkably easy to kill a normal person with your bare hands or push a car, throw a truck tire dozens of meters, toss around mooks or smash a small robot with ease. This is the minimum level of strength you want if you're going to get into a fist-fight with anyone super.
200PP – A bit more impressive. Picking up and throwing a car is a legitimate fighting move for you, as is smashing through brick or concrete walls.
300PP – You're getting into the big leagues now. You could pick up and throw a tank or rip the door off a bank vault, slow a speeding out-of-control train,
400PP – Iconic Strength. You are almost the definition of "the unstoppable force", capable of phenomenal levels of strength, with your casual punches hitting at the above level while your overall capacity for force is more related to how long you're going to exert yourself for. This level would enable you to punch out all but the toughest opponents with one big, solid hit, and push small asteroids out of collision course with Earth if you kept at it for a few days, or steadily drag an aircraft carrier by its anchor chain. This level of strength could possibly break through invincibility in a sustained fight.

Blast
Emit a ranged attack. Could be a bullet, beam, glob or stream of something dangerous.
100PP – You have some sort of range attack roughly equivalent in power to a firearm. Depending on your theme, it might be non-lethal or have an elemental type (like shooting fireballs). As a psychic attack, you could melt someone's brain with focus and eye contact.
200PP – Your ranged attack is the kind of thing that would stop a light vehicle – equivalent to an anti-material rifle or man-carried rocket launcher. You'll need to be careful not to create casualties with this kind of power.
300PP – Your ranged attack could easily bring down a small building, either in its huge blast effect, or simply having the penetration to scythe through multiple solid walls and cut it in half. Alternatively it might be as powerful as the 200cp option, but the attack is significantly better in some way – your projectiles might independently track targets and adjust their trajectory on the fly, or phase through walls completely.
400PP – Iconic Blast. Your ranged attack is roughly on part with a death ray – something that could punch a hole through anything short of the most powerful force field, or have an anti-life effect which slays living creatures but leave non-living things intact. Your psionic mindwaves could melt the brains of hundreds of people while only the toughest or cerebral heroes resist it. Or maybe it's just a really, really big boom, enough to bring down multiple city blocks at once. Even something regarded as invincible might fall if you hit it enough. Like Iconic Super Strength, attacks of this magnitude can batter down nigh-invincible foes.

Strike
Separate to raw Strength, Strike represents special qualities attached to your melee attacks.
100PP – Your body might have claws, built-in blades or a chainsaw arm. Nothing too unusual, they cut through meat or punch through thin metal sheeting pretty good, maybe give you a little bit more reach like a whip or robotic tentacle.
200PP – Your strikes have an energy type, like discharging a tazer-style electric shock with every punch, or is an especially deadly normal attack – like the Kosmic Klaw's crab-claw, capable of shearing someone in half with no effort, a pneumatic gauntlet that can punch through brick walls like thin plaster, or a vibro-blade that can sheer through titanium handcuffs like butter.
300PP – Your strikes carry incredible amounts of elemental energy or you bestow the kinetic energy of a wrecking ball without the needed mass or speed, or the attack relies on more esoteric means of damage, like rusting away metal targets.
400PP – Iconic Strike. Your strikes have some truly astonishing effect. Perhaps, like Regina, you wield a mighty sceptre capable of slaying any mortal foe? Or you can simply build up so much kinetic energy that your slightest touch will blow a building down. Like Iconic Super Strength and Iconic Blast, your strikes can bring nigh-invincible opponents to their knees.

Speed
Increased speed, as well as reflexes and some control of your personal inertia and air friction so you can take tight turns and not burst into flames while running.
100PP – You'll beat any human sprinter without breaking a sweat, and your reflexes are equally fast. You can "dodge" bullets by anticipating the firing - sidestepping when someone lines the barrel up with you and starts to squeeze the trigger.
200PP – Subsonic. With a top speed measuring in the hundreds of miles per hour, you can run across the country in half a day, outracing cars and many of the slower passenger planes.
400PP – Supersonic. At this level you could dodge a bullet after you see the muzzle flash. Still nothing you can do about a laser, though.
800PP – Iconic Speed. You can run at the speed of light, or perhaps your body is now made of, or can transform into, photonic matter.

Toughness
How much of a beating you can take before you fold. This might be represented by simply tough flesh, armored skin, a force field in a shield or bubble around you, or a literal suit of armor if it's an Item Of Power.
Exotic types of attack – like mind control or hallucinogenic drugs – that don't physically harm you may get around Toughness.
100PP – You can take multiple direct blade, bullet or fist strikes. Maybe there's still some weak spots on your body you'll need to watch out for, but you still stand up to a beating far better than Average Joe.
200PP – You'll handle a grenade going off at point blank or being hit by a car the same way an ordinary person handles a punch.
400PP – Take an armor-piercing tank shell head on with only a small pause, or perhaps you can phase out of the way of ordinary matter (but remain vulnerable to energy and super-powered attacks).
600PP – Iconic Toughness. You are nigh-invincible*; your skin, flesh, force field or armor impenetrable to just about any normal matter or energy. Not even scanning can get through your skin.
*Except for one fatal flaw. This fatal flaw might be a weakness to a certain stable material (like Iridium, Cold Iron or Silver) or a type of radiation or light (like gamma radiation or light in the spectrum of the sun of your homeworld).
Truly massive scale attacks – a nuke, an asteroid impact, or another Iconic level attack – can still batter you down and get through this defence eventually.

Recovery
Could be natural healing, could be nanomachines or self-repair processes, could be reversing your own timeline back to an uninjured state. Your regeneration works of the largest surviving part.
100PP – Recover from a beating or a gunshot flesh wound in an hour or two, be KO'd in a super fight and then cleared for full duties the next day. Regrowing a limb takes a week. Weak drugs and alcohol are purged from your system rapidly.
200PP – Get knocked down in round one and you're back for another a moment later. Individual bullets get pushed back out of your body after a minute, but taking on a dozen soldiers is still a bad idea. Severed limbs are regrown in a matter of days.
300PP – Regrow limbs in minutes or just put the severed limb to the stump for a moment and you're good as new. You can even survive brain death after a minute or two of re-growing your brain. Even potent toxins and huge doses of drugs (like tranquilizer or hallucinogens) are purged from your system speedily, disabling you for maybe minutes at most where others would be dead.
400PP – Iconic Recovery. You can come back from your body being nearly totally obliterated. Perhaps when you're totally spent and dying, you self-immolate and are 'reborn' at full condition just like a phoenix; or your cells replicate at an incredible rate to allow you to recover from being turned into mincemeat.

Super Intelligence
Your mind is both a powerful weapon and a potent defence.
100PP – Eidetic Memory. Your mind retains information that many people will forget in a heartbeat. Building gadgets and conventional technology is a piece of cake for you. You will quickly recognise attempts to breach your mind, and give you a chance at warding it off.
200PP – Supermath. Like a human calculator, mathematical operations fall before your intellect. Cracking codes is probably a piece of cake, and designing aircraft, rockets, and even atomic-powered technology is your forte.
300PP – Genius. An IQ of 150+. More than extraordinary rote learning or a computer, in any field you care to study, you run up against the limit of human knowledge and then break new ground. By integrating many fields of engineering, you could easily design and build an atomic stealth fighter or a kinetic-kill system that relies strictly on conventional physics if you had the time and materials. If you're aware of a threat, your mind can fight back against attempts to intrude on it, confusing or distracting invaders.
400PP – Iconic Super Genius. Your IQ is easily in the 300's. You think at supercomputer speeds and can accurately simulate complex phenomena, predicting events before they happen. There's no real-world invention whose complexity outstrips your mind, from the CERN supercollider to Google's algorithms. Your mental defences are like Cheyenne Mountain; impenetrable to all but Iconic Super Sense prying or an Iconic psychic blast, and you'll handle those far better than anyone else.

Super Senses
Each purchase of Super Sense relates to one particular sensory mode, such as vision or hearing. You can purchase multiple combinations of Super Sense - for example buying mind reading at 400PP plus heightening it for 100PP to read them further away.
100PP – Heightening. An existing sense is heightened, able to discern far more detail within the standard sensory spectra. For example, for super vision, you would be able to see further or more clearly in dark conditions, but still won't 'see' UV light.
200PP – New Sense - you have a "physically possible" sense (ie: a non-supernatural one) that humans don't already have, like being able to sense magnetic fields, a built-in radar, or navigation by echolocation. OR this is a very wide expansion of range for an existing sense - like being able to see the entire EM spectrum of light, or hear from very low infrasonic to ultra-high ultrasonic.
300PP – A new, supernatural sense, like being able to read minds, or sense magic or danger, or use comic-book style x-ray vision to read a book through its cover.
400PP – Iconic Super Sense. A sense which can penetrate exceptional concealment or stealth, or see something totally outside of the norm – you might be able to look through the Earth, or peer into the future or past.

Kinesis
Control and shape physical objects. They can be lifted, thrown, reshaped, or manipulated without your touch.
By default it's broad telekinesis, but in exchange for narrowing the type of material you can control, your kinesis is more powerful, improving the range your kinesis extends to, the complexity of how you can manipulate it, and how many separate moving bodies you can divide your attention between.
Hydrokinesis (water) or geokinesis (stone) would give you a small increase; vitreokinesis (glass) or ferrokinesis (ferromagnetic metal) gives a moderate increase, and something as rare as aurukinesis (the metal gold) would give you quite a sizeable increase.
You could also select "people" as your material, controlling them with your mind, but not in the same way as telekinesis.
100PP – Your kinesis is limited to objects you can hold in one hand. You might not think this is very useful, but just being able to curve some bullets or propel a pencil as fast as an arrow is a nasty trick.
When it comes to people, you could influence their mind or a small part of their body, forcing them to drop something or stumble.
200PP – You can control around a human body's worth of mass or volume of your material. Raise up temporary barriers of rock, sheathe yourself in armor of metal, smash someone with a huge hammer of ice.
When applied to people, this is total control of one person.
400PP – Manipulate and control about a house's worth of material altogether, whether separately or all in one chunk.
This allows you to control about thirty to fifty people.
800PP – Iconic Kinesis. You can easily throw around the smaller amounts of matter described above, but by reaching out you can slowly manipulate a city's worth of matter over the course of several hours. This scale of material manipulation could allow you to raise an island from the seabed over the course of several days or create a volcano or tsunami.
This level of Kinesis lets you build up to control a city's worth of people, spreading your effect over the course of hours.

Flight
100PP – Aerodynamic flight. At this level, your speed can reach a couple of hundred kilometres an hour, but your flight is strictly conventional – you require wings, rotors, or jets as a part of your body to make this happen. No innate protection against high winds or thin air – you probably need goggles
200PP – Un-aerodynamic Flight. Maintain altitude without forward motion. Hover in place. Actual wings, rotors or jets are optional; you can fly with no apparent source of lift. Some protection from high speeds/thin air – you probably need goggles. Can't get past Mach 1.
300PP – Supersonic Flight. You can punch through the sound barrier with ease, reaching Mach 3, and tolerating the thin air and wind shear of these speeds.
400PP – Iconic Flight. Once you reach the upper limits of the atmosphere, you can dramatically accelerate, flying at interstellar speeds once out of an atmosphere to speeds which allow you to reach other stars in short order.

Stealth
Your power makes you harder to detect or identify in some way.
100PP - While your presence is easily seen, your nature isn't. You power might be able to disguise yourself as another person; you might be able to mask any superhuman features, like hiding all your cybernetics below an otherwise-human skin, or you might have a radar-ablative plating that makes you harder to lock-on to.
200PP - Your presence is harder to discern if someone isn't looking for you. Your power might blur your position, give you a transparent, glass-like body or colour changing skin, or a subtle perception-altering effect which means they're likely to ignore you if you aren't moving. You might also be able to shapeshift your mass in a limited way, but people will quickly notice you as a fake.
400PP - You are hard to detect even when someone is looking for you. This might be true invisibility, the ability to hide within shadows or take a shadow form, or a more potent cognitive effect that remains active even fighting with someone. This might even be a microscopic form, or shapeshifting into forms which are difficult to tell apart from the real thing with the naked eye.
600PP - You are nearly impossible to detect except for the keenest of senses. Perhaps you become out of phase with the universe, letting you slip past any normal security, or a perception-altering effect works even on cameras and machines, continually erasing you from the memory of witnesses. As far as physical transformation goes, you are impossible to distinguish from whatever you are mimicking.

Companions

Sidekicks – 50cp for 1, 100cp for 4, 200cp for 8
Import or create a companion.
400cp for perks and items, plus 400PP for powers.

Super Squadron – 100cp for 1, 200cp for 4, 400cp for 8
Import or create up to eight companions as fully-fledged superheros or villains. 600cp for perks/items plus 800PP each for powers.

Canon Characters – 100cp each
You may recruit a canon character as a companion with this option. They have no extra perks, powers or items, but their canon attributes, abilities and gear become supported by your benefactor.

OC Companions
You may import a companion into one of the following OC roles for no extra cost. These OCs do not come with a power allowance.

Secret Double – 50cp, Free Drop-in
Turns out you've got a twin nobody knows about, or found someone who's basically identical in appearance and mannerisms. They can hold down your secret identity every so often while you're off saving the world – being able to do whatever your civilian identity can does. With this person on your side, nobody will ever wonder why the mild-mannered Jumper is never around when JumperMan (or JumperWoman) is on live TV.

Reporter/Love Interest – 50cp, Free Superhero
You've got a reporter/love interest following you around. While they seem to attract kidnapping attempts like ants to honey, most villains don't actually mean them harm, as just a means to get to you. They also have a habit of stumbling over otherwise-hidden plots and random crime for you to deal with in the course of their reporting.

Henchman – 50cp, Free Supervillain
A devious bastard and no stranger to violence and crime. With some underlings and ray guns or a suit of power armor, they could give most heroes a run for their money in a straight up fight. They are also the perfect test subject for any concoctions or experimental equipment you come up with.

Items

Costume – 100cp, Basic Model One Free For All

A perfectly tailored costume just for you. Public heroes and old-school villains tend to go for the flashy outfits, while new villains, vigilantes and superspies tend to favour darker or more subdued colours. Could be a full-body affair that doesn't expose a scrap of skin, or it could be a few straps and belts that barely rates as decent to be seen wearing in public.

Your costume (mostly) holds up to superpowered combat and is designed to accommodate your own powers, but doesn't provide too much protection, either from combat or the environment. Import an outfit or costume that's "you" for no extra cost.

> **100cp Gadgetry**
>
> It's not just decoration and something to cover up your rude bits; your outfit is useful, incorporating up to five utility functions. Maybe it's got night vision goggles, internal heaters for arctic missions and the mask has air filters, or your boots have miniaturised jets in them. Can purchase multiple times for five additional functions.
>
> **100cp Armor**
>
> Now we're talking. One purchase will make the Costume much tougher and even cover your vitals with bulletproof, stabproof fabric; two purchases is enough for total bulletproof coverage, and three upgrades ensures that your nemesis will need powerful armor-piercing weaponry just to hurt you.

Signature Weapon – 100cp, Basic Model One Free For All

A weapon designed for your fighting style. Can be anything from a holy sword to a wand to a laser rifle. By itself, this item has enough firepower can put down a small group of police officers even without much skill, and if you get a few solid hits in, it will put down the average cape unless their power makes them particularly tough. It won't do much against M-class Supers unless you can find a hell of a power up, though.

Import a weapon you're fond of for no extra cost.

> **100cp Gadgetry**
>
> Maybe your Power Gauntlet can produce a bunch of minor magic effects rather than just blasting magic everywhere, or your cybernetic arm comes packed with a telescoping segment, swiss army power tools and a grappling hook? Your Signature Weapon is as much a multifunction tool as a weapon, but overuse is still going to drain the power cell (or run it out of ammo, or magic). It includes up to five extra functions. Purchase multiple times for five additional abilities.
>
> **100cp Firepower**
>
> Of course there's weapons, and then there's *weapons*. And yours is bigger and badder than usual. Each purchase increases the firepower or damage by the following scale: At one purchase, it doesn't leave marks on concrete walls, it punches through them. At two purchases, this baby will stop a speeding truck, and finally at three purchases it will core out a tank and probably kill anyone standing next to it. Your weapon comes with an option to dial down the damage, as needed.

Gadgets – 200cp, Drop In

Sometimes you don't have the time or skill to make your own gadgets, so another superhuman with excellent references and few questions has kitted you out. Or maybe these are your own work?

You've got all your staples here – a small cutting/welding laser, a grappling hook pistol, first aid kit, a small but intense flashlight, and a blade, as well as a half-dozen other pouches.

By assigning small, disposable items like grenades or throwing knives to these pouches, they will refill from any matching stocks in your warehouse.

Mephisto – 400cp, Drop In
A bar/nightclub that attracts a range of superhumans - 'good' villains, 'bad' heroes, locals, those 'just dropping in', and the strictly mercenary types alike. There seems to be a perpetual supply of booze in the cellar, and hiring staff never seems to be a problem.
Unless you do something to alter its reputation, this establishment is regarded as neutral ground, attracting characters from both sides of any conflict in the world, even in future settings, as it follows you between jumps. That's not to say fights don't happen at all – they just don't happen because the two guys are enemies outside Mephisto.

The Zeta Gem – 600cp, Drop In
A power source of incredible potency, the Zeta Gem could energize a dozen giant deathbots or a flotilla of battle blimps with its trembling power. The core of this fist-sized, luminous gem is a fissure right into the heart of the Zeta Dimension itself, and from which the gem's power comes. Limitless in its source, should it be breached the results would be catastrophic for our world at best.
Encased in the right device, exposure to a barely-controlled dose of Zeta radiation has been known to produce superhumans by accident - both hero and villain alike have been born from ordinary people exposed to its energy, and along with the gem itself are detailed notes on the incident which birthed Corefire and Doctor Impossible.
While there is no known means of telling what power your test subjects will manifest, their pre-existing psychology determines whether they use their newfound powers for good, or for ill.

Hero Team ID – 200cp, Superhero
You'd think that having your face plastered all over the news would get you anywhere, but no. You'll need one of these. This ID card can get you into such exclusive locations as the White House or Cape Canaveral on official business – that is, if you're in the business of saving the world. It'll open up just about any door on hero duty, but if they find out you've been using it for personal reasons it'll be revoked.

HeroJet – 400cp, Superhero
A VTOL aircraft that can seat 20 in a pinch, though it usually flies an elite team of five or six. Tops out at about Mach 3 and has the fuel capacity to go around the world, and comes in the style and paintjob of your preference. Its cockpit is high-tech enough to act as a mini-mission control centre. Has a gun mounted in the nose and a few multi-role missiles in the munitions bay, just in case. You can import an existing aircraft you might have for no extra cost, gaining these features.

HeroTower – 600cp, Superhero
A skyscraper in some metropolitan area, the HeroTower forms the base of operations suitable for a national or international hero team.
The massive foyer on ground floor has a PR unit, tour guides and a gift shop for the tourists and visiting journalists. The middle levels hold living quarters for resident heroes, training rooms, a vault for confiscated items, and the upper floors hold libraries and databases of anything pertaining to heroic duties, a large mission control room with the fastest data links across the world, emergency medical facilities, and a large rooftop landing pad for the HeroJet or helicopters.
The training and teaching facilities here are so comprehensive that you could take a fit and dedicated – but otherwise entirely normal – person and, with time, train them to become as skilled in combat and other heroic duties as Blackwolf, the only member of the New Champions without superpowers. It is staffed by the locals of each jump.

Caches – 200cp, Supervillain
It never hurts to be prepared, so you've stashed many caches of gear where you can retrieve them: in train station lockers, buried in crates in the desert or anonymously-leased storage units. These caches contain a spare costume and civilian clothes, some cash, a disguise and fake ID, and a handful of small gadgets that would be useful for a supervillain on the run, like a communicator, smoke bombs, a compact laser pistol, and lockpicks. They may not be up to scratch with your latest pocket disintegrator and gadgets, but they're more than serviceable.

Fixer-Upper Lair – 400cp, Supervillain
In a tiny gap in satellite coverage sits this old lair. The aboveground structures are overgrown and decaying, though you could probably still land a jet on the cracked tarmac, but behind the blast doors, the underground portion is still intact, if empty. These rooms seem almost modular, no matter your purposes – just plug in the machinery or fixtures and these empty rooms could become a factory, or a laboratory, or a training facility, or a fortress. It is already installed with doors and walls to resist a superpowered assault, and buried deep in the bedrock, a handful of fusion reactors stand ready to provide power to the systems with atomic fire. The Lair retains any modifications between jumps.

Jumper Technologies, Inc. – 600cp, Supervillain
This is a front company for all your villainous needs, complete with a shiny new factory and offices of its own. Jumper Technologies, Inc. is collectively capable of producing the same feats of craftsmanship that you can build yourself, from the super-high tech to the magical and mystical, though it takes a lot longer than you do to create a new prototype – blame it on workplace health and safety regulations.
What it excels at is mass production; cranking out standardised items at a rapid pace, and outfitting more complicated ones with production-line efficiency. Exactly how fast will depend on how large and complicated the item is, whether it can outsource, and how rapidly it can expand factory space.
This corporation will insert itself into new worlds, though any products based on out-of-jump principles won't have been developed yet.

Drawbacks
You may select up to +1000cp of drawbacks.

+100cp Sidekick
Forget the age roll earlier, you're not even allowed to drive a regular car, let alone the ChampJet. You're somewhere between 13 and 16 years old, and are relegated to sidekick status for this jump. You'll need to prove that you've got the right stuff to be a proper hero or villain to an older superior, saddled with various duties and instructed in the ways of heroism/villainy. Your opponents are probably going to treat you like a joke and your mentor is probably going to get all the credit for your deeds.

+100cp The Public Eye
You envy any cape who can maintain a secret identity. The general public – anyone who's heard of your cape persona – knows the face and identity under your mask. Tabloid reporters, bloggers and general fans often camp outside your home and bother you in your civilian life, while your family and loved ones may be targeted by villains – and if you are a villain yourself, this means your identity is known far and wide by service station clerks, taxi-drivers and random passers-by, so if you're spotted expect a rapid response from the law and/or superheroes.

+100cp Too Much History
You've got too much history with other superhumans. Hero or Villain, you annoyed too many team leaders, betrayed too many ex-teammates, alienated them, or got into bed with the wrong ones and then got out too fast. You and other superhumans just don't mix. If you chose Drop In, these situations won't be in your past, they'll soon come to pass in your future.

+100cp Nemesis
Knowingly or not, your origin (or arrival) is tied up in the creation of another hero or villain: your nemesis, a foil who cannot help but stand opposed to everything you represent.
They are your equal in terms of what this jump has given you, but they are not necessarily identical – if you represent the lone mighty hero, they might be the mastermind at the head of an army. If you represent fire, they might represent ice.
Despite that they do not match your out-of-jump powers or strength, they have an uncanny ability to interfere with even your best-laid, triple-redundant plans or power through your defences, even just once, and make life as difficult for you as possible.

+100cp/+200cp For Crimes Committed In Other Dimensions
Who doesn't like a little prison break? I hope you do, because that's where you'll start, bereft of your gear and warehouse access. At +100p, this is a highly secure superhuman wing of a normal prison – the kind of place they keep Doctor Impossible, someone dangerous and creative, but whose actual powers aren't that strong in the scale of things.
For +200cp, you will start in a Containment SuperMax: a prison designed to hold just about anything, tailored to your powers or weaknesses. It probably has some kind of McGuffin Negator Array to keep you under control.
At least any of your companions will start outside.

+200cp Malign Hypercognition Disorder
Evil Genius. Mastermind. Mad Scientist. These are your titles, your badges of honor. Even if you aren't a villain, you exhibit this disorder. The more intelligent you are, the more driven you are to apply your intellect in ways that reject law, order and everyday society; to dominate the world and make them ~~kneel before you~~ give your genius the respect it deserves.

+200cp Outdated Tricks
The march of progress is unstoppable, but you haven't made much headway. Your equipment and powers are pretty old news, and have a well-known counter that heroes or villains alike will recognise and be happy to exploit if they can.
The higher you rise in the public eye, the higher the certainty that your opponents will be carrying around iridium or a fire extinguisher or EMP grenades or whatever it is that makes your superpowers and/or gadgets useless.

+200cp The Mouth
Don't you ever *shut up?* You can't resist the sound of your own voice; whether that's perpetually thinking out loud, ranting without end, giving hour-long speeches to schoolkids about Truth, Justice And The American Way, or blabbing off your secret plans to anyone in earshot so they'll know how smart you are.
You'll undoubtedly give the game away – forget about stealth missions entirely – and drive your allies nuts.

+300cp The Struggle Inside (Cannot take with The Blackwolf Effect)
Something to do with your power has gone wrong – badly wrong. The superpowered forces that your body contains are actively detrimental to your health in some manner. Perhaps your body's immune system is rejecting your cybernetic components, or perhaps your magic is a living, violent *thing* that struggles against your own willpower.
You must undergo necessary, but brief, treatment for your condition once per day – be it a couple of pills of medicine or uninterrupted meditation. Failing to go for 72 hours without this treatment will result in first the failure or lack of control over your power(s), followed by your death soon after.

+300cp Earth's Last Hope
Corefire's gone missing, the New Champions are dysfunctional, the Super Squadron isn't coming back, and you're the last one humanity can trust to keep the world safe from alien invasions, demons and every supervillain who wants a slice of the pie.
While you might be able to pull together an alliance of superhumans to defend Earth, such a task will be difficult indeed.

+400cp The Blackwolf Effect
You don't get to buy powers from the Super Powers section. You're effectively converting the PP to CP at a bad exchange rate. As a side effect, many other, typically older, superheroes or supervillains treat you with contempt for daring to barge in on their game without having a superpower yourself.

End
Your ten years are up, and it's time to make your last choice here.

There's a portal opening right above the city!
Move on to the next jump.

If you want this planet, you're going to have to go through me.
Stay here to live on this Earth.

Hang up your cape.
Return to your original world with everything you've gained so far.

Notes
v0.91 WIP. Jump by Myrmidont. *Soon I Will Be Invincible* by Austin Grossman.
This jump is brought to you by playing Cartoon Heroes on loop.

Clarifications

Mastery Is A Power Of Its Own
The enhancement for mighty skill and attribute boosting can still apply if you are using a passive power with no outward effects, such as Super Intelligence, or if you have something like regeneration but you're at full health (ie: the power is doing nothing).

This Looks Important…
Does not create a weakness if one does not exist. It doesn't grant a way to slay something unslayable. It shows you the weakest point of something, and if something is equally defended on all sides it's going to tell you "just pick a spot and keep hitting it".

Curse The Earth
Won't lower your willpower below what it normally is. The rise and fall thing reflects only the boost that Curse The Earth gives. Does not guarantee you will get your ass kicked by a girl in spandex when you're about to take over the world, but if one does, you'll probably deserve it.

Doomed To Fight The World And Lose
Basically by being the bigger threat, you can make two factions or groups unite. You have to be capable of carrying out that threat and be seen to be carrying that threat out. It doesn't have to be nations – it can be as small as uniting two rival schoolkids by being the class bully.
Even when you are defeated (or "defeated"), the unity of the people/world you unite will last as long as memory of you as a threat.

The Zeta Gem
At your option, you may re-flavour the Zeta Gem to something befitting your own superhuman origins - such as a chronon reactor, a magical wellspring or a bottled black hole. Whatever fluff you come up with, it is a powerful source of generic energy (powering a dozen godzilla-sized deathbots with energy weapons and shields, or a whole fleet of lesser airships at a time, but drawing on a practically unlimited source) and can be (hazardously) used to produce more superhumans.
The Zeta Gem does not provide powers to those who are already superhuman.

Powers
Powers do not generally get much stronger through training. You aren't going to go up levels just by working out (eg; going from the 400PP super strength to the 600PP version). Superhumans instead tend to get better at using them – being more creative in their use, tolerating the side effects better, or increasing their endurance.

"Magic"
As far as I can tell, 'magic' in this world is like an individualised superpower. As in, superhumans don't or can't teach each other magic, or normal people don't learn magic except as some cosmic revelation which grants them the superpower.

Setting
Best I can describe is a bit like DCAU but with the serial numbers filed off. The main cast has expy's of Superman, Batman, Cyborg, Wonder Woman, Zatara, Martian Manhunter, etc. The novel is a tribute to many comics' tropes, character archetypes, plots and so on, so if it exists in a major comic book universe, it's plausible that there's something similar in this universe.

How does time travel work?
Doctor Impossible remarks that the future is a branching timeline and the deep past is something poorly understood, that even confirmed historical records can be overturned by the appearance of mythical figures like Elphin or artifacts like Excalibur. There are particles called chronons that are some kind of time radiation that can make you older or younger, and nobody ever ends up changing history because there's always a team of heroes or your arch-nemesis coming back from the future (or the past) to put things back the way they were.

My default assumption on time travel is that if you spend five years in the jump, hop in a time machine to go to the year 3000, and spend five years there, your ten year stay in the jump will be up. But if you have particular house rules on how time travel works in your chain then you should keep your own chain consistent.