

INVINCIBLE JUMPCHAIN

BY SENTRY342

Welcome to the world of *Invincible*. This is a story that follows a young hero named Mark Grayson, an ordinary teenager who is anything but ordinary. In time, he will awaken his powers and step into a legacy far greater than he ever imagined. His father, Omni-Man, is not the hero the world believes him to be. He is a soldier of the Viltrum Empire, a race of galactic conquerors who have spread their influence across countless worlds. He was sent to Earth with a purpose: evaluate the planet, prepare it, and ultimately bring it under Viltrumite rule. Now that Earth has proven itself suitable, the time has come for that mission to be fulfilled.

What follows is not just a story of heroes and villains, but of loyalty, power, and the cost of both. Omni-Man must choose between the empire that shaped him and the family he has come to care for. The choices they make will shake the world. As for you, you will be arriving here shortly. You might stand beside Mark as a hero, carve your own path as something far more dangerous, or simply observe as events unfold. This world has room for all kinds. You are granted **1000 Choice Points** to prepare yourself. Use them wisely, because this is not a peaceful setting, and power here is often the only thing that matters. You will remain in this world for ten years. What you do with that time is entirely up to you.

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LOCATION

You can either choose one of the locations below or roll D6 and receive +100 CP to let the whims of fate decide your path.

1.) Earth
Welcome to Earth, often confused with Urath by those who really should know better. This is the home of Mark Grayson and the primary stage for most of the events to come. It is a world filled with heroes, villains, and organizations like the Global Defense Agency working behind the scenes to keep everything from falling apart. Starting here places you at the center of the story. You will have access to the largest concentration of superpowered individuals, advanced technology, and unfolding events. Whether you want to involve yourself in the main plot or carve out your own place, Earth offers the most opportunities, along with the most danger. Oh yeah, lastly, you'll arrive outside of Mark's house by default, but this could change depending on your origin.

2.) Thraxa
This is the planet Thraxa, home to a peaceful and cooperative species known for their rapid reproduction and short lifespans. Their society is simple, stable, and largely free from conflict, making it one of the calmer places you could start. However, Thraxa is not without importance. Its people will soon attract the attention of the Viltrum Empire, and their future shall be closely tied to their plans. Starting here offers a quieter beginning, but one that may not stay peaceful for long.

3.) Talescria
This is the central hub of the Coalition of Planets, the primary resistance force against the Viltrum Empire. It is a gathering place for diplomats, soldiers, scientists, and leaders from across the galaxy, all working toward a common goal. Starting here places you in the middle of interstellar politics and large-scale strategy. You will have access to advanced technology, military resources, and a wide network of alien species. It is one of the safest places to begin if you are aligned against the Viltrum Empire. Though you may want to leave quickly if you happen to be a Viltrumite.

4.) Under Realm
The Under Realm, more commonly known as Hell, is a subterranean kingdom hidden deep beneath Earth. It is a brutal and hostile environment ruled by powerful entities, ancient forces, and creatures that thrive in chaos. Granted, things are even more chaotic than normal, given the power struggles going on at the moment. Hey, you want to go

help Satan, or maybe you're more interested in the literally burning hot queen running around killing demons. Word of caution: most people here hate humanity and those who look like them. Yes, indeed, Hell is racist, how surprising. Try not to fall into a pool of lava.

5.) Planet Viltrum
This is the homeworld of the Viltrumites, a race of near-unstoppable warriors who have conquered much of the galaxy. Viltrum is not a place for the weak. Strength, dominance, and survival define everything here. Starting on Viltrum means you are surrounded by some of the most powerful beings in existence. This is the best location if you intend to align with the empire or test yourself against its standards. It is also one of the most dangerous starting points, as weakness is not tolerated and failure is often fatal. Oh yeah, also, if you're not a Viltrumite, you're probably a slave or a spy.

6.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

AGE & GENDER

Age is freely chosen or whatever makes sense for your Origin. Though this may have some unique effects depending on your species. Your gender remains the same as the previous jump by default, but you may change it if you wish.

TIME

This section allows you to choose at which point in the story's timeline you'll be arriving.

Reign of Argall
You arrive during the height of the Viltrum Empire under Emperor Argall, roughly a thousand years before canon. This is the empire at its strongest and most unified, before its decline into harsher and more desperate conquest. This era is defined by expansion, stability, and overwhelming power. You will be dealing with a far larger population of Viltrumites and a galaxy that has not yet learned how to resist them. If you want to influence the empire at its peak or alter its future before it fractures, this is your opportunity.

Nolan's Arrival
So Nolan has just arrived on Earth and begun his mission. Soon, he'll debut as the hero Omni-Man after making contact with the GDA. In around two years, he'll marry Debbie, and Mark will be born. You have approximately twenty years till canon starts. This is the greatest period of time pre-canon where you can make a direct impact while still enjoying the story.

Atom Eve Special
Currently, Samantha Eve Wilkins is just beginning her life as a hero and is still a child, around twelve years old. The world has not yet seen the rise of Invincible, but the foundations are already forming. You have around five years before canon begins. This start places you in a developing hero scene where you can influence early careers, shape relationships, or quietly prepare for what is coming. A good middle ground if you want to prep, but don't want to wait a whole lot of time.

Invincible Debut
Mark Grayson awakens his powers today. The story has officially begun, and events will start escalating quickly from this point forward. This is the standard starting point. You will experience the world as it unfolds, with no significant advantage in preparation time but full access to the main narrative as it happens.

The Viltrumite War
This period is roughly two and a half to three years after canon begins, during the height of the conflict between the Viltrum Empire and the Coalition of Planets. This is one of the most dangerous periods in the setting. Battles between some of the strongest

beings alive are heating up, various alliances will be strained, and survival is far from guaranteed. However, it is also a time when power and influence can be gained rapidly if you can endure it.

Temporal Mishaps
I suppose you intend to jump a bit further ahead. During one of his stranger encounters, Mark was pulled through time by a bizarre entity, shown a future that might have been. In the end, he chose to return, unwilling to abandon the people he cared about for a “better” timeline.

You will arrive at the moment he returns. This places you roughly eight to nine years after canon begins. Many of the early events have already passed, alliances have shifted, and the world has changed. You are running out of time, but not out of opportunity. The most important conflicts are still ahead, and your actions can still shape how they end.

Emperor Mark
Well…this is a quieter choice, but no less significant. The story of Invincible has already concluded. The wars are over, the dust has settled, and Mark Grayson now stands as Emperor of the Viltrumite Empire. Rather than conquest, he seeks to guide the galaxy into an era of stability and peace, something his people were never meant to build.

You arrive roughly five hundred years after canon begins. The galaxy is vastly different, shaped by centuries of change, conflict, and reform under Mark’s rule. Old enemies are gone or forgotten, new powers have risen, and the legacy of the Viltrumites has been transformed. The age of heroes may be over, but the future of the galaxy is still being written.

ORIGINS

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Rookie

Oh…you must be new. I haven't seen you around before, and trust me, in this line of work, people notice fresh faces. So what are you? A junior hero trying to live up to the greats, a budding villain testing your limits, or just someone who got powers yesterday and is still figuring out which end is up. Don't worry, everyone starts somewhere. Just try not to make your first appearance on the news for the wrong reason. It happens more often than you'd think. Lastly, just so you know, this is the best origin for Drop-Ins.

Agent

Howdy, Agent. Always good to see another member of the GDA still breathing. So tell me, are you one of Cecil's boots on the ground, one of Donald's analysts behind the screens, or one of the suits trying to keep the world from falling apart with paperwork and quiet deals? Just remember, this job isn't about looking like the good guys. It's about making sure there's still a world left for the good guys to save. Or as Cecil might put it, *"We do what needs to be done."*

Hero

Good to see you again. You've been busy, haven't you? Though I guess that comes with the territory when you decide to put on a costume and call yourself a hero. Are you one of the Guardians of the Globe, a rising name trying to build a reputation like Invincible, or just someone doing their best to keep people safe one disaster at a time? Either way, people are counting on you. Just remember what comes with the job. You don't always get to win clean, and sometimes saving the day still means losing something. That's part of it.

Villain

Of course, the prison couldn't hold you. It never really does, not for people like you. So what's the plan this time? Climb the ladder, build an empire, or tear down someone else's. People like Machine Head and Titan didn't get where they are by playing nice, and neither will you. Just remember, in this world, power talks. If you can take it, it's yours. If you can't…well, someone else will.

Scientist

Strange, seeing you out of the lab. Most people with your kind of mind don't bother unless something's gone horribly wrong… or horribly right. Are you working with the GDA like DA Sinclair, building things that probably shouldn't exist, or are you independent, chasing breakthroughs no one else is willing to touch? Either way, just remember: around here, the line between genius and catastrophe is thinner than you think. Then again, that's never really stopped anyone before.

Conqueror

All hail the conqueror. You don't walk into a room, you take it. Whether you serve the Viltrumites or carve your own path across the stars, one thing is clear. You are not here to coexist. You are here to rule. People will resist, they always do, though resistance tends to end the same way. As one of their finest once said, *"Earth isn't yours to conquer."* The difference is… You might actually prove them wrong.

Coalition

Greetings, trooper. Always good to see another soldier of the Coalition of Planets holding the line. Maybe you're out there like Allen the Alien, throwing yourself at impossible odds, or maybe you're working behind the scenes with minds like Thaedus, making the hard calls that keep the galaxy together. Either way, you know what's at stake. The Viltrum Empire doesn't stop, and if the Coalition falls, there won't be anyone left to stand against them. So get comfortable. This war isn't ending anytime soon.

RACES

This section allows you to specify which species you belong to. There are a number of races to choose from in the jump.

Thraxan +100 CP
The Thraxans are a race of blue-skinned insectoid humanoids native to the planet Thraxa. They are known for their accelerated life cycle, living fast and dying young by the standards of most species. A few years for them can mean entire generations. As a result, their culture tends to be unusually forgiving and quick to move on. Grudges are hard to maintain when half the people involved will be dead in a year.

Physically, Thraxans are not much stronger or tougher than humans, though they are generally agile and well-suited to harsh environments. Their most notable biological trait is an unusual degree of reproductive compatibility. For reasons best left to very awkward xenobiology lectures, they are capable of producing offspring with a surprising number of species. Lastly, on the bright side, you'll probably learn to appreciate every moment. Or panic about every birthday. Fifty-fifty.

Human - Free
Humans are the bog standard species of this world's Earth, and plenty of others. No flight, no laser eyes, no ability to bench press a mountain. On paper, they lack the obvious advantages possessed by more exotic species. In practice, humanity has a habit of surviving things that should absolutely kill them and adapting to circumstances they have no business thriving in.

Humans are remarkably versatile. Their bodies, minds, and societies can adjust to almost any environment or challenge given enough time. Whether through grit, ingenuity, or sheer stubbornness, they tend to punch far above their weight class. There is a reason Earth has survived as long as it has despite being a magnet for world-ending events.

- Due to their innate adaptability, **Humans** and **Human Hybrids** receive a free **300 CP** for the **Power Section.** They may forgo this for a rebate if preferred.

Dornian - 100 CP
The Dornians are a race of leonine humanoids renowned across the galaxy for their immense strength, love of combat, and tendency to solve problems by hitting them until they stop moving. Their most infamous member, Battle Beast, has built a reputation so

absurdly violent that most sane beings hear his name and immediately reconsider their life choices. As a Dornian, you possess physical abilities well beyond most species. Your strength, speed, durability, and natural combat instincts place you comfortably above humans and many lesser superhumans.

You are a born warrior, with sharpened claws, fangs, and predatory senses that make hunting and combat second nature. Perhaps more importantly, Dornians possess a deep instinctual drive toward battle and personal glory. Whether this manifests as a noble warrior's code or a borderline suicidal desire to challenge the strongest thing in the room is up to you. In either case, your skills and instincts improve rapidly in the heat of combat, and you find yourself drawn toward ever-greater challenges. Do try not to pick fights with Viltrumites on day one. Or do. It's your funeral.

Atlantean - 100 CP
Not everyone is built for the surface. Atlanteans are an aquatic species adapted to life in the crushing depths of the ocean. Their bodies are naturally suited to extreme pressure, freezing temperatures, and prolonged underwater activity. As an Atlantean, you can breathe underwater indefinitely and move through aquatic environments with ease. Your physiology grants you enhanced strength and durability compared to a normal human, particularly while submerged. You can survive on land without issue, though extended time away from water may feel uncomfortable compared to the ocean's depths. It's quieter down there. Fewer problems.

Talking Dinosaur - 100/200 CP
The multiverse is a strange place. Sometimes you find alternate versions of yourself. Sometimes you find a world run entirely by dinosaurs who can hold a conversation better than most people. You may choose to become one of these intelligent prehistoric beings, gaining a dinosaur body alongside full human-level intelligence and speech. For 100 CP, you take on the form of a smaller or mid-sized dinosaur. Raptors, deinonychus, and creatures up to the size of an Allosaurus fall within this range.

You are fast, physically powerful, and far more durable than a human, though still within a manageable scale. For 200 CP, you may instead become a truly massive specimen, such as a Tyrannosaurus Rex or similar apex predator. At this size, your strength and durability increase significantly, allowing you to tear through vehicles, structures, and most conventional threats with ease. Regardless of size, your body is well-adapted to your form, granting natural weapons, enhanced senses, and the ability to function comfortably in your environment. Yes, you can still talk. No, people will not be normal about it.

Demon - 100/200 CP
Red skin, horns, tails, and a job description that somehow manages to be worse than retail. Demons are a race of humanoids dwelling within the Under Realm, tasked with the eternal torment and imprisonment of the so-called Vile. Whether this makes them jailers, executioners, or glorified bureaucrats depends on who you ask. As an average Demon, you possess strength beyond most humans, a dexterous and powerful tail capable of acting as an extra limb, and potent regenerative abilities. Losing limbs, organs, or suffering a catastrophic injury is more of an inconvenience than a true threat. So long as enough of you remain, recovery is possible. In extreme cases, even having only half your head left can be remedied by the intervention of a stronger Demon.

You may optionally be a member of Clan Darkblood if you wish, tying you to the same bloodline as the famous detective of the same name. This will alter your In-Jump history appropriately. For 200 CP instead, you stand among the strongest of your race and are comparable to Satan himself. This dramatically increases your physical power, regeneration, and infernal might. In addition, you gain the ability to heal other Demons and create new ones, allowing you to build your own infernal forces or restore fallen servants to fighting condition.

Martian - 300 CP
The Martians are a race of highly advanced shapeshifting beings native to Mars. Long ago, their civilization was nearly wiped out by the parasitic Sequids, forcing them to develop a culture centered around vigilance, secrecy, and the occasional justified overreaction. Considering the alternative is planetary assimilation, they've earned it. Martians possess remarkable shapeshifting abilities, allowing them to alter their bodies into different forms, stretch and contort their limbs, and mimic the appearance of other beings with surprising accuracy.

This can be used for infiltration, disguise, or simply growing an extra fist to punch someone with. Their bodies are naturally resilient and highly flexible, making them difficult to restrain or permanently injure. In addition, Martians possess impressive physical strength and durability, often far beyond what their forms suggest. Their advanced biology also grants a degree of resistance against toxins, disease, and hostile environments. Combined with their civilization's advanced technology and survival instincts, Martians are versatile and dangerous in almost any scenario. Just try not to bring any weird parasites home.

Kaiju - 300 CP
Long before humanity built cities, something bigger was already out there. Kaiju are ancient, colossal creatures capable of leveling entire cities through sheer physical might. As one of these beings, you stand roughly one hundred feet tall, though your exact size and appearance may vary depending on your chosen form. You possess immense strength, durability, and endurance, allowing you to shrug off conventional military forces and devastate large-scale environments with ease. Your body is built for destruction, whether through raw force, natural weapons, or specialized traits such as fire breath or enhanced resilience. You may choose to be an independent kaiju or one of the titans that serve King Belloc. Either way, you are no longer part of the food chain. You are the problem.

Magnamites - 300 CP
The Magnamites are an ancient race from the Fourth Age, led by Volcanikka. They are beings of living magma and stone, creatures that embody destruction and heat so intense it borders on the absurd. If you have ever wanted to be a volcanic apocalypse given humanoid form, this is your chance. Magnamites possess immense regenerative capabilities, allowing them to recover from wounds that would destroy most species outright. So long as enough of your core remains intact, you can rebuild yourself in time.

Their bodies are naturally resistant, if not outright immune, to heat and flame. Of course, they also possess the ability to manipulate lava and fire with ease. Additionally, Magnamites possess a limited degree of shapeshifting, allowing them to alter their physical features. They can increase their size or reshape parts of their bodies into more practical forms as needed. While not a true unrestricted transformation, it is more than enough to keep enemies guessing…right up until they're buried in magma.

Unopan - 100/400 CP
The Unopans are a humanoid species recognizable by their orange skin, singular large eye, and generally unfortunate habit of being caught in galactic wars. As an average Unopan, you are physically superior to a human in most respects, possessing enhanced strength, durability, and stamina, though nowhere near the level of the galaxy's true heavy hitters. You are still more than capable of handling yourself in a fight and surviving the sort of punishment that would flatten a normal person. For **400 CP** instead, you are no ordinary Unopan. You are a so-called Super Unopan, a living weapon born from desperate experimentation designed to bridge the gap between the Coalition of Planets and the Viltrum Empire.

Like Allen the Alien, your body was engineered to survive and surpass impossible odds. Your physical abilities place you on par with a younger or less experienced Viltrumite, granting immense strength, speed, durability, and the ability to survive in the vacuum of space. More importantly, your body possesses extraordinary growth potential. Through intense combat, near-death experiences, and recovery from grievous injury, your power can increase dramatically over time. The kind of “dramatically” that makes your enemies very nervous when you come back for round two.

Rognarr - 500 CP
The Rognarr are one of the most feared species in the galaxy, and for good reason. These massive reptilian creatures are engines of pure violence, possessing immense strength, savage instincts, and claws sharp enough to tear through some of the toughest beings in existence. There’s a reason entire worlds panic when one gets loose. A full-grown Rognarr possesses physical strength roughly comparable to that of an adult Viltrumite, making them one of the few naturally occurring species capable of going toe-to-toe with the Empire’s finest.

Their claws are particularly infamous, capable of slicing through Viltrumite flesh with alarming ease. Combined with their immense speed, durability, and animalistic ferocity, a single Rognarr can become a nightmare for even elite warriors. Of course, there are downsides. Rognarr are not known for refined intelligence or social grace. You are a predator first and foremost, and depending on your other abilities, controlling your instincts may take effort. Still, if subtlety has failed and you just want to rip someone in half, there are few better choices.

Viltrumite - 400/600 CP
Viltrumites are a humanoid alien species that possess incredibly formidable superpowers, supposedly due to their ability to manipulate special molecules called Smart Atoms (at least according to the semi-canon Official Handbook that is, as this is not mentioned in the *Invincible* comics). In any case, they have immense superhuman strength, speed, stamina, and durability, moderately enhanced senses, the ability to fly, and a few other powers. They are also incredibly adaptive, being able to survive in most environments and capable of traveling through space without issue. They, however, do still require oxygen, though they are capable of holding their breath for weeks when not actively fighting. Viltrumites are unbelievably difficult to kill due to their regeneration, allowing them to survive from catastrophic wounds. The only wounds that cannot be recovered from include missing limbs, severe damage to the heart, or having the vast majority of their brains destroyed. You are one of the few remaining Viltrumites. They are known throughout the galaxy as a race of conquerors. They are nearly identical to

humans, though virtually every Viltrumite is blessed with fabulous hair, and their males have spectacular mustaches.

By default, you are an average young Viltrumite on par with Mark at the end of Season 1. You are well beyond most beings in the universe, but still at the level at which you will likely be challenged frequently. Like other Viltrumites, your strength will grow over time. Viltrumites have incredibly long life spans, with the oldest known individual being a few thousand years old. Of course, no Viltrumite has ever died of natural causes due to their strength-based culture. With time, you will reach the level of an Adult Viltrumite, and should you last long enough, you may even become comparable to the Grand Regent himself. Of course, this would take at least a century and a millennium, respectively, for a baseline member of your species. For reference, an Adult Viltrumite could easily kill a young Viltrumite, though they could be severely injured if careless. Similarly, a Regent Viltrumite could easily kill an Adult Viltrumite, though an Adult Viltrumite is likely to struggle to hurt a Regent Viltrumite even if they don't defend themselves.

Though if you don't want to wait, you may pay an additional 200 CP (totaling 600 CP), allowing you to directly become on par with an Adult Viltrumite such as Kregg or Anissa. This level of power makes you nearly unrivaled in the universe, though there are some rare weapons and beings capable of harming you. At this level of power, you can destroy smaller planetoids and will be considered an extinction-level threat by virtually any civilization you encounter. As for the Regent level, you're going to have to reach the point on your own.

- **Hybrid Viltrumite - 100 CP**: Due to their low numbers, the Viltrum Empire has sought out species with which they are compatible. The end result was the birth of Hybrid Viltrumites, who inherited most of the strengths of both their parents' species. The most notable Hybrid Viltrumites were born to humans and Thraxans. In the case of Viltrumite-Thraxan hybrids, they gained an eidetic memory and rapid mental and physical development in addition to the suite of standard Viltrumite superpowers. They would appear visually indistinguishable from normal Viltrumites save for their skin colour, which would gradually adopt a normal Viltrumite palette as they approached adulthood. However, as Thraxan DNA had only limited compatibility with Viltrumite genetics, they didn't possess the same potential as pureblooded Viltrumites. Viltrumite-Human hybrids were unique for having potential indistinguishable from that of pureblooded Viltrumites, making Earth the prime target for Viltrumite efforts to rebuild their race. By paying an additional 100 CP (500/700 total), you may become one such hybrid. As this is a perk bought with CP, then regardless of what species you are a hybrid with you will have the same undiluted potential as Viltrumite-Human

hybrids. Additionally, just as Mark Grayson grew in power incredibly fast compared to other Viltrumites, so too will you. You could reach the level of an Adult Viltrumite in around a decade and potentially become Regent-level in under a century. Lastly, choosing this option will allow you to optionally be related to Nolan, Mark, or Oliver Grayson. For instance, you could be Mark's twin or older sibling.

- **Human Viltrumite Hybrids** will receive an additional **300 CP Stipend**

Titan of Emsiu - 800 CP
Some species evolve to survive. Others are born to dominate. The Titans of Emsiu are towering humanoid war-beasts, standing around fifteen feet tall and bred for combat on a level few can match. Known individuals such as Colossus and his Juggernaut pushed even Battle Beast to the brink. As one of these titans, you possess overwhelming physical strength approaching that of a Regent-level Viltrumite.

You're incredibly durable, capable of withstanding punishment that would obliterate most beings. Your most terrifying trait is your regeneration. You can recover from catastrophic injuries at an incredible rate, allowing you to continue fighting through damage that would end most battles instantly. Limbs, organs, and severe trauma can be repaired over time, making you exceptionally difficult to put down permanently. You are not subtle. You are not reasonable. You are what gets sent when everything else fails.

Hybrid - Varies
This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted, more than likely, you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is the number of species * 100 CP + Species cost. So becoming a standard Unopan x Rognarr hybrid would cost 800 CP (100 + 500 + (100*2) = 800). You will gain unique advantages that are related to the species you choose.

SKILLS AND PERKS

All perks are discounted to their origins, and the 100 CP perks are Free to their origin.

GENERAL PERKS

Fresh Fade - Free
Looking good is serious business. Fortunately, you are a master of the craft. You possess immaculate barbering and styling skills. Hair, fur, scales, feathers, or any other form of natural grooming can be cut, shaped, cleaned, conditioned, and styled to perfection by your hand. Your fades are crisp, your lines are flawless, and your work somehow manages to perfectly suit the client every single time. Your talents go beyond simple appearance. A good cut can improve confidence, calm nerves, and leave clients more relaxed or receptive to conversation. Hostile customers may cool down after sitting in your chair, and nervous allies may steady themselves as you work.

Even the most stoic of warriors might leave with a little extra swagger. Somehow, your reputation transcends species, planets, and even empires. Your name spreads quickly through word of mouth, drawing in customers from all walks of life. Heroes, villains, kings, conquerors, and cosmic tyrants alike may seek your services. Yes, even Thragg. Especially Thragg. You always seem to have the right tools for the job, and your cuts remain perfect even in the middle of warzones, collapsing cities, or alien battlefields. A true professional never lets the cape get in the way.

This World is Fragile - 100 CP
This world is made of cardboard. At least, it feels that way when you're strong enough to shatter mountains or tear cities apart with your bare hands. Thankfully, most superpowered beings here possess enough control to avoid turning every handshake into a murder scene. You have developed a similar form of tactile telekinesis. This allows you to exert force with incredible precision and control.

You may lift planes without tearing them apart, catch falling buildings without collapsing them further, or carry fragile objects despite overwhelming strength. Just as importantly, you may selectively disable this control whenever you wish. Should you

desire, you can unleash your full power without restraint. So feel free to replicate Omni-Man's feat of turning into a living warhead on the Flaxan homeworld. Though I don't think the cities will appreciate the difference.

The Real Hero - 100 CP
In every battle between heroes and villains, there's always someone in the background walking away with the real prize. You possess a remarkable talent for profiting from chaos caused by others. While stronger people are busy fighting, arguing, or tearing apart city blocks, you instinctively notice opportunities to advance your own goals. Steal the data. Secure the artifact. Take over the territory. Assassinate the distracted target.

Somehow, you always seem to be in the right place at the right time. You are especially skilled at manipulating events, so others weaken one another while you benefit. Heroes may soften up villains for you. Villains may create distractions for your operations. Rival factions may exhaust themselves while you quietly claim the spoils. It's not flashy. It's not noble. But somehow, you keep coming out ahead. Sometimes the real winner isn't the one throwing punches.

Power of the Stache - 100 CP
Power. Authority. Style. The mustache is not merely facial hair. It is a statement. You possess truly glorious hair. If capable of growing facial hair, you may produce a magnificent mustache, beard, or other style of your choosing. It will always remain perfectly groomed, impossibly full, and suited to your features. If you are unable or unwilling to grow facial hair, this instead manifests as exceptionally luscious, thick, and majestic head hair. Your glorious locks subtly improve your presence. You appear more authoritative, more attractive, and somehow more intimidating. Enemies may hesitate. Allies may respect you more. Entire civilizations may wonder if they should hear you out before fighting.

This hair is highly durable. Wind, blood, battle damage, and even the vacuum of space will do little to ruin its perfection. More importantly, your hair may serve as the ultimate declaration of sincerity. Dramatically revealing, adjusting, or tearing away part of your facial hair or hairstyle to make a point will impact those around you. They will instinctively understand that you are being truthful, serious, or revealing something of great importance. While not true mind control, it becomes significantly harder for others to dismiss your words at that moment. Few can ignore the weight of a mustache-based revelation. The weak fear power. The wise fear the mustache.

- **Free for Viltrumites**

We Must Repopulate - 100 CP
The Viltrum Empire may have fallen, but General Kregg was doing his part to fix that. Repeatedly. You possess similar incredible luck and charisma when it comes to attracting lovers. Your potential partners are far more likely to find you attractive, approachable, or otherwise desirable. Relationships form with unusual ease, and your stamina, fertility, and general romantic capabilities are…impressive.

More importantly, your relationships tend to remain unusually harmonious. Your partners are more accepting of one another and far less likely to become jealous or hostile over shared affection. Provided you treat them reasonably well, of course. This does not guarantee success if you act like an idiot, but it certainly gives you better odds than most. Now do your part.

I Can Handle It - 100 CP
Let's be honest. If you're living in this universe, at some point, you're probably going to get punched through a building. Or six. Luckily, you possess exceptional tolerance for pain and the ability to continue functioning through injuries that would cripple most people. Broken bones, burns, lacerations, internal injuries, and other forms of trauma are far less likely to disrupt your actions at the moment. Your thoughts remain clearer, your movements stay steadier, and your ability to fight, think, or escape remains intact under extreme physical stress.

This doesn't actually reduce actual damage, nor does it prevent your body from eventually failing if pushed too far. Pain still exists, and injuries still matter. What this does is keep suffering from stopping you before your body physically gives out. You are also more resistant to shock, panic, and hesitation caused by sudden pain or gruesome injuries. Even in moments of catastrophic harm, you can keep moving long enough to finish the fight, land one final blow, or crawl to safety. Fighting with your intestines hanging out still sucks. You're just better at it.

Drugged to the Gills - 100 CP
Sometimes talent is not enough; sometimes you need a syringe. The GDA has never been shy about pushing the limits of what the human body can handle. Projects like Hail Mary prove just how far they are willing to go when the situation demands it. You have undergone a similar cocktail of genetic editing, chemical enhancement, and experimental treatment. Your physical abilities are significantly improved across the board, granting you increased strength, durability, and overall combat performance. You won't suddenly rival the top tiers of this world, but you will hit far above what your base form should allow. If you already possess powers, this treatment acts as a solid

amplifier, pushing your body to better handle strain and output. It is not pretty, nor is it safe, but it works.

Something Iconic, A Symbol - 100/200 CP
"People need something they can recognize." A good costume is more than fabric. It is branding, identity, and sometimes the only thing standing between you and looking like a complete idiot on live television. Like Art Rosenbaum, you are a savant when it comes to designing and crafting costumes for superhumans. You can create outfits that reflect a person's abilities, personality, and image, all while remaining practical for combat.

Your designs are durable, functional, and tailored to the user, often incorporating subtle advantages such as improved mobility, protection, or utility features suited to their powers. For an additional 100 CP (total 200 CP), your reputation skyrockets. You may retroactively have designed the costumes of many of the world's most prominent heroes and villains. Major figures will recognize your work, and new clients will seek you out whenever possible. When people see your designs, they know exactly who they are dealing with. That is the point.

How to Throw Hands - Free/100/200 CP
If you're going to get involved in this sort of work, then you need to know how to fight. The only question is how much effort you've put into training. Power is great. Knowing how to use it is better. For **Free**, you possess basic combat training comparable to a well-trained soldier. You understand fundamentals such as striking, defense, positioning, and weapon handling well enough to hold your own in most grounded situations. For **100 CP**, you may instead reach true mastery. Your skill allows you to dominate opponents of similar physical ability, using technique, timing, and precision to overwhelm them. Fighters like Multi-Paul, Magnattack, and Darkwing operate around this level. For **200 CP**, you stand among the absolute best in raw combat skill. You can contend with top-tier fighters through technique alone, even when facing overwhelming force. Combatants such as Omni-Man, War Woman, and Battle Beast represent this tier. Unfortunately for you, this world has more than a few people at that level. So you might want something else to back it up.

- **Adult Viltrumites** receive the **Second Tier** for **Free**
- **Battle Beast** receives the **Third Tier** for **Free**

Try Exercising - 200 CP
You'd be surprised how often this actually works. When Mark first got his powers, one of the first pieces of advice he received was to work out and test his limits. For Viltrumites, Allen, and plenty of other power-based species, pushing the body is one of the fastest

ways to grow stronger. Thankfully, your body no longer needs constant dedicated training to improve. The physical capabilities of your current form, race, and any alternate forms you possess will steadily improve through regular use and strain. Flying will gradually improve your speed, maneuverability, and endurance. Fighting will sharpen your reflexes, strengthen your body, and improve your durability.

Carrying heavy loads, traveling long distances, or even simply living an active life will slowly refine your physical abilities over time. This growth is passive, but it is not limitless on its own. Deliberate training, extreme effort, and intense battles will still produce far greater gains. What this does ensure is that you will continue improving even without gravity chambers, time dilation, or specialized training equipment. This is especially effective for species whose powers naturally scale through effort, use, or physical adaptation. Viltrumites may grow stronger faster, evolving species may adapt more readily, and bodies with unusual biological traits will naturally develop toward greater efficiency. Your body is always training, even when you're being lazy.

Earth Taught Me Love - 200 CP
Somehow, against all reason, a few years on Earth managed to do what centuries of conquest could not. It changed the Viltrumites. You possess a remarkable ability to bring out the better nature in others. Through friendship, love, compassion, or simple persistence, you can slowly change others. Even the most ruthless, cold-hearted, and fanatical individuals can change for the better.

Tyrants may learn mercy, killers will develop empathy, and even true zealots will begin to question their cause. These changes are genuine rather than forced, though the process is faster if some hidden goodness or doubt already exists. You are especially effective at humanizing those who have lived detached from ordinary life. A conqueror may become a father. A monster may become a protector. Turns out love really can conquer all. Somehow.

It Made Us Stronger - 200 CP
Biological and chemical warfare are cruel, immoral, and horrifying. They are also incredibly effective; just ask the Viltrumites. Despite the potency of weapons such as the Scourge Virus, some beings prove impossible to put down. You are one of them. Your body is completely immune to all diseases, infections, contaminants, poisons, and toxins. It doesn't matter whether mundane, engineered, alien, or supernatural in origin. Viruses cannot infect you, and plagues can't weaken you. Even curses and magical sicknesses meant to rot your body or drain your vitality will simply fail to do anything. If you were a Viltrumite, even an enhanced strain of the Scourge Virus would have no

effect. Were you an ordinary human, then Chemical X would be unable to corrode your flesh. Just because it can kill your species doesn't mean it can kill you. This immunity also extends to effects that are still negative but technically non-harmful, such as the chemical the GDA uses to prevent people from seeing the contents of the White Room. This perk is selective, ensuring that genuinely beneficial medicine, drugs, or retroviral genetic engineering will still be able to help you if you wish it.

It's Not Magic, It's Science - 200 CP
Any sufficiently advanced technology is indistinguishable from magic. And apparently, any sufficiently studied magic is just another branch of engineering. You possess extensive knowledge of occult sciences, arcane principles, and mystical engineering. You can analyze supernatural systems with the same ease others apply to circuitry or chemistry, allowing you to understand rituals, enchantments, curses, magical artifacts, and extradimensional energies through a scientific lens.

Additionally, you've got practical skills in designing and constructing devices that incorporate mystical principles. This includes mechanisms such as demon-tech weapons, containment systems, enchanted cybernetics, hell-powered generators, dimensional seals, or similar creations. You are particularly adept at making magic stable, repeatable, and scalable. A ritual can be smoothed out into a simple process, and enchantments can be made into industrialized carvings while Demonic bargains turn legally questionable power sources. While this does not grant magical power by itself, it gives you the knowledge to exploit and engineer existing supernatural forces. Somewhere, Robot is offended that this works.

No More Tricks - 200 CP
Every species has a weakness. A frequency. A mineral. A virus. Some convenient little trick that turns the unstoppable into the helpless. Not you. You are immune to racial weaknesses, species-specific vulnerabilities, and other so-called silver bullets. Sonic frequencies that cripple Viltrumites, substances that poison Kryptonians, or similar targeted weaknesses simply fail to affect you. This protection extends to metaphysical flaws as well. If a weakness exists solely because of what you are, this perk nullifies it. You may still be harmed through ordinary means, but no one will be defeating you with a conveniently specialized gimmick.

No One Cared Who I Was… - 200 CP
The most dangerous villains aren't the loudest. They're the ones nobody notices until it's too late. You are exceptionally skilled at building power in secret. Hidden schemes, underground empires, secret laboratories, sleeper agents, and long-term plots all grow

more smoothly under your guidance. People are less likely to notice your actions, investigate your operations, or realize the scale of your plans until they are already in motion. You instinctively know how to compartmentalize information, erase evidence, and keep subordinates in line without exposing yourself. Even if parts of your operation are discovered, the whole is unlikely to be revealed at once. By the time the heroes kick in your door, you've probably already won.

Invincible No More - 300 CP
Heroes are symbols. Symbols inspire hope. Symbols make people believe the world can be saved. You are exceptionally skilled at breaking symbols. Whether physically, mentally, or emotionally, you know exactly how to tear down larger-than-life figures. You instinctively identify weaknesses in heroic reputations, personal ideals, and emotional bonds. In battle, your attacks seem to land harder against those viewed as symbols or paragons. Outside of battle, your schemes can ruin reputations, shatter morale, and make once-beloved figures appear weak or powerless. If you publicly defeat or disgrace a major hero, the impact is magnified. Their allies may lose heart. Civilians may panic. Enemies may become emboldened. Entire organizations can collapse when their symbol falls. There's nothing more terrifying than proving the invincible can bleed.

A Warrior Beyond Any Other - 400 CP
The Unopans were desperate. Their people were hunted, scattered, and slaughtered by the Viltrumites. Faced with extinction, they turned to science and created a living weapon capable of standing against their oppressors. The result was Allen the Alien. Like Allen, you are the product of countless experiments, selective breeding, and impossible science. Your body is vastly superior to those of your kind. You possess immense strength, durability, and stamina, placing you on par with a younger Viltrumite from the start.

Your true gift, however, is adaptation through survival. Whenever you survive near-fatal injuries, your body may recover stronger than before. Your strength will increase, your durability improves, and your weaknesses will be corrected. Your body may even develop new traits or defensive adaptations in response to whatever nearly killed you. A brutal beating may leave you strong enough to overpower foes who once toyed with you. Exposure to a devastating weapon might leave you resistant the next time. Survive enough impossible battles, and you may rise to rival the strongest beings in the galaxy. Just try not to die before the power-up kicks in.

- **This Perk is Free for Super Unopans**

Second Chance - 400 CP

There exists a mysterious entity in this world with dominion over time. For reasons known only to itself, it occasionally grants worthy individuals one final opportunity to set things right. You have been chosen. Once every ten years or once per Jump, whichever is shorter, you may send your mind back through time to any point within your current Jump. You retain all memories, knowledge, and experience gained up to that point. Your body, however, will revert to whatever age and condition it possessed at the chosen time.

You may bring others with you in this temporal reset, such as Companions, loved ones, or family members. They, too, retain their memories, though their bodies will return to their earlier states as well. As a safety measure, children or descendants may be preserved and guaranteed to be born the same, regardless of how drastically the timeline is altered before their conception. Fate has given you another shot. Try not to waste it.

Smart Atoms - 400 CP
In this universe, power is written into the smallest pieces of existence. According to the semi-canon Official Handbook (albeit not the *Invincible* comics themselves), certain beings possess so-called Smart Atoms, microscopic components that instinctively react, adapt, and optimize to ensure survival and growth. Yours are among the finest ever seen. Your body, mind, and powers are constantly being refined. Strength grows faster. Durability improves more easily. Healing becomes more efficient. Your abilities become easier to control and more effective with use. Training, combat, and hardship all yield greater rewards. Temporary boosts, beneficial adaptations, and physical growth are far less likely to fade with time, allowing your gains to remain stable and permanent unless deliberately removed.

Your biology is highly stable and extraordinarily receptive to beneficial changes. Genetic modifications, cybernetics, magical enhancements, and foreign powers integrate far more smoothly, while harmful mutations, rejection, and incompatibilities are greatly reduced. Your body also possesses extraordinary internal cohesion. You are far better at withstanding crushing force, internal stress, extreme acceleration, violent impacts, and other forces that would tear lesser beings apart. Your body instinctively holds itself together under conditions that should reduce you to paste. Finally, your Smart Atoms may subtly adapt to recurring threats or environments over time, developing resistances, efficiencies, or entirely new traits as needed. Lastly, this perk acts as a **Capstone Booster** for all origin trees in this Jump, unlocking your hidden potential. Greatness is in your nature. Evolution is merely catching up.

ROOKIE

Just Like Dad…Right? - 100 CP
You haven't seen the worst this world has to offer…and maybe that's a good thing. You possess a deep well of optimism, hope, and emotional resilience. Cynicism, despair, and fear have a much harder time taking root in your heart. Even after failure, tragedy, or betrayal, you can keep moving forward and inspire others to do the same.

Your optimism is contagious. Allies are more likely to keep fighting, civilians feel safer around you, and even hardened individuals may find themselves softening in your presence. This does not make you naïve. You can still recognize evil and danger. It simply means the darkness has a harder time changing who you are. It's hard to break someone who still believes things can get better.

No One Is Gonna Pull Their Punches - 100 CP
This world is cruel. Villains cheat. Monsters kill. And nobody is going easy on you just because you're new. You possess exceptional emotional control in battle and moments of crisis. Rage, fear, panic, and grief are far less likely to cloud your judgment or make you lose control. You can keep a cool head under pressure, think clearly through pain, and avoid reckless mistakes caused by emotional outbursts. You may still feel your emotions fully, but they no longer control your actions unless you allow them to. After all, if you lose control for even a second…someone could die.

Don't Think, Act - 200 CP
When you're new to this whole superhero thing, hesitation gets people killed. Sometimes there isn't time to think. You just have to move. You possess incredible instincts in fast-moving situations. In combat, emergencies, or moments of crisis, your body reacts almost instantly, even before your mind fully processes what's happening. You can dodge surprise attacks, intercept danger, and make split-second decisions under immense pressure.

This instinctive action is not mindless flailing. Your reactions tend to be effective, efficient, and surprisingly clever, especially in unfamiliar situations. As an added bonus, you learn far faster through direct experience. Every fight, mistake, and close call teaches you something, allowing you to rapidly improve your reflexes, combat skills, and situational awareness. Thinking is good. Living long enough to think is better.

Welcome to the Teen Team - 200 CP
Being a hero isn't always about winning alone. Sometimes it means working with people like Rex Splode, Atom Eve, and Robot without strangling them. You are exceptionally skilled at teamwork. You instinctively understand how to coordinate with others in combat, rescue operations, and high-stress situations. You can quickly identify strengths, weaknesses, and fighting styles, allowing you to slot naturally into almost any team dynamic.

Your communication is clearer, your timing sharper, and your presence makes it easier for others to work together as well. Confusion decreases, plans come together faster, and allies are less likely to get in each other's way. Even teams full of clashing egos, conflicting methods, or outright hostility become more functional with you around. Congratulations. You're officially on the team.

Just Save One Person - 400 CP
Sometimes you can't save everyone. Sometimes the building is collapsing, the city is burning, and people are dying faster than you can reach them. In those moments, all you can do is save the one in front of you. You possess extraordinary instincts when it comes to rescue and disaster response. In moments of chaos, you can rapidly identify the most efficient actions to save as many lives as possible. You know where to move, who to prioritize, and what to do to maximize survival.

Even when saving everyone is impossible, you are exceptionally good at preserving at least something. One life. One family. One piece of hope. Your efforts seem to stretch farther than they should, buying precious seconds and creating opportunities where none existed. This perk also grants you a strong resistance to guilt, despair, and hesitation caused by impossible choices. You can make hard calls and keep moving without freezing under the weight of what you could not save. Just save one person…and then another.

We Need To Take This Out of the City - 400 CP
Every superpowered idiot in this world seems determined to throw hands in the middle of downtown. You, however, know better. You possess a remarkable talent for minimizing collateral damage during combat. You instinctively notice ways to redirect battles toward safer locations, create openings to move enemies away from civilians, and control the flow of combat to limit destruction.

Your attacks and movements can also be selectively restrained or focused, allowing you to unleash tremendous force without unnecessary environmental damage. You can

throw a punch through a villain without leveling the block behind them… unless you want to. In addition, collateral damage caused by your actions is naturally reduced in subtle ways. Falling debris misses civilians. Buildings collapse more slowly than they should. Shockwaves disperse more safely. You still can't prevent every tragedy, but you'll save far more lives than most heroes ever could. Somebody has to care about the city.

I'm… Invincible - 600 CP

At first, it was just a name. A costume. A stupid joke. Something you were expected to live up to. Now it means something. You possess monstrous determination and absurd growth potential. The longer a battle drags on, the harder you become to put down. Pain fades into the background. Exhaustion slows. Fear dulls. Your body and mind push beyond their normal limits in order to keep fighting. So long as you still draw breath and have something worth protecting, you'll continue to stand strong.

In desperate battles, your physical abilities will spike beyond their normal limits. This increase is especially large when protecting others, facing overwhelming odds, or fighting through injuries that should have already ended the battle. Defeat is one of your greatest teachers. Surviving a brutal loss, near-death experience, or humiliating defeat grants rapid growth in strength, skill, and experience. It becomes far less likely that the same tactic, enemy, or mistake will bring you down a second time. Lastly, so long as you continue to fight, others around you will find the strength to do the same. Allies rally. Civilians endure. Hope lingers so long as you still stand. You are not unstoppable. But stopping you is going to take everything.

- **Capstone Boost:** At this point, the name is no longer aspirational. It is accurate. Your ability to keep fighting no longer just pushes past limits; it effectively ignores them. Pain becomes irrelevant, exhaustion stops building in any meaningful way, and fear no longer slows you down. So long as you are alive, you can continue fighting at near full capacity. Your growth in battle becomes immediate and aggressive. Instead of brief spikes, your power actively rises to meet whatever you are facing. Opponents who outclass you will feel the gap close as the fight drags on, making prolonged battles heavily favor you. Defeat is no longer just a lesson; it is a transformation. Surviving a loss or near-death experience grants massive improvement, making it extremely unlikely the same opponent or tactic will bring you down again. Finally, your presence turns resistance into momentum. As long as you stand, others will keep going. Allies push past their limits, civilians endure, and hopeless situations begin to shift simply because you refuse to fall. Ending the fight before you can recover becomes the only reliable way to stop you.

I Know You Care, I've Seen It - 600 CP

"You can change." Despite everything this world has shown you, despite the blood, the loss, and the endless cycle of violence, you still believe people can be better. Somehow…you're right. You possess an extraordinary ability to inspire change in others. Through words, actions, or sheer stubborn persistence, you can cause even deeply flawed people to question themselves and become better than they were. Tyrants may hesitate. Killers may seek redemption. Conquerors may lay down their arms. This does not happen overnight, nor does it guarantee success against those utterly incapable of change, but even the coldest hearts may crack under enough pressure from you.

The more hidden doubt, guilt, or buried humanity they possess, the more effective this becomes. Your faith in others also inspires hope and unity. Allies work together more easily, enemies are more willing to negotiate, and ordinary people are more likely to endure hardship rather than give in to despair. Entire societies may begin to heal under your influence. Most importantly, this belief strengthens you. The more you fight for peace, redemption, or a better future, the stronger your resolve becomes. Attempts to break your spirit, corrupt you, or make you give up become significantly less effective. The world is broken. That doesn't mean it has to stay that way.

- **Capstone Boost:** Your belief in others no longer just encourages change; it forces it to the surface. You can bring a person's buried doubt, guilt, and humanity to the forefront, making it impossible for them to ignore what they are and what they could become. Those capable of change will begin to shift far more quickly and completely, shedding old behaviors and committing to a new path. This influence scales beyond individuals. Conflicts become easier to resolve, factions grow more cooperative, and long-standing cycles of violence begin to break under your presence if given time. At the same time, your own resolve becomes nearly absolute. Attempts to corrupt, manipulate, or break you will fail unless backed by overwhelming force. Your convictions cannot be twisted or used against you. Your presence also acts as a moral anchor. People hesitate before doing the worst, allies hold onto their ideals, and even enemies may second-guess themselves at critical moments. The world may still be broken, but around you, it cannot stay that way.

AGENT

We're the Professionals - 100 CP
While the GDA's average agent may not be capable of throwing down with the true powerhouses of this world, that doesn't mean they're weak. These are highly trained operatives, soldiers, investigators, and crisis responders. They're meant to handle superhuman threats when things go wrong.

You've undergone the same training as a GDA agent, equipping you with their full skill set. This includes a solid foundation in martial arts, firearms, tactical movement, and investigative procedure. You might not be the world's greatest soldier, but you can comfortably stand alongside elite special forces and handle minor superhuman threats on your own.

How Are You Here? - 100 CP
One second you're across the country. Next, you're standing behind someone making passive-aggressive comments. You possess an exceptional talent for rapid deployment, extraction, and timely arrivals. It doesn't matter whether using teleportation, aircraft, vehicles, or mundane travel. You and any team under your command can reach destinations far faster than should reasonably be possible. You instinctively know the fastest viable routes, can coordinate transport logistics with incredible precision, and are unusually good at arriving at exactly the right moment for dramatic reveals, surprise reinforcements, or emergency extractions. This also applies to escaping danger. Retreats, evacuations, and tactical withdrawals will become less prone to disaster. You may not have Cecil's teleporter… but people will start wondering.

Director's Orders - 200 CP
There's a certain tone people use when they expect to be obeyed. Cecil has it, and it seems you do as well. When you speak with authority, people listen. Soldiers follow your commands faster. Bureaucrats stop arguing. Civilians panic less in a crisis. Even stubborn heroes may pause long enough to hear you out. This works best when you have a legitimate position, clear expertise, or control of the situation. The more chaotic the circumstances, the more likely others are to defer to you. In emergencies, people instinctively look to you for direction.

Your orders come across as concise, credible, and actionable. You know how to cut through confusion and get people moving immediately. You can communicate priorities clearly under pressure. Even complex instructions are easier to understand and carry out. This effect is strongest on organized groups such as military forces, government agencies, or trained teams. It is weaker on lone actors, rebels, or those with personal reasons to ignore you. Still, when you point at someone and say “Do it,” odds are they will.

He’s More Useful Alive - 200 CP
The heroic thing to do with most villains would be to bury them or lock them away forever. The world, however, rarely rewards heroics. That’s a lesson you’ve learned and one you’ve taken to heart. You possess a keen instinct for identifying when an enemy is more valuable as an asset. With a single, well-placed conversation, you can take a hostile or uncooperative individual and steer them toward reluctant cooperation. True loyalty or a full change of heart will take time, but getting them to listen, to follow orders, even begrudgingly, comes surprisingly easily to you. Even those who are completely insane or diabolically evil will come around to your side with enough effort.

We Need a Contingency - 400 CP
Let’s face it, this is a broken world. It’s filled with godlike beings, impossible monsters, and, somehow, the worst of all: emotional teenagers with superpowers. If you want to survive, you need to be ready for anything. Luckily, you have the tactical expertise to develop contingencies for nearly any threat. By observing a target and gathering even a moderate amount of information, you can identify weaknesses, predict behavior, and formulate effective plans to neutralize them. The more data you have, the more precise and devastating your strategies become. This is effective on both an individual level and on a macro level. It doesn’t matter if it’s an out-of-control villain or an alien empire. If they come at you, you’ll be ready and waiting.

I’ll Move Mountains - 400 CP
Most people have budgets. Cecil has a blank check that has to be illegal somehow. Like the scarred director, you have an exceptional talent for securing resources, mobilizing assets, and making impossible projects happen. Funding appears when needed, approval gets pushed through, and equipment arrives on time like it’s supposed to. Even problematic personnel will be reassigned before anyone can object. You know exactly who to call, what forms to forge, and which strings to pull. You can navigate bureaucracies with alarming speed. Red tape becomes a suggestion rather than a barrier.

Need a satellite repositioned? Done. Need a city evacuated? Already in progress. Need a secret underground lab filled with morally questionable experiments? You probably have three. This applies to legal channels, covert channels, and outright theft if needed. You can acquire manpower, materials, transport, or information with remarkable efficiency. The larger the request, the more effort it takes. Truly absurd demands still require leverage or time. Even then, your chances are far better than they should be. When others ask, “How did you get this approved?” You ask why they’re wasting time talking.

Web of Shadows - 600 CP

A war is won long before the first punch is thrown. Information is everything. You possess an intelligence network worthy of the GDA itself. Whether through agents, surveillance systems, informants, satellites, or digital monitoring, you have an uncanny ability to gather information on threats across the globe. You can build networks quickly. You can maintain them efficiently. Most importantly, you can make sense of what they bring you. Patterns reveal themselves to you almost instinctively. Hidden connections stand out. Threats become easier to predict. Lies become easier to uncover. You can piece together plots, conspiracies, and enemy movements from fragments others would overlook.

This extends beyond gathering information. You know how to bury it. You can suppress leaks, erase evidence, spread misinformation, and control narratives with frightening skill. Sensitive operations stay hidden. Scandals disappear. Enemies struggle to learn what you don’t want known. Your intelligence operations are naturally more secure. Agents stay loyal more often. Data breaches happen less. Hidden bases remain hidden. Double agents are easier to catch before they become a problem. When you’re at your best, you'll be able to monitor entire nations, track superhuman threats in real time, and quietly shape world events from the shadows. Heroes save the world in public. You save it where no one will ever see.

- **Capstone Boost:** Your information networking skill no longer just rivals the GDA, it surpasses theirs. You can establish global, even interplanetary intelligence systems with minimal effort, and they will operate with near-perfect efficiency. Information flows to you constantly. Most importantly, it arrives already organized. Patterns, threats, and hidden connections are immediately clear without requiring active analysis. Nothing stays hidden from you for long. Secret projects, covert operations, and emerging threats naturally surface through your networks, often before they fully develop. Even other intelligence agencies will unknowingly feed into your system over time, their actions and data becoming part of your broader awareness. At the same time, your ability to suppress information becomes absolute, short of direct exposure. Data can be erased,

altered, or buried so thoroughly that recovering it becomes nearly impossible. Leaks fail before they begin, double agents are identified almost immediately, and anything you choose to hide may as well not exist. At your peak, you are not reacting to world events; you are quietly shaping them. Nations, organizations, and even superhuman conflicts begin to move in ways that align with your understanding, often without realizing why.

Someone Has to Do It - 600 CP

Most people see Cecil as a hard, uncompromising director. The man who makes the calls no one else will. What they don't see is everything happening beneath the surface. The quiet manipulations, the invisible pressure, the way events are nudged into place long before anyone realizes what's happening. You've been taught by Cecil himself how to operate in that world.

How to build networks that span nations, how to push governments into alignment without them realizing it, and how to guide heroes and villains alike toward outcomes of your choosing. When the world starts to fall apart, you won't be the one in the spotlight. You'll be the one holding it together from the shadows. Optionally, you may be one of Cecil's direct students, or even a contingency he put into place long before the current crisis. If chosen, this will be reflected in your In-Jump history, granting you appropriate connections, resources, and a fitting place within the GDA's web of secrets.

- **Capstone Boost:** You no longer just operate in the shadows. You define them. Your ability to guide events becomes precise and far-reaching. Governments, organizations, and powerful individuals can be nudged into alignment through subtle pressure, carefully placed information, and long-term planning. Most will never realize they were influenced at all. You can run multiple large-scale operations simultaneously without losing control, keeping track of shifting variables, personalities, and outcomes with ease. Contingency plans form naturally in your mind, allowing you to respond to unexpected developments almost instantly. Your influence over people deepens as well. Heroes, villains, and leaders alike become easier to guide toward specific outcomes. This could be through trust, manipulation, or carefully engineered circumstances. Even those who resist you will often end up playing into your plans without realizing it. Most importantly, your control becomes self-sustaining. The systems, alliances, and pressures you put in place continue to function even without your direct attention. They'll maintain stability, and events will be steered exactly where they need to go. When the world begins to fall apart, you will not be scrambling to fix it. You will already be three steps ahead, quietly ensuring that it never fully does.

HERO

You're Safe Now - 100 CP
There are few words in the world more comforting than hearing a hero say everything's going to be okay. Of course, in this world, that usually means the real fight is about to start. When you arrive on the scene of a disaster, battle, or emergency, your presence alone brings calm and confidence to those around you. Civilians panic less, allies steady themselves, and even frightened or wavering individuals will find the courage to act. Fear, despair, and confusion lose much of their grip so long as you remain visible and in control.

This effect grows stronger when you actively protect others, make dramatic entrances, or visibly place yourself in harm's way. A hero catching a collapsing bridge tends to inspire more confidence than a strongly worded tweet. This effect applies in any crisis where hope is in short supply. Alien invasions, natural disasters, apocalyptic wars…same job, different skyline. Simple, classic, effective. Just try not to die on live television.

Balancing What You Want, With What You Need - 100 CP
Being a superhero is great right up until it ruins literally everything else in your life. Date night? Alien invasion. Family dinner? Supervillain attack. Your best friend's wedding? Some idiot in a robot suit is robbing Fort Knox. Ask Mark Grayson how well juggling hero work and relationships usually goes. Thankfully, fate seems unusually willing to cut you some slack. When you have important personal obligations, emergencies and crises are less likely to occur during that exact window. Villains seem to delay their plans, disasters happen elsewhere, and problems somehow resolve themselves long enough for you to breathe.

This won't stop truly inevitable events or major plot-tier catastrophes, though it will drastically reduce interruptions during your downtime. On top of that, you have a knack for balancing work and personal life efficiently. You're better at scheduling, managing obligations, and squeezing the most out of your available time without burning out. You can maintain relationships, hobbies, and responsibilities far more easily than most heroes. Turns out the secret identity thing gets a lot easier when the universe stops being petty for five minutes.

Image is Everything - 200 CP
Being a hero isn't just about saving lives. It's about interviews, press conferences, government contracts, and pretending you didn't just level three city blocks. You possess veteran skill in handling public relations, politics, and bureaucracy. You know how to speak to the media without creating a scandal, how to navigate government oversight without losing your patience, and how to maintain a public image even when the truth is…complicated.

Beyond mere professionalism, this grants a notable boost to charisma, social grace, and the ability to read a room. You know when to inspire, when to reassure, and when to spin the narrative in your favor. Whether you're calming a frightened crowd or explaining to Cecil why your "minimal collateral damage" estimate was off by six figures, you know how to make it sound good.

How to Take a Punch - 200 CP
Turns out surviving this job requires more than good intentions. You possess the combat instincts and veteran experience of a seasoned career superhero. You know how to fight opponents stronger than you, coordinate in team battles, exploit openings, and adapt quickly in the middle of chaotic combat. You have a strong grasp of positioning, battlefield awareness, and the practical realities of fighting in populated areas. You're especially skilled at rolling with impacts, mitigating damage, and recovering your footing after devastating blows. While this doesn't make you tougher physically, you know how to survive fights that should kill less experienced combatants. Anyone can throw a punch. Professionals know how to take one.

He'll Be Better Than I Ever Was - 400 CP
No one wears the cape forever. Well… except maybe The Immortal. Most heroes eventually slow down, retire, or get turned into a cautionary tale. The smart ones make sure someone is ready to take their place. You have remarkable luck when it comes to finding promising protégés, worthy successors, and capable sidekicks. The right people tend to cross your path, often possessing the talent, temperament, or potential needed to inherit your legacy. They may not be polished, but they'll have what it takes. More importantly, you are exceptionally gifted at training them.

Your students learn from you quickly and efficiently, absorbing your skills, techniques, instincts, and ideals at an accelerated rate. You can pass on combat training, leadership, trade skills, and even abstract lessons such as judgment, restraint, and heroism with unusual effectiveness. Those you mentor are also more likely to surpass your limits. Rather than becoming pale imitations, your successors can build upon your

teachings and become something greater. If they inherit your mantle, organization, or mission, it is likely to continue growing stronger rather than fading after you leave. And if things go catastrophically wrong… well, your phone will probably ring.

I'm Not Letting Go - 400 CP
Being a hero can be messy. Sometimes "messy" means bruises and a concussion. Sometimes it means your intestines are hanging out while you're trying to choke out a cyborg assassin. You have an incredible ability to continue fighting through pain, injury, and exhaustion that would cripple most people. So long as your body is physically capable of movement, you can force it to keep going. Broken bones, deep wounds, organ damage, blood loss, and extreme fatigue become obstacles to work around rather than immediate defeat.

Pain will not cloud your judgment or break your focus. You can think clearly, fight effectively, and keep your priorities straight even while your body is screaming at you to lie down and die. You're particularly good at summoning that last desperate burst of strength needed to protect someone. You always land one final attack or drag yourself across the finish line before collapsing. This will not keep you alive if you suffer a truly fatal injury, nor will it replace the need for medical treatment, but it can buy you precious seconds needed to finish the fight. Because sometimes saving the day means refusing to fall over until the other guy does first.

We've Been Doing This a Long Time - 600 CP
Some heroes burn bright and fade fast. Others keep standing long after everyone else is dead, retired, or buried under a mountain of bad decisions. Years of hero work, brutal battles, constant training, and hard-earned experience have honed your body and mind toward their absolute peak. Your instincts are sharper, your reflexes cleaner, your judgment steadier, and your control over your abilities more refined than ever before.

You know your limits intimately, which in practice means pushing past them with alarming consistency. Your body maintains the benefits of training, experience, and conditioning with exceptional efficiency. Strength, stamina, flexibility, coordination, and skill will not meaningfully deteriorate through age, inactivity, or temporary loss of powers. Even if your abilities are stripped away, suppressed, or burned out, your body and mind will retain as much of the skill and conditioning built around them as possible.

Should you regain lost powers, recover from crippling injuries, or reclaim abilities you once possessed, you'll find yourself able to return to peak effectiveness far faster than expected. Like Black Samson stepping back into the suit, it all comes back quicker the

second time. This also applies mentally. Trauma, stress, and the sheer weight of years are less likely to wear away your resolve or dull your competence. Time may make you grumpier, but it won't make you lesser. Some people call it experience. Others call it being too stubborn to quit.

- **Capstone Boost:** Time no longer just sharpens you. It perfects you. Your body and mind now retain *everything* they have ever learned or achieved at peak efficiency. Training, experience, and skill never fade, and even long periods of inactivity cannot dull your edge. You do not meaningfully decline. You passively improve over time, even without active effort. Small refinements stack continuously, pushing your physical abilities, techniques, and control beyond what normal training could achieve. Recovery becomes almost trivial. Lost powers, damaged abilities, or severe injuries no longer set you back in any lasting way. You will return to peak condition rapidly, often stronger or more refined than before. Even extreme setbacks fail to diminish you. Amnesia, power loss, or forced resets will still leave behind the foundation of your experience, allowing you to rebuild far faster than should be possible. You are not just experienced. You are irreversible.

I Can See the Whole Picture - 600 CP

Anyone can throw a punch. The hard part is knowing where to throw it. Years of experience have sharpened your instincts into something almost superhuman when it comes to large-scale battles, disasters, and chaotic situations. In the middle of overwhelming complexity, your mind naturally organizes the chaos into something manageable. You can rapidly assess threats, identify priorities, track moving parts, and formulate effective plans in seconds. You instinctively understand battlefield flow, enemy tactics, structural weak points, evacuation routes, and the best way to allocate manpower and resources. In a city-wide disaster, you'll know where to deploy heroes to save the most lives. In a team battle, you can coordinate allies with incredible efficiency. In war, you can identify the enemy's weak link and exploit it before they realize it exists.

Your plans are practical, adaptable, and resilient under pressure. Even when things inevitably go wrong, you can rapidly adjust and salvage the situation. Allies following your leadership perform better, overlap less, and are less likely to get in each other's way. This instinct extends beyond combat as well. You can manage public crises, political disasters, rescue operations, and even long-term organizational planning with similar effectiveness. You may not be the strongest person in the room, but with enough time, you can make sure the strongest person is standing exactly where they need to be.

- **Capstone Boost:** You no longer just understand chaos. You dominate it. Your awareness expands to track entire battlefields, disasters, or wars in real time

without strain. Every moving part, be it enemy actions, ally positions, structural risks, and emerging threats, all of it fits into a clear mental model. Your plans shall become predictive rather than reactive. You can anticipate how situations will evolve seconds to minutes in advance, allowing you to position allies, resources, and responses before problems fully manifest. Coordination under your leadership approaches perfection. Allies instinctively fall into optimal roles, conflicts in movement or strategy disappear, and even untrained individuals perform far beyond their usual limits when directed by you. Even when overwhelmed, your plans degrade gracefully. Failures cascade into controlled losses instead of total collapse, allowing you to stabilize situations that would normally spiral out of control. Given even minimal resources, you can turn chaos into order and losing situations into victories through sheer coordination and foresight.

VILLAIN

It's Nothing Personal - 100 CP
People love to romanticize crime. Loyalty, brotherhood, family… sure. In reality, moving up in the underworld usually means stabbing someone in the back, then shooting them just to make sure they stay down. You are a natural at navigating the bloody ladder of criminal ambition. You instinctively know exactly who needs to be removed, when to make your move, and how to do it with minimal disruption to the organization around you.

Assassinations, betrayals, hostile takeovers, and strategic "accidents" all come easier to you. Better still, once you've secured your new position, things tend to settle quickly. Underlings fall in line, operations stabilize, and power vacuums are naturally filled before chaos can spread. Unless, of course, disorder would somehow benefit you. As a final bonus, those beneath you are far less likely to attempt the same trick. Whether through intimidation, respect, or fear of ending up in a shallow grave, your position becomes unusually secure. It's not personal. It's business.

Do You Know Who I Am? - 100 CP
Reputation matters. Sometimes more than power. The right name spoken in the right room can stop a fight before it starts. A glance can silence a crowd. A quiet threat can hit harder than a punch. You possess an overwhelming aura of menace, authority, and criminal prestige. When you enter a room, people notice. Your underlings will straighten up, your rivals will think twice before speaking out of turn, and even heroes may hesitate for a moment when faced with someone who radiates control as you do.

This effect scales with your actual accomplishments. The more feared, respected, or infamous you become, the stronger your presence grows. Tales of your victories spread further. Your reputation takes on a life of its own. People may surrender early, comply without argument, or panic simply because they know who you are. You're also skilled at weaponizing that reputation. You know how to make examples of enemies, stage displays of power, and cultivate fear without constant violence. You don't need to throw the first punch. Sometimes saying your name is enough.

Big Man on Call - 200 CP
Connections are everything in this line of work. Money helps, too, but knowing who to call can solve almost any problem. You are exceptionally well-connected in criminal, mercenary, and villainous circles. No matter what problem arises, you almost always know someone suited to handle it. Need an assassin? A smuggler? A hacker? A mad scientist? A monster capable of beating Earth's strongest hero to death?

You have a number ready to dial. These contacts are willing to hear you out and are generally easier for you to hire, negotiate with, or call in favors from than they would be for others. The bigger the favor, the higher the cost, but the option is almost always there. Over time, your network naturally expands as you encounter new people and opportunities. Soon enough, everyone worth knowing may end up in your contacts list. It pays to know a guy.

Everyone Has a Price - 200 CP
Heroes like to pretend people can't be bought. That's adorable. You have a frightening knack for identifying what motivates others. Money. Power. Revenge. Security. Recognition. Love. Fear. With a little conversation, observation, or leverage, you can quickly determine what someone truly wants. Once you know, offering the right incentive becomes much easier. Those who would normally turn away bribes will hesitate, your threats will seem grander, and overall temptations become harder to refuse when you're the one making an offer.

You're exceptionally skilled at turning enemies into allies, allies into traitors, and neutral parties into useful pawns. This is not mind control. Truly incorruptible people exist. Some loyalties run too deep to break. Still, most people have cracks somewhere. You're very good at finding them. This works especially well in criminal organizations, political systems, or desperate situations where morality bends under pressure. The world runs on deals. You just happen to make the best ones.

You Should've Killed Me - 400 CP
One of the biggest mistakes heroes make is letting villains live. One of the biggest mistakes villains make is dying. You have an exceptional instinct for survival, escape, and contingency planning. Safehouses are prepared in advance. Escape routes seem obvious to you. Backup plans come naturally. Hidden assets stay hidden until needed most. When defeat seems likely, opportunities to escape appear more often. Guards get distracted. Systems fail at the right moment. Vehicles are nearby. A hidden tunnel just happens to be beneath the throne.

Even when captured, you're remarkably hard to keep contained. You notice flaws in prisons, exploit weaknesses in restraints, and identify exploitable cracks in your captors' routines. If "killed," there is a greater chance you left behind insurance. Backup bodies, secret clones, hidden consciousness transfers, and emergency teleporters are valid choices. Whatever fits your methods. This won't make you immortal. It just makes finishing the job annoyingly difficult. Expect a lot of "How are you still alive?"

A Necessary Evil - 400 CP
Being a villain isn't always about greed or power. Sometimes it's about doing what others are too weak or too scared to do. You possess the uncanny ability to turn seemingly morally questionable actions into long-term gains. Ruthless decisions, dirty tactics, and outright atrocities committed by you tend to produce disproportionately beneficial outcomes.

A hostile takeover may stabilize a city. Eliminating a hero may prevent a greater disaster. Criminal operations may create order where chaos once ruled. Even when others despise your actions in the moment, time often proves that your methods were effective. In some cases, people may even come to accept or appreciate your rule once the results become clear. This does not magically make evil good, nor does it erase consequences entirely, but somehow your darkest actions often end up being…necessary.

I'm Always Ten Steps Ahead - 600 CP
The Heroes may enjoy winning battles, but you're the one who'll win the war. Your mind is built for long-term schemes, layered contingencies, and manipulations so complex they may as well be prophecy. You can create intricate plans that account for interference, betrayal, and unpredictable variables. When one plan fails, another triggers. When that one fails, the failure itself may still create a useful outcome. You excel at predicting how heroes, governments, villains, and entire societies will react to your actions. This allows you to bait enemies into traps, manipulate decisions, and engineer situations where every available choice benefits you.

Even your defeats can become victories. Perhaps the heroes stopped your machine, but the distraction let your lieutenant seize the city. Perhaps they exposed your operation, but public outrage destroys their reputation. Perhaps they kill you… only to activate phase two. Your plans are unusually resilient to chaos. Randomness, emotion, and unexpected interference are easier to account for. You adapt quickly when things go wrong. You are not omniscient. Truly random events and overwhelming force can still

ruin everything. Still…by the time anyone realizes what you're doing, they're probably already too late.

- **Capstone Boost:** Your plans no longer just account for failure. They weaponize it. Every action you take naturally generates layered contingencies, many of which require no conscious effort to construct. Even disrupted plans will tend to produce advantageous outcomes, as your schemes are built to redirect failure into progress. Your predictive ability has also been sharpened significantly. You can model the behavior of individuals, groups, and even entire societies with high accuracy, allowing you to guide events with minimal direct intervention. Opponents attempting to counter you often play directly into your hands. Efforts to expose, disrupt, or defeat your plans frequently trigger secondary effects that benefit you instead. Your operations become extremely difficult to fully dismantle. Removing one piece of your strategy rarely stops the whole, and fully unraveling your plans requires near-total understanding of everything you've set in motion. You are still not omniscient, but unless someone massively outscales you or acts completely outside all reasonable logic, they are already moving within a game you designed.

The World Will Be Better Under Me - 600 CP

Some villains seek wealth. Others seek revenge. You seek control because, deep down, you genuinely believe the world would be better if everyone simply listened to you. The terrifying part is…you may be right. You possess extraordinary talent when it comes to conquering, ruling, and restructuring societies. Once you take control of a city, country, planet, or even an interstellar empire, you can rapidly stabilize it. Your efforts will improve nearly every aspect of life within your domain. Crime plummets. Infrastructure improves. Supply lines are restored. Hunger fades. Resources are distributed efficiently. Wars end. Corruption is rooted out. Systems that once took decades to repair can be rebuilt in months under your rule.

Your rule may be authoritarian, ruthless, or brutally efficient. You may restrict freedoms, silence dissent, and your enemies may disappear in the night. Yet despite the cost, the results are undeniable. Poverty will shrink while your citizens will live safer, longer, and more prosperous lives. Entire civilizations may enter golden ages beneath your iron fist. Even those who oppose your methods will struggle to deny your success. Heroes may condemn your actions, but they will be forced to acknowledge that you made things better. Rebellions become harder to sustain when life under your rule is objectively superior to what came before. Even conquered populations may slowly come to accept, respect, or even love you as conditions improve. You are not merely a tyrant. You are the

architect of utopia. The greatest curse of all? History may remember you as a monster…and a savior.

- **Capstone Boost:** Your rule no longer just improves the world. It optimizes it. Once you take control, systems under your authority rapidly approach peak efficiency. Governments stabilize almost immediately, corruption struggles to take root at all, and large-scale issues like famine, crime, and economic collapse are resolved with startling speed. Your influence reshapes not just systems, but people. Populations adapt to your rule, becoming more cooperative, productive, and aligned with the structure you impose. Resistance still exists, but it becomes fragmented and increasingly unsustainable over time. Your domain actively resists decline. Even when you are not directly managing it, the systems you establish continue to function effectively, maintaining stability and progress with minimal oversight. Expansion becomes easier as well. Newly conquered or integrated territories stabilize far faster than they should, allowing your influence to spread without the usual growing pains of empire-building. Even your harshest methods become difficult to argue against. The results speak for themselves so clearly that opposition loses momentum unless driven by overwhelming ideological conviction or external interference. You are no longer just a ruler. You are the standard by which all civilizations under your control are measured.

SCIENTIST

We'll Put Him To Work - 100 CP
For all the horrors mad scientists unleash on the world, people are strangely reluctant to kill them. Maybe it's because your latest death robot can level a city. Maybe it's because your cloning tech could change the world. Maybe it's because Cecil sees "morally reprehensible" and reads "promising applicant." Provided you possess a useful or valuable skillset, enemies will be noticeably more reluctant to kill, maim, or permanently damage you. Instead, they're more likely to capture you, recruit you, ransom you, or otherwise attempt to exploit your talents. The more unique or irreplaceable your skills are, the stronger this effect becomes. If you're the only person who can stabilize a doomsday weapon or cure a plague, even your enemies may go out of their way to keep you comfortable. This won't stop truly irrational hatred or mindless destruction, though most practical foes will think twice before smashing the guy who built the teleporter. Congratulations. You're too useful to die.

I'm a Real Doctor - 100 CP
No, really. You possess legitimate doctorate-level education and credentials in three fields of your choice. These may be scientific, technical, or medical disciplines such as robotics, genetics, physics, chemistry, medicine, engineering, or similarly relevant areas. Your knowledge is comprehensive, practical, and professionally applicable. You understand both the theory and real-world application of these disciplines, allowing you to perform at the level of a highly competent expert in each. You also gain the social credibility and professional legitimacy these credentials bring. People are far more willing to trust "Doctor Jumper" than "that lunatic in the lab coat." You may purchase this perk multiple times to gain expertise and credentials in three additional fields with each purchase. It's not mad science if you have peer-reviewed papers.

OSHA Compliant - 200 CP
Safety regulations exist for a reason, people. You have an exceptional understanding of laboratory safety, containment procedures, fail-safes, ethical boundaries, and risk management. This includes both research and development. You can identify dangerous flaws in experiments, spot security vulnerabilities, and implement effective safeguards before things spiral into "giant rampaging monster" territory. Your projects are far less likely to fail catastrophically due to oversight, sabotage, or unforeseen chain reactions. Dangerous creations are easier to control, unstable materials are easier to

contain, and your facilities are more secure against accidents. You're also skilled at creating emergency shutdown systems, containment cells, kill-switches, and backup plans for when your colleagues inevitably ignore your warnings. This won't prevent deliberate betrayal or impossible bad luck. It, however, will dramatically reduce the odds of "science accident creates supervillain." Honestly, someone should've bought this for Sinclair.

They All Said I Was Mad! - 200 CP
Well, guess who built a subterranean empire with an army of Mole Men, Jeremy? That's right. Me. Your mind doesn't work like other people's. Whether due to eccentricity, obsession, or full-blown insanity, you approach problems from angles sane minds would never consider. Somehow, this lets you stumble upon ideas so bizarre they loop back around to genius. You excel at wild leaps in logic, unconventional experimentation, and impossible-seeming inventions. When others say an idea violates common sense, established theory, or basic safety standards, you're more likely to prove them wrong. More importantly, your insane ideas have a disturbing tendency to actually work. Machines that should explode stabilize. Energy sources that should collapse somehow sustain themselves. Half-finished theories become world-changing breakthroughs through equal parts brilliance and reckless confidence. Not every invention will be a miracle, but even your failures will have more beneficial results than disastrous ones. You're not crazy. You're just ahead of the curve.

I Already Reverse-Engineered the Design - 400 CP
Innovation is overrated. Why waste years inventing something when some other idiot already did all the hard work for you? You possess extraordinary skill at analyzing, understanding, and reverse-engineering technology, biology, powers, systems, and designs. Given enough time and access, you can break down almost any creation into understandable parts and replicate its function. The more advanced or alien something is, the longer it may take to fully comprehend.

Once understood, however, you instinctively begin noticing inefficiencies, flaws, vulnerabilities, and opportunities for improvement. You're especially talented at refining stolen ideas into superior versions. Your copies are often cheaper, faster, stronger, or more efficient than the original design. This applies beyond machinery. Genetic engineering, cybernetics, mystical artifacts with scientific principles, dimensional portals… if it has rules, you can figure them out. Robot would call it "optimization." The Maulers would call it "borrowing." You'd call it efficient.

I Need a Dozen Now, Not In a Week - 400 CP
Deadlines are suggestions rather than strict rules. When under pressure, you can focus your full intellect and effort on a smaller number of projects to drastically increase the speed at which you work. If your attention is normally split between multiple tasks, you may consolidate that effort into one or a few priorities, multiplying your speed proportionally. A scientist capable of managing twelve projects at once could complete one project roughly twelve times faster by devoting all available effort to it. This acceleration applies to design, engineering, construction, coding, calculations, research, surgery, or any other mentally or technically demanding task you personally perform. However, this won't create materials or bypass required steps. You still need proper tools, resources, and enough raw capability to complete the work. Still, when an angry hero is punching through your blast doors, "mostly finished" suddenly becomes "good enough."

I Asked Myself for Help - 600 CP
Some believe asking others for help is a sign of weakness. Maybe it is, but you found a way around it. You didn't ask others for help; you asked yourself. Through a process similar to that used by Angstrom Levy, you have safely merged with and absorbed the knowledge, skills, and experiences of over a hundred alternate versions of yourself from across the multiverse. Unlike Angstrom, this process was stable. Your body remains intact, your mind remains coherent, and your head has not swollen into a horrifying tumor. You gain access to an immense library of alternate expertise, memories, and perspectives. Sciences you never studied, skills you never learned, mistakes you never made, and successes you never achieved are now yours to draw upon. This dramatically improves your adaptability and problem-solving. If one version of you solved a similar problem somewhere in the multiverse, there's a good chance you'll recall the answer. Each new setting you enter allows you to repeat this process, integrating the knowledge and experiences of local alternate selves if they exist. Just…maybe don't think too hard about all the timelines where you died horribly.

- **Capstone Boost:** You no longer just draw from your alternate selves. You integrate them perfectly. Your mind can now access, organize, and apply your collective knowledge instantly without confusion or overload. Conflicting experiences, contradictory methods, and differing perspectives are automatically refined into the most effective possible approach. This process becomes continuous. As you encounter new timelines, universes, or alternate versions of yourself, their knowledge and experiences are passively integrated without requiring a deliberate process. You may also "consult" specific versions of yourself, effectively simulating their mindset to tackle problems exactly as they would, or combining multiple perspectives into something greater. Most

importantly, this knowledge becomes actionable at all times. You are never limited by hesitation, uncertainty, or lack of experience. If a version of you has solved it, you can apply that solution immediately. You are no longer a single perspective. You are the best outcome of a hundred lives acting in unison.

Super Genius - 600 CP

Some people are smart. You're the kind of smart that gets put on government watchlists. Your intellect is on par with the greatest minds in this world, comparable to Robot, D.A. Sinclair, or The Mauler Twins. Your raw intelligence covers learning speed, problem-solving, memory, analytical ability, creativity, and technical aptitude. You can process and synthesize information at incredible speed, reverse-engineer advanced technology, and devise solutions to problems that would stump entire teams of experts. In addition, choose one scientific or technical field in which you are among the foremost experts in the setting. Examples include robotics, cloning, cybernetics, genetics, dimensional engineering, seismology, medicine, and other similar disciplines. Within this specialty, your insights border on revolutionary. You may purchase this perk multiple times to gain additional specialties. Further purchases provide only minor increases to your general intellect, though your expertise in chosen fields remains absolute. Whether you use your brilliance to save the world, conquer it, or create an army of undead cyborg college students is entirely up to you.

- **Capstone Boost:** Your intellect no longer just rivals the greatest minds. It surpasses them entirely. Your processing speed, creativity, and analytical ability operate at a level where breakthroughs become routine. Problems that would take years or teams of experts can be solved in moments, and entirely new fields of science can be developed from scratch if needed. Additionally, you may now choose three specialties rather than just one. Within those fields, you are effectively without peer, capable of pushing them forward at a pace that redefines what is possible in the setting. You are no longer limited by existing knowledge or technology. Given sufficient resources, you can recreate, improve, or outright surpass nearly any scientific achievement you encounter, even if it originates from vastly more advanced civilizations. Your work is also unusually stable and scalable. Creations function as intended, are easier to replicate, and are far less prone to catastrophic failure or unintended side effects unless you deliberately design them that way. Finally, your intellect becomes self-improving. Every discovery, invention, or problem solved increases your ability to solve the next, creating a feedback loop of accelerating growth. At this point, the question is no longer whether something can be done. It's whether you feel like doing it.

CONQUEROR

Fully Compatible - 100 CP
One of the most unique traits of the Viltrumites is the dominance of their DNA. Viltrumite genetics are so overwhelmingly potent that any hybrid offspring will inevitably become nearly indistinguishable from a pure-blooded Viltrumite. Your fertility is equally impressive, allowing you to reproduce with virtually any species, regardless of how incompatible such a pairing should be. You can control your fertility, guaranteeing a pregnancy or stopping it if you need to for some bizarre reason. Regardless, your offspring will always inherit the best traits of both parents, though by default, they will physically resemble whichever parent is more powerful. Finally, you may choose whether or not your children will inherit your abilities. This includes your powers, perks, and any other unique abilities you possess.

This Is the Viltrumite Way - 100 CP
The Viltrumites do not fight fair; they fight to win. Demonstrating this, you possess exceptional instincts for brutal close-quarters combat, aerial warfare, and efficient killing. You know how to use momentum, leverage, and raw force to devastating effect. You can tear through weaker enemies with terrifying speed and challenge stronger foes through sheer skill. You instinctively target weak points. You know how to cripple mobility, destroy balance, and maximize damage with every strike. You are especially effective in high-speed combat. Midair grapples, supersonic collisions, and fights that move across cities or continents feel natural to you. This is not an elegant martial art. This is the art of killing with your bare hands.

There are Only 50 Viltrumites Remaining - 200 CP
The Viltrum Empire did not fall when its people were slaughtered. Even reduced to a fraction of its former strength, it endured. Not through numbers, but through the sheer quality and the will of those who remained. Any organization you are part of or lead reflects that same resilience. Your forces do not collapse under pressure, nor do they fracture easily from loss. It would take near-total annihilation to truly destroy what you've built.

Even then, so long as you remain, there is always a foundation to rebuild from. In practice, this means your presence alone can hold an organization together. Morale, structure, and purpose persist simply because you do. And if you are strong enough,

your personal power can compensate for overwhelming losses, allowing a shattered force to continue functioning long past the point where others would have broken.

Momentum is King - 200 CP
There are many factors that decide a battle. Strength matters. Skill matters. But in the skies, momentum is king. You are a master of aerial combat and high-speed maneuvering. Whether flying naturally or through other means, you possess flawless control over your movement in three-dimensional space. You can outmaneuver physically superior fliers, turn impossible angles, and maintain orientation during chaotic high-speed battles. You instinctively understand aerodynamics, inertia, and momentum, allowing you to use speed more effectively in both offense and defense. You know when to accelerate, when to pivot, and how to strike with maximum force. Most impressively, you may accelerate from zero to your maximum speed almost instantly without loss of control.

Purge the Weakness - 400 CP
The Viltrumites endured civil war, eugenics, and the near extinction of their species. By all rights, such brutality should have destroyed them. Instead, it forged them into monsters. You possess an unnatural ability to grow stronger through ruthless purification and hardship. Losses that would cripple others instead refine you. Your organizations, bloodlines, species, or even your own body may become stronger after periods of conflict, scarcity, or internal struggle.

Weak links are removed. Survivors adapt. Systems become more efficient. What remains is leaner, meaner, and more dangerous than before. This applies both physically and metaphorically. Harsh training can yield greater results. Dangerous conditions may force rapid adaptation. Organizations under pressure may emerge stronger and more unified once the dust settles. What doesn't kill you had better pray it finishes the job.

He Was Designed to Be the Best - 400 CP
The Grand Regent Thragg was not simply trained to be the strongest. He was created for it. Every aspect of his existence was refined to produce a being that stood above all others of his kind. Whether through rare mutation, careful design, or sheer chance, you represent a similar anomaly. You are the pinnacle of your species, a being whose natural capabilities far exceed what should be possible. Your strength, durability, speed, and any innate powers you possess are amplified several times over.

You will be leagues beyond your peers from the outset. For instance, if you were a younger Viltrumite, you'd be capable of fighting Adult Viltrumites on equal level, if not

beating them fairly easily. Moreover, this is not just a static advantage. Your body responds to growth and conflict more efficiently than others, allowing you to close gaps in experience at an alarming rate. Where others must train for years to reach new heights, you may find yourself achieving the same results in a fraction of the time.

Earth Isn't Yours to Conquer - 600 CP
You embody the terrifying certainty of a Viltrumite invasion. The moment you enter a battlefield or begin a campaign of conquest, your mere presence causes lesser foes to hesitate to engage, makes opposing armies lose cohesion, and forces their leaders to fumble under pressure. Resistance movements fracture as fear spreads, while morale collapses faster the longer you remain active. You possess an instinctive understanding of how to conquer worlds quickly and efficiently. At a glance, you can identify weak points in planetary defenses, cracks in political systems, and tensions within enemy alliances. Whether through assassination, terror, propaganda, or overwhelming force, you know exactly where to strike to create the greatest amount of chaos with the least effort.

When personally engaging weaker opponents, you can tear through entire armies or city blocks with terrifying speed. Survivors will often flee, surrender, or turn on one another rather than continue resisting. If your enemies know your reputation or witness your strength firsthand, these effects become even stronger. Once a population has been subdued, maintaining control becomes easier as fear gives way to order. Rebellions become less frequent, resistance cells are easier to uncover, and conquered worlds stabilize far faster beneath your rule. You are not merely a warrior. You are the moment the war is lost.

- **Capstone Boost:** You no longer just conquer worlds, you make them collapse. Your presence now exerts overwhelming psychological and strategic pressure. Armies break before fully engaging, leadership structures falter under your influence, and resistance efforts fail to organize in any meaningful way. Your ability to dismantle civilizations becomes immediate and precise. At a glance, you can identify not just weaknesses, but the *critical point* that will cause the fastest total collapse, whether that be infrastructure, leadership, culture, or morale. When acting directly, your assaults carry a cascading effect. Destroying key targets triggers wider breakdowns, shatters morale, inflames infighting, and causes systemic failure across entire regions. Once conquered, your control becomes self-reinforcing. Fear transitions cleanly into order, and your rule stabilizes rapidly without requiring constant enforcement. Rebellions rarely gain traction, and most resistance dies before it begins. At your peak, conquest is no

longer a prolonged campaign. It's simply a process of choosing when a world falls.

What Will You Have in 500 Years? - 600 CP
Viltrumites are an incredibly long-lived race. They do not think in years; they think in centuries. Empires rise and fall in the time it takes them to truly grow into their power. The question is not whether you will win, but what will still remain when everything else is gone. Fittingly, their strength is refined through time and experience. Similarly, your strength is not static. It is something that deepens over time, through conflict, survival, and sheer endurance. The longer you live and the more you fight, the more your body refines itself. Injuries that once might have nearly killed you will eventually be trivial at worst. Enemies that once challenged you will become insignificant. Growth that would plateau for others simply does not apply to you.

In addition, you possess an overwhelming will to continue. Fatigue, pain, and even catastrophic injury struggle to put you down for long. So long as you are not immediately killed, you will continue to fight, pushing far beyond normal limits and recovering from damage that should leave you broken. Each battle leaves its mark, but those marks become proof of your evolution rather than your decline. Given enough time, enough struggle, and enough survival, you will inevitably become something that lesser beings cannot hope to challenge. The only real question is how long it will take for the rest of the world to realize it.

- **Capstone Boost:** Your growth is no longer gradual. It is inevitable. Time and conflict now refine you at an accelerated rate. Every battle, injury, and hardship permanently improves your baseline, rapidly pushing you beyond prior limits. Your durability and recovery are unbelievable. Injuries that would cripple others become temporary setbacks, and so long as you are not instantly killed, you will recover fast enough to rejoin the fight. Best of all, you do not plateau. Ever. You will continue to grow regardless of how powerful you become, with each challenge pushing you further rather than meeting a ceiling. Additionally, your endurance becomes effectively limitless in combat. While others begin to flag, you'll remain strong, and prolonged battles favor you completely. Your opponent will only be able to watch on in horror as they weaken while you remain steady.

COALITION

You Need to Take Charge - 100 CP
Leadership is more than strength. Sometimes all it takes is confidence, authority, and the right tone of voice. When Allen the Alien took command of the Coalition of Planets, his first challenge was proving he belonged there. You have no such problem. You naturally project authority and competence, making others far more likely to accept your leadership. Councils will listen to you, your armies obey, and all subordinates fall in line.

You are especially skilled at bringing groups together beneath your banner. Rival factions will turn into willing allies, disorganized teams will become efficient under your command, and stubborn individuals will find it difficult to question your authority without good reason. With you at the helm, there will never be a risk of betrayal or mutiny from those under your direct command.

You Have My Word - 100 CP
In a galaxy held together by fragile alliances and desperate promises, trust is worth more than fleets. So it's rather fortunate that you have quite the silver tongue. You possess a remarkable gift for diplomacy, negotiation, and making others believe in your sincerity. When you offer your word in good faith, people are far more likely to trust you, accept your terms, and commit to your cause. Even hostile parties may agree to temporary truces or negotiations if you approach them sincerely.

You instinctively understand how to frame deals so both sides feel they've gained something valuable. You know which concessions matter, which compromises sting the least, and which promises will carry the most weight. Agreements made under your guidance are less likely to fail due to misunderstandings, hidden resentment, or poor wording. Even if someone intends betrayal from the start, your deals will hold once made. Your word carries weight, so please use it carefully.

This Is Our Fight Too - 200 CP
The Coalition of Planets exists because no world survives alone forever. You are exceptionally skilled at coordinating allied forces in battle. Armies, fleets, hero teams, and mixed-species task forces under your command communicate more clearly, react faster, and cover one another's weaknesses with surprising efficiency. Groups that

would normally struggle due to cultural differences, language barriers, or incompatible tactics begin working together as if they had trained side by side for years.

Events of miscommunication will cease, friendly fire incidents will be rare, and their overall timing shall improve dramatically. Moreover, you also excel at assigning the right people to the right battles. Specialists find themselves where they are most useful. Reinforcements arrive where pressure is greatest. Support reaches the front before collapse becomes inevitable. Everything will slot into place as your forces begin to flow as one. A scattered resistance will become an army, and an army will transform into a united front.

Why Are There So Many Forms? - 200 CP
Running a galactic alliance sounds glamorous until you realize most of it involves paperwork. Endless paperwork. Every world has demands. Every general wants reinforcements. Every supply line has problems. Somehow, you can keep it all straight. You are a savant when it comes to bureaucracy, logistics, and administration. Massive systems remain organized under your watch. Supply chains run smoothly. Reports stay accurate. Troops, resources, and information move where they are needed with minimal waste. You are also remarkably efficient. Tasks that would take teams of administrators days or weeks can be handled by you in hours. Best of all, you can do this without drowning in stress or losing the rest of your day. Turns out civilization really does run on forms.

The Greatest Mind of Unopa - 400 CP
The Unopans were not conquerors. They were survivors. Faced with extinction at the hands of the Viltrumites, they turned to the one weapon they had left: their minds. You possess the brilliance of the greatest minds of Unopa. Genetics, biological engineering, and evolutionary science come as naturally to you as breathing. You can identify desirable traits in living beings, isolate them, refine them, and combine them into something greater.

With sufficient time, resources, and viable subjects, you can create enhanced warriors, adaptive super soldiers, cloned armies, or even entirely new species built for a purpose. You could replicate the experiments that created Allen the Alien and potentially improve upon them with time. Your talents are not limited to creating life. You are equally capable of improving existing species, curing genetic flaws, strengthening allies, or developing biological countermeasures against enemy races. The Viltrumites built an empire through strength. You can build one in a lab.

The Enemy of My Enemy - 400 CP
Hatred is powerful; however, so is survival. You possess an extraordinary talent for finding common ground between enemies and forging alliances that should be impossible. Ancient rivals, hostile factions, and bitter enemies are more willing to cooperate under your leadership when faced with a greater threat. You can identify shared goals, mutual fears, and practical incentives with remarkable speed. Once found, you know exactly how to use them to keep fragile alliances intact.

Former enemies are less likely to sabotage one another while working under your command. Old grudges become easier to suppress, and internal disputes are easier to resolve before they become disasters. This does not create friendship overnight, nor does it erase centuries of hatred. It simply gives people a reason to stand together long enough to survive. Sometimes that's enough.

There Will Always Be More Worlds - 600 CP
The galaxy is not kind to civilizations. Wars, invasions, disasters, and tyrants erase worlds faster than most people can comprehend. The Coalition was never built on the idea that losses could be prevented. It was built on the idea that losses could be recovered from. You possess an extraordinary capacity for post-crisis reconstruction on a planetary or interstellar scale. When a world under your influence suffers devastation, its recovery can be accelerated significantly by your guidance or indirect influence. Infrastructure repairs faster than it should. Supply chains re-establish themselves with minimal inefficiency. Medical systems stabilize outbreaks and mass casualties at a remarkable rate.

Refugee populations organize more effectively and repopulate sooner than expected, given conditions. Morale also proves unusually resilient. Even after catastrophic loss, societies under your influence are more likely to endure rather than collapse. Hope returns faster, and collective cooperation emerges even in environments that should be defined by despair. This does not prevent destruction. Entire worlds can still fall. Civilizations can still be wiped out. What this ensures is that the story does not end there. So long as you remain involved, what is lost is never truly gone forever. There will always be another world to rebuild. And another after that.

- **Capstone Boost:** You no longer just rebuild civilizations; you ensure they never fall in the first place. Recovery under your influence becomes extraordinarily fast and efficient. Worlds devastated by war, disaster, or invasion can return to stability in a fraction of the expected time, even from near-total collapse. Additionally, your reconstruction efforts will become self-propagating. Systems you help establish continue to repair, grow, and adapt without requiring constant

oversight, resisting future collapse far more effectively. Populations under your guidance become unusually resilient. Social cohesion strengthens, cooperation becomes the default, and morale rebounds even under extreme conditions. This effect compounds across multiple worlds. As your influence spreads, interconnected systems of trade, support, and recovery form naturally, allowing entire regions or coalitions to recover from losses that would normally be irreversible.

You Seem Pretty Vincible, If You Ask Me - 600 CP

The Viltrumites once seemed unstoppable. They were stronger, faster, and more ruthless than almost any force in the galaxy. Yet even they bled. They had weaknesses. They had enemies. They had traitors in their ranks. And in the end, they could be brought down. You possess a remarkable talent for uniting others against a common foe. Rival factions will set aside grudges beneath your leadership, and ancient enemies will find common ground. Entire worlds will rally to your banner when faced with a threat you expose. The alliances you forge are stable, resilient, and far less prone to betrayal or collapse.

More importantly, you excel at bringing down targets stronger than yourself. You can identify weaknesses in enemy organizations, species, and individuals with exceptional speed. Structural flaws, exploitable politics, hidden vulnerabilities, poor logistics, internal dissent, and even moral weaknesses become far easier for you to uncover and exploit. Once a weakness is found, you are exceptionally skilled at coordinating others to capitalize on it. Armies strike where it hurts most. Assassins find their opening. Traitors emerge at the perfect moment. Under your guidance, even an unstoppable empire can fall. Alone, you may lose. Together, you can kill gods.

- **Capstone Boost:** You no longer just unite others against the impossible. You find ways to make the impossible beatable. Your ability to form alliances is something worthy of legend. Even deeply opposed factions will cooperate under your leadership when faced with a shared threat, and those alliances remain cohesive under pressure. You can instinctively identify not just weaknesses, but *decisive vulnerabilities* in any target. It doesn't matter whether it's an individual, organization, or an empire. These flaws can be exploited with precision, even against vastly superior opponents. Your coordination will elevate entire forces. Allies act with near-perfect timing, strike at optimal moments, and capitalize on opportunities instantly when guided by you. Even overwhelming enemies can be brought down through properly applied pressure. Stronger foes find themselves worn down, divided, and exposed as your strategies force them into increasingly disadvantageous positions.

POWERS

You will receive a 400 CP stipend to spend on any powers. You also receive three discounts that can be used on any option below. Any 100 CP powers will become Free, and any odd powers will stop at even increments (300 CP can become 150 CP but not 75 CP). These discounts may be stacked (800 -> 400 -> 200 CP). However, if, for some reason, you are foolish enough to turn down powers, I am gracious enough to allow you to use this stipend elsewhere. That, however, does not include the Discounts. You have been given mercy; do not ask for more.

You Forgot Something - Varies
Hmmm…you say something's been left out? Well then, if there's a certain power that you were hoping to see, then I suppose you can use this option. This offer allows you to create any power you can think of. The main restriction is what you can afford. You may use all of the offered powers within the Low, Mid, and High Tier sections as a guideline for pricing. Lastly, no, you may not make any setting-breaking powers by overloading this option.

INNATE POWERS

These powers are either innate to an individual, part of their physiology, or somehow have been imbued within a being. You can't steal these powers, though some of them can be sealed away depending on the circumstances.

LOW TIER

For the sake of it, almost all powers in this section are equivalent to a Young Viltrumite or weaker. This could be in raw power or potential capabilities.

Accelerated Learning - 100 CP
While Thraxans suffer from a few disadvantages, they are blessed with increased intellect, compensating for their shorter lifespans. Thraxans are able to learn at an instantaneous rate and can instantly remember and perfectly recall everything that they have ever experienced, encountered, or learned in their lifetime. You share this trait, giving you a large leg up when it comes to learning or administrative work.

- **Thraxan and Thraxan Hybrids receive this for Free**

Self-Sustained - 100 CP
Some beings simply refuse to die from mundane inconveniences. Air, food, and water are all optional. Like Immortal and certain other beings, your body is entirely self-sustaining. You no longer require food, water, air, or sleep in order to survive. You may still partake in such things for pleasure or recovery, but deprivation will not weaken or kill you. This allows you to survive indefinitely in otherwise inhospitable environments such as the vacuum of space, deep underwater, or sealed environments, provided your body can withstand any additional hazards such as extreme temperatures, radiation, or pressure. Turns out dying is inconvenient.

Boss Baby - 100 CP
Some kids learn to walk. You learned how to throw hands first. For reasons no one is going to question too closely, you are a superpowered infant with capabilities far beyond what your age should allow. Despite your size, your physical abilities are comparable to those of most low to mid-tier superhumans. You are fast, surprisingly strong, and agile enough to overwhelm trained adults in a fight. Your mind has also developed far beyond what it should. You possess an incredible intellect and sharp instincts.

Additionally, you have a natural talent for manipulation, negotiation, and strategy. You can outthink experienced professionals while still technically being in diapers. You also seem to have developed a bizarrely effective combat style centered around a briefcase, which you wield with far more skill than anyone would expect. People will underestimate you. That is their first mistake. As a mercy, you may freely change between being a baby and whatever your normal form is. This de-aging, however, can only regress you to being an infant; it can’t make you older than you actually are.

The Hunk - 200 CP
Not every hero needs a complicated gimmick. Sometimes you just show up built like a brick wall and let that do the talking. The Hunk never made headlines, though no one who met him forgot the experience. You share that same absurdly powerful physique. Your strength allows you to contend with a young Viltrumite for a short time, trading blows and holding your ground even if you are unlikely to win outright. Your durability matches your build, letting you take serious punishment before going down. You are not invincible, though you are far tougher than most heroes operating at your level. On the downside, your size can be…inconvenient. Tight spaces, standard buildings, and anything not designed for someone built like you may become a problem. Still with a body like yours, why bother hiding it?

Living Lightning - 200 CP
Electricity is not just a tool. It's quite literally what you are. Similar to Kursk, you possess the ability to generate and manipulate electricity. You can fire bolts of lightning, discharge energy in wide arcs, or channel it through your body for close-range attacks. More impressively, you may transform your body into living electricity. In this state, you can travel along conductive surfaces, pass through wiring or circuitry, and avoid many forms of physical harm. Your electrical form allows for rapid movement, unconventional mobility, and partial intangibility, though it is still vulnerable to certain countermeasures such as insulation or energy disruption. Careful where you flow. Not every circuit leads somewhere safe.

Magma Man - 200 CP
Subtlety is overrated, especially when you can turn into a mobile wave of lava. Similar to the minor villain Magmaniac, you can transform your body into molten magma, radiating intense heat and reshaping yourself at will. Your internal temperature can reach up to roughly 1200 degrees Celsius, allowing you to melt metal, ignite surroundings, and overwhelm enemies through sheer environmental pressure. While in this state, your body becomes fluid and continuous, allowing you to stretch, expand, and reshape yourself into larger forms or flowing constructs. Physical attacks are significantly less effective against you, as your body can absorb and reform from most impacts. You may shift between solid and molten states freely, allowing you to balance durability, flexibility, and destructive output depending on the situation. Just keep in mind…everything around you tends to catch fire when you're transformed.

Power of Atlantis - 200 CP
Turns out ruling the ocean has its perks. Which makes sense given you've got a power set reminiscent of an Atlantean. Similar to Aquarus, you possess the ability to generate and manipulate high-pressure blasts of water, allowing you to strike enemies, push back opponents, or control the battlefield with focused streams or waves. You can breathe underwater indefinitely and move through aquatic environments with ease. Crushing ocean depths, extreme pressure, and freezing temperatures pose no threat to you, allowing you to operate comfortably in environments that would destroy most life. Your body is naturally adapted to aquatic combat, granting improved mobility, awareness, and effectiveness while submerged. On land, your abilities remain useful, though you may find yourself missing the ocean. A lot.

- **Discounted to Atlanteans**

Cannon Arm - 200 CP
You could be normal, but why would you turn down a giant laser beam? One of your arms has been replaced with a massive integrated energy cannon built for raw destructive output. This weapon can fire concentrated blasts capable of tearing through armored targets, leveling structures, and overwhelming most conventional defenses. You can charge your shots to significantly increase their power, trading speed for devastating impact when needed. At full charge, your blasts can rival heavy military weaponry or threaten lower-tier superhumans. Your body has been reinforced to handle the recoil and strain of such a weapon. You possess enhanced durability that renders you immune to small-arms fire and resistant to most conventional weaponry. It may not be elegant. It definitely gets the job done.

Stone Titan - 200 CP
Sometimes the best defense is being made of rock. Like the rising crime lord Titan, you can transform your body into a dense, stone-like form that greatly enhances your durability and physical power. In this state, your body becomes tough enough to shrug off most conventional firearms, blunt force, and environmental hazards without issue. Your strength also increases, allowing you to hit harder and hold your ground against stronger opponents. However, this durability has limits. Opponents capable of shattering stone, applying extreme force, or using specialized attacks can still damage you, sometimes severely. You are tough, just not unbreakable.

Magnattack - 200 CP
Some people really aren't that imaginative when it comes to using their powers. Hopefully, you can do better than Magnattack, given that you share his powers. Like the superpowered assassin, you have control over metal, allowing you to manipulate, shape, and weaponize it with ease. You can pull metal from the environment, launch it as high-speed projectiles, or mold it into armor and weapons on the fly.

You are capable of fusing metal around your body to create protective plating, reinforcing your durability in combat. With enough available material, you can quickly turn your surroundings into an arsenal. Alongside this power, you possess the training of a master assassin. You know how to track targets, strike from advantageous positions, and end most fights before they properly begin. That said, overwhelming power can still brute force its way through your tactics. Some opponents simply don't care how clever your plan was.

Jab and Zap - 300 CP
Similar to the veteran guardian Black Samson, you possess a balanced suite of superhuman abilities that make you a reliable frontline fighter. You can generate and project electrical energy in the form of blasts, arcs, or charged strikes, allowing for both ranged and close-quarters combat. Your body is reinforced with enhanced strength and durability, placing you comfortably above most standard superhumans. You also benefit from a minor regenerative factor, allowing you to recover from injuries faster than normal and remain in the fight longer.

Shrinking Jumper - 300 CP
It seems like personal space is more of a suggestion for you. Much like Shrinking Rae, you can instantly reduce your size down to that of an ant or anywhere in between. This transformation is seamless, allowing you to shift sizes in the middle of combat or while moving without losing momentum. Despite your reduced size, you retain your full strength, durability, and speed. A punch delivered at insect scale still carries the force of your full-sized body, making you deceptively dangerous in close quarters. Just keep in mind you're only as durable as a normal human. Trying to grow inside a sufficiently dense object is more likely to kill you than your target. This ability is perfect for infiltration, stealth, and avoiding detection. You can slip through cracks, bypass defenses, and reposition with ease while remaining extremely difficult to target. Just be careful where you stand; not everyone watches their step.

Embrace - 300 CP
The Order has its share of monsters. Some of them just happen to look human until they decide otherwise. Embrace possesses a body that is less a body and more a suggestion. Like the villainess, you can transform into a dense, mobile cloud of smoke at will. In this state, you gain flight, intangibility, and the ability to slip through even the smallest openings. Most conventional attacks pass through you harmlessly while you remain dispersed.

More dangerously, you can enter the bodies of others and attempt to take control. Your possession allows you to override a target's actions and pilot them directly.
Weaker-willed individuals can be taken almost instantly, while stronger minds may resist or struggle against your influence. You must fully commit to the possession while inside a target, leaving your original form unavailable until you exit. If your host is destroyed while you are still inside, you will be forcibly expelled and may suffer backlash depending on the circumstances. So you're not just hard to hit, you're also hard to keep out.

Digital Existence - 300 CP
Becky is what happens when an experiment pushes a little too far into the fundamental forces of reality. You have become a being composed of unstable, high-energy particulate matter, similar to a living electrical phenomenon. Your body constantly emits energy, causing anyone who comes into direct contact with you to be shocked. This effect can be controlled to some extent, though it remains a natural hazard of your form.

You can move at extreme speeds by transforming into a lightning-like state, allowing you to traverse large distances almost instantly and making you difficult to track or intercept. You also possess the ability to interface directly with technology. You can enter, travel through, and interact with engineered systems or digital devices, effectively treating them as pathways or environments you can move within. Your form is highly resistant to conventional physical harm, though specialized energy manipulation or containment methods may still affect you.

ShadowHawk - 300 CP
ShadowHawk is a powerful spirit of justice inhabiting the robotic helmet Nommo. The helmet enhances your body to a superhuman level, granting increased strength, durability, and a steady regenerative factor that keeps you in the fight longer than most. The helmet also happens to come with a stylish, if edgy, black and silver armored suit. Its true strength, however, lies in its adaptability. The helmet can reshape itself into weapons or tools based on your intent, allowing you to form blades, ranged weapons, restraints, or specialized devices as needed. If you can clearly conceptualize a function, the helmet can attempt to manifest it.

Vampire - 300 CP
There are darker things lurking in this world than Viltrumites and world-ending threats. Some of them hide in the shadows, feeding quietly, waiting patiently. Figures like Zechariah are proof that even in a world of superheroes, ancient evils still have their place. Now, you are one of them. You are a true vampire, not some lesser imitation. Your body is enhanced far beyond human limits, granting you super strength, speed, heightened senses, and a potent regeneration factor. Wounds that would cripple others heal quickly so long as you have been fed recently. You do not age and can persist indefinitely in your prime. Your most important trait, however, is your hunger. By feeding on blood, you sustain yourself and grow stronger.

Well-fed, your physical abilities increase noticeably, and your regeneration becomes far more potent. Starved, you weaken, your healing slows, and your instincts may begin to override your better judgment. You possess a natural affinity for the night. Darkness

enhances your senses and stealth, allowing you to move unseen and unheard with ease. Additionally, you may exert a subtle influence over weaker minds, making it easier to charm, intimidate, or manipulate those beneath you. Like all vampires, you have weaknesses. Sunlight weakens you significantly, dulling your abilities and slowing your regeneration, though it will not instantly destroy you unless you remain exposed for extended periods. Additionally, sufficient physical damage, decapitation, or complete bodily destruction will still kill you.

Super Patriot - 300 CP
Super Patriot is an American soldier who was captured and experimented on in WW2. Later, after suffering a deadly injury, he would be enhanced further with cybernetics. You possess a similar augmented body. Your physical strength allows you to lift several tons, backed by solid durability and a respectable healing factor that keeps you operational through sustained combat. Integrated sensors provide enhanced awareness, letting you track targets, detect threats, and operate effectively in complex environments.

A built-in jet pack grants controlled flight, making you highly mobile across both urban settings and open battlefields. Your most distinctive feature is your internal arsenal. You can generate and deploy a wide range of firearms directly from your body, each fully loaded and ready to fire. These weapons can vary in type and function, from standard ballistic options to more specialized armaments. By studying or integrating samples of new weapons, you can expand your internal catalog over time.

Agent Spider - 300 CP
Every universe has one. A wisecracking acrobat swinging between buildings, getting in over their head, and somehow walking away from fights they had no business surviving. Don’t worry, this is legally distinct. You possess the full powerset of a certain web-slinging hero. Your strength allows you to lift several tons with ease, your agility borders on absurd, and your reflexes let you react to threats faster than most people can think. You can cling to walls and ceilings effortlessly, moving across surfaces as if gravity were optional.

Your body produces a specialized webbing that can be fired from your wrists. These strands are strong enough to restrain superhumans, swing you across cities, or create barriers, tools, and traps on the fly. You will never run out at inconvenient times, though excessive use will require a short recovery period. Most importantly, you possess a danger sense, you could even call it a Spidey-Sense. This manifests as an instinctive awareness of incoming threats, giving you just enough warning to dodge attacks, avoid

ambushes, or react to unseen dangers. It will not tell you what is happening, but it will make sure you're rarely caught off guard. You're fast, mobile, and annoyingly hard to pin down. Whether you use that to save people or crack jokes mid-fight is entirely up to you.

Rex-Splosion - 300 CP
Some people throw punches; you throw explosions. Like Rex Splode, you can generate volatile kinetic energy and transfer it into objects, causing them to detonate at your command. This energy can be applied instantly through touch or thrown objects, allowing you to turn coins, debris, weapons, or anything nearby into explosive projectiles. The strength of the explosion depends on the amount of energy you invest and the size of the object used. Small items can be used for rapid-fire attacks, while larger objects can produce significantly more destructive blasts.

This ability is limited to inorganic matter, though your own body is exempt from this restriction. You may safely channel explosive energy through yourself without harm, allowing for enhanced strikes, explosive punches, or dramatic close-range attacks. You also possess a natural resistance to your own explosions, preventing accidental self-destruction during combat. Unfortunately, this will not protect you from any suicide attacks. Also, property damage is not included in the refund policy.

Outrun - 300 CP
Outrun is one of the fastest individuals operating on Earth, capable of moving at extreme speeds that leave most opponents unable to react. You have somehow become a speedster as well, allowing you to move, react, and operate far beyond normal perception. You can cross cities in moments, overwhelm slower opponents with rapid strikes, and reposition constantly during combat. Even a Young Viltrumite can't catch you, though a trained Adult Viltrumite likely could. Your body is adapted to handle this speed. You can perceive the world without everything blurring into chaos, maintain control during rapid movement, and avoid tearing yourself apart through acceleration. While you do not reach the absolute top end of speedsters like Red Rush, you are still fast enough to dominate most encounters where speed is a deciding factor. If they can't hit you…they probably can't stop you either.

Furry Power - 100/400 CP
Some individuals choose grand concepts to theme themselves around, while others choose simpler ideas. You're one of the latter, having chosen an animal theme that fits, given your power. You are the living embodiment of a furry only with superpowers. You may choose a single animal to gain the qualities of. For instance, the Elephant is an individual who has the strength and durability of an adult elephant.

If you chose a cobra instead, then you might gain the agility and venom of the snake. If you want to be taken seriously, however, then you may pay an additional 300 CP. This will upgrade your power, allowing you to actively switch between different animals at will. Enjoy the speed of a cheetah, the strength of a rhino, and everything else within the animal kingdom. Lastly, by encountering prehistoric or alien species, you will be able to call upon their traits.

Monster Girl - 300/400 CP
Curses in this world rarely come with clean edges. Some grant power, others take something in return, and a few do both in ways that get worse the longer you rely on them. The Monster's Curse transforms you into a towering, muscular, green-skinned brute with immense physical power. In this form, your strength, durability, and combat ability increase dramatically, allowing you to contend with high-tier superhumans. The catch is time. Each transformation de-ages you by roughly one week.

As your body becomes younger, your transformed state grows stronger. As a teenager, you may rival a young Viltrumite. If reduced to infancy, your monstrous form can become vastly more powerful, potentially surpassing multiple adult Viltrumites. For **300 CP**, you gain the curse as it originally functions, including the de-aging drawback. For an additional **100 CP** (total **400 CP**), you may either remove the curse entirely or gain full control over the de-aging effect, allowing you to transform without losing years of your life. Power like this always comes at a cost. You just get to decide how much you're paying.

Green Ghost - 400 CP
Green Ghost possessed one of the most deceptively dangerous abilities among the Guardians. Both her and the original Green Ghost were able to turn intangible. Now it seems that legacy has been passed down to you. Upon activating your power, you will transform into a featureless green humanoid. You can phase your body through solid matter, energy constructs, and living beings at will. While intangible, most forms of physical and energy-based attacks pass harmlessly through you. Additionally, you can apply this effect to other beings by maintaining physical contact with them. This is an excellent method to protect others or rescue citizens during search and rescue operations.

You may also selectively make parts of your body tangible while inside a target. Doing so will disrupt whatever being you're currently inside. Even individuals as durable as adult Viltrumites will experience violent nausea and physical trauma when subjected to

this attack. Your phasing, however, does require awareness. Meaning that being caught off guard while tangible can still result in you getting hurt. Still, when used properly…very little can actually touch you. Lastly, unlike the other Green Ghosts, you don't need the small green crystal having absorbed it.

Wolf Man - 400 CP
Gary Hampton was an ordinary man until he wasn't. The transformation turned him into something faster, stronger, and far more dangerous, while leaving just enough humanity to make it complicated. You possess a similar controlled lycanthropic transformation. In your transformed state, your physical abilities increase dramatically. You gain enhanced strength, speed, durability, and heightened senses, allowing you to track targets, react quickly, and dominate in close combat.

Your regeneration improves as well, letting you recover from injuries far faster than a normal human. Unlike a traditional curse, you retain full control over your actions and can shift between forms at will. Your human form remains fully functional, allowing you to operate normally when needed. There is still an edge to it. Heightened aggression, sharper instincts, and a stronger pull toward violence can surface during intense situations. You are not a mindless beast. You are just closer to one than most.

Powerplex - 400 CP
Scott Duvall, better known as Powerplex, possesses the ability to turn kinetic energy into electricity. He used this to turn every hit he took into fuel for his hatred against Invincible. You possess that same ability. Any kinetic energy directed at you can be absorbed and stored, converting impact into electrical charge. The more energy you accumulate, the stronger and more durable your body becomes, allowing you to escalate rapidly in the middle of a fight. Though, unlike Powerplex, you don't require any of the energy storage disks he has attached to his body.

You can discharge this stored energy as powerful electrical blasts, arcs, or concentrated bursts. These attacks scale directly with how much energy you have absorbed, meaning a prolonged fight only makes you more dangerous. There are limits. Excessive energy intake without release can strain your body, forcing you to vent power before it becomes unstable. You are also less effective when you cannot take hits or generate incoming force to build a charge. Still, in a real fight? Getting hit is just step one.

Dupli-Jumper - 400 CP
Why fight alone when you can bring yourself? Through experimental interference much like that which created Dupli-Kate and Multi-Paul, you have gained the ability to

duplicate your body. You can create multiple clones of yourself instantly, each fully physical and capable of independent action. All duplicates share a hivemind-like consciousness, allowing perfect coordination without confusion. You may reabsorb your clones at will as needed.

This makes it extremely easy to learn, train, or gather information at an accelerated rate. Most importantly, your survival is no longer tied to a single body. If your primary body is destroyed, one of your remaining duplicates will seamlessly take its place, effectively acting as your new “main” body. There is still a limit to how many clones you can create. Starting out, this is probably around a hundred or so. However, training will allow you to continuously increase that limit over time. That said…overwhelming the enemy with numbers is a strategy for a reason.

Bulletproof - 400 CP
Turns out family experiments can really pay off. Like Bulletproof, your powers stem from a successful enhancement process tied to your genetic line. Whether through a sibling experiment gone right, inherited potential, or a similar anomaly, you’ve come out of it as the superior result. You possess a classic “flying brick” power set, including superhuman strength, durability, and flight. Your raw physical power is on par with heroes like War Woman or the Immortal, allowing you to lift immense weights, trade blows with powerful opponents, and survive extreme punishment. You also benefit from an accelerated healing factor that allows you to recover from injuries faster than most comparable powerhouses, keeping you in the fight longer. While not quite at the level of elite Viltrumites, you sit comfortably among Earth’s stronger heroes. Guess your brother didn’t get so lucky.

Rise, Pharaoh - 400 CP
So another of Egypt’s great kings and queens has risen. You are an undead pharaoh similar to Ka-Hor, returned to the world of the living, complete with a rather convenient amount of supernatural authority. Your undead nature grants you immunity to aging and most conventional forms of harm, along with centuries of experience drawn from your long existence. You possess several distinct abilities thanks to your nature. First, you can possess living beings, overtaking their bodies and controlling them directly. While possessing a host, you gain access to their physical capabilities, though your more overt supernatural powers are limited.

Second, you have fasciakinesis, allowing you to control the bandages that wrap your body. These wrappings can extend, bind, strike, or manipulate objects at range, and will gradually repair themselves if damaged. Third, you are capable of flight in your true

form, allowing for smooth and controlled movement through the air. This ability is lost while inhabiting a host body. Lastly, destroying your current body will not necessarily kill you, provided you can secure a new vessel. Though your soul can only wander for so long before it begins to fall apart.

Isotope - 400 CP
Have you ever wanted to teleport? Well, now you can. Like Isotope, you possess precise and reliable teleportation that makes distance almost irrelevant. You can instantly transport yourself to any location you are aware of, whether through direct observation, prior visits, or detailed knowledge. You'll arrive at your intended location, and there's no risk of appearing mid-way through a wall. Outside of this, your abilities allow you to reposition in combat, escape danger, or traverse through cities in an instant.

When using your ability, you may manifest distinctive green energy rings from your hands. These can be used to mark destinations, open teleportation points, or guide others through the jump. While visually striking, these rings are not strictly required for your teleportation to function. You may also teleport other people or objects at range without needing physical contact, allowing you to extract allies, reposition enemies, or move entire groups with a thought. Larger groups or repeated long-distance jumps may cause mild fatigue, though this recovers quickly with rest. You're not just mobile, you're the one who controls the battlefield.

War's Blessing - 400 CP
Some heroes inspire hope, while others hit like a freight train. You're a bit of both, though. You possess a power set comparable to War Woman, granting you immense superhuman strength, durability, and flight. You are capable of trading blows with top-tier threats, lifting enormous weights, and surviving punishment that would destroy most heroes. Your physical abilities place you among the stronger non-Viltrumite powerhouses, allowing you to hold your own against high-level opponents.

You also possess an extended lifespan lasting several thousand years, allowing you to remain active far longer than most heroes without significant physical decline. As a final benefit, you receive a copy of War Woman's mace or a similar weapon of your choice. This weapon is perfectly suited to your strength, highly durable, and capable of delivering devastating blows against powerful enemies. Subtlety was never really the point.

The Invulnerable Man - 400 CP

You know what's better than healing? Not taking damage in the first place. Much like Brit, your body is effectively invulnerable. Bullets flatten against your skin, explosions fail to injure you, and impacts that would pulp most beings leave you unharmed. Your flesh, bones, and organs are extraordinarily resistant to damage, allowing you to survive absurd punishment without injury. Heat, cold, pressure, blunt force, and most forms of conventional or superhuman attack will fail to meaningfully harm you.

Your body also possesses enhanced strength, allowing you to overpower most ordinary superhumans and contend with stronger foes through leverage and skill. However, your raw physical power does not match true top-tier heavy hitters such as high-end Viltrumites or similar monsters. While your aging is dramatically slowed, you are not truly immortal. Time will eventually catch up to you… assuming nothing else can. Good luck finding out what actually can.

Giant - 400 CP
I know a lot of kids want to be tall when they grow up, but this is a bit much. Like the Giant, you can transform into a massive orange-skinned giant approximately two hundred feet tall. Though you may grow larger depending on your normal size, especially given how the Giant was only eight years old and already this large. In this form, your strength and durability increase proportionally with your size. You can crush buildings, swat aside most enemies, and ignore attacks that would devastate smaller beings. Anything short of serious superhuman force struggles to even slow you down. Only opponents with strength approaching a young Viltrumite or higher can reliably harm you in this state. You are big. You hit harder than anything your size has a right to. Try not to step on anything important.

Japandroid - 400 CP
Japandroid is one of the more advanced artificial beings operating alongside the Guardians, combining raw processing power with a flexible and dangerous toolkit. You are a similarly advanced android. Your body is highly durable, capable of flight, and fully functional in extreme environments, including the vacuum of space. Your processing power allows you to perform complex calculations instantly, track multiple targets, and adapt to rapidly changing combat scenarios.

Your most notable ability is mechanokinesis. You can interface with, manipulate, and absorb nearby technology, repurposing it into weapons, tools, or entirely new systems. Simple objects can be weaponized on the fly, while more advanced machinery can be integrated into your body or controlled remotely. Given time and resources, you can turn

almost any technological environment into your personal arsenal. Lastly, should you prefer your organic nature, you may instead be a technorganic lifeform instead.

Mecha-Maid - 400 CP
Not all machines are built for war. Some just end up there anyway. Mecha-Maid appears at first glance to be a highly advanced service android. That impression tends to change the moment combat starts. Like the robotic heroine, you're a combat-capable machine disguised beneath a more civilian or stylized exterior. Your body houses concealed weapon systems, reinforced plating, and integrated tools that allow you to transition seamlessly from everyday function to high-intensity combat.

You possess superhuman strength, strong durability, and a suite of built-in weaponry that can include energy projectors, concealed blades, or modular attachments, depending on your design. Your systems are optimized for efficiency, allowing you to fight, adapt, and maintain performance under sustained pressure. While you lack the broad technopathic control of something like Japandroid, your internal systems are more specialized and combat-focused right out of the gate. Lastly, should you prefer your organic nature, you may instead be a technorganic lifeform instead.

Dinosaurus - 400 CP
Well, it's not quite a dragon, but being a dinosaur is pretty cool too. Like Dr. Anders, better known as Dinosaurus, you can transform into a large humanoid dinosaur. In this form, your strength and durability are on par with a young Viltrumite. You can tear through structures, overpower most superhumans, and endure heavy punishment without slowing down. Your claws and teeth are especially dangerous, capable of injuring even adult Viltrumites with well-placed strikes.

Unlike Dr. Anders, though, you retain full control over your transformation and your actions while in this state. Interestingly, the most notable change is mental. While transformed, your intellect increases significantly. Your thoughts become clearer, more structured, and highly logical. You can process complex problems quickly, identify optimal solutions, and plan with ruthless efficiency. This won't outright eliminate your emotions or personality, but it will remove the distractions clouding your judgment. Sometimes the cold, logical answer is the correct one. Ultimately, though, whether you act on it is up to you.

Savage Dragon - 400 CP
Savage Dragon is a green-skinned humanoid with a large fin on his head. Originally, he was the emperor of a nomadic alien race, but after being gravely injured, he lost his

memory until he eventually became a hero. I guess he wasn't the only royal Krylan left here, given your resemblance. Your strength and durability place you comfortably above most street-level heroes, allowing you to leap across buildings, smash through obstacles, and go toe-to-toe with serious threats.

You are not at Viltrumite levels, though you can still hold your own in a fight against many superhumans. Your regeneration is your greatest asset. You can recover from extreme injuries over time, including the regrowth of lost limbs. Damage that would permanently cripple others becomes something you simply work through. Your mind is just as resilient. You are effectively immune to telepathy, mind control, and similar forms of mental intrusion. Attempts to influence or override your thoughts will fail outright.

MID TIER

For the sake of it, almost all powers in this section are equivalent to an Adult Viltrumite. This could be in raw power or potential capabilities.

Firebreather - 300/500 CP
Every now and then, something impossible happens. A creature the size of a city decides to settle down, and somehow that leads to a kid. You are a human-kaiju hybrid, similar to Duncan Rosenblatt. You possess a powerful transformed state that grants you immense strength, enhanced durability, and the ability to breathe devastating streams of fire. Despite lacking the full size of a true kaiju, your power is comparable. You can overpower most superhumans, withstand heavy damage, and bring serious force to any battlefield.

For **300 CP**, you gain the standard hybrid form and its abilities. This is enough for you to be a decently powerful hero on its own. However, for **500 CP**, you are instead the child of King Belloc, making you Kaiju royalty. Your power increases significantly, placing you on par with a young Viltrumite even without extensive training. In addition, you possess a natural authority over monstrous creatures. Lesser beings will hesitate, obey, or submit outright, while stronger ones can be brought to heel through force if necessary. Turns out being part monster has its perks.

The Dragon's Prison - 500 CP
Power like this was never meant to be contained. Much like Mister Liu, you house a powerful ancient dragon sealed within your body. This entity serves as both a source of immense power and a weapon you can unleash when needed. You may draw upon the dragon's strength to enhance your own abilities or allow it to fully manifest outside your body. When released, your consciousness transfers to the dragon, granting you full control over its form. In this state, you possess overwhelming physical power comparable to a stronger adult Viltrumite.

The dragon boasts immense strength, durability, flight, and destructive capability, making it a devastating force on the battlefield. The primary drawback is your original body. While the dragon is active, your physical body is left behind in a vulnerable state. If it is destroyed or compromised, you may find yourself in serious trouble when the connection ends. You may recall the dragon at will, returning to your original form instantly. I would strongly recommend a secure location, a way to control multiple bodies, or a very loyal bodyguard.

Set - 500 CP
Set is the hidden hand behind the Order, an ancient being whose abilities blur the line between power and inevitability. I suppose you're another one of the Unseen Father's children, given how you wield the same unnatural gifts. By making eye contact, you can freeze targets in place for up to two hours. This effect can scale from a single individual to entire groups, even full armies, locking them in suspended stillness while you act freely. Those affected remain conscious, fully aware of their helpless state. With a simple snap of your fingers, you can force targets into immediate sleep.

This ability can also scale, allowing you to incapacitate multiple enemies at once if they fall within your influence. Your body is equally dangerous. You possess immense physical strength, enough to casually overpower high-tier superhumans such as Titan. Combined with your control abilities, close combat becomes almost unfair. You also carry a form of functional immortality. Aging will not claim you, and the passage of centuries will do little more than add to your experience. There are limits. Your abilities rely on perception and awareness, so overwhelming speed, indirect attacks, or lack of line of sight can interfere with your control. Even so…most fights end the moment you look at someone.

Master of the Elements - 500 CP
Not every powerhouse needs to throw punches. Some just bring the world down on you instead. Like Ella Mental, you possess control over the four classical elements: earth, air, fire, and water. You can raise massive walls of stone, reshape terrain, and create barriers or weapons from the ground itself. You may command the air to form powerful gusts, lift yourself into flight, or generate vortexes capable of disrupting enemies.

Fire answers your call in the form of blasts, waves, or sustained streams of intense heat, while water can be shaped into crushing currents, high-pressure jets, or defensive constructs. You can combine these elements creatively, allowing for a wide variety of offensive, defensive, and mobility options. Your control is strong enough to affect large areas, making you highly effective in both direct combat and battlefield control. You may not be the strongest person in the fight. You don't really need to be. The environment is on your side.

Red Rush - 500 CP
There's fast…and then there's perceiving the world in slow motion while your skull gets crushed. Much like the Russian speedster Red Rush, you possess extraordinary super speed that places you among the fastest beings in the world. You are capable of crossing entire countries in moments, circling cities dozens of times in seconds, and

performing countless actions in what others perceive as an instant. You can stop robberies, evacuate civilians, disarm opponents, and save the occasional kitten before anyone nearby has time to blink. Your speed applies not only to movement, but also to your reactions, perception, and thought processes.

The world slows to a crawl when you focus, allowing you to process information and react to danger at incredible speeds. In combat, you can strike, dodge, and reposition fast enough to overwhelm most opponents through sheer speed alone. At your peak in battle, you can move and react faster than an adult Viltrumite, allowing you to evade or land attacks before they can properly respond. Your body is naturally adapted to withstand the friction, momentum, and strain caused by moving at such speeds. As a mercy, you may adjust your perception of time on the fly. This will allow you to enjoy normal conversations while still reacting to a sudden ambush.

Immortal - 500 CP
Turns out getting hit by weird cosmic nonsense can really work out for you. Through exposure to a mysterious anomaly similar to the one that empowered The Immortal, you have gained a potent suite of physical abilities and an absurd refusal to stay dead. You possess superhuman strength, durability, and flight roughly comparable to a younger Viltrumite. While you may not overpower the strongest members of that species, you can comfortably contend with most superhuman threats through raw physical force alone. Your true gift, however, is regeneration. Your body can recover from nearly any injury so long as a sufficient amount remains intact. Broken bones, shattered spines, organ damage, and similar trauma will heal over time. Limbs can be reattached almost instantly if recovered quickly, and may regrow naturally if lost.

If slain, your body will eventually revive itself so long as enough of it remains and it is not completely destroyed. Your corpse will not decay, allowing resurrection even long after death if your remains are recovered and restored. You are also ageless and will remain in your physical prime indefinitely. Your mind may still suffer from the burden of memory over millennia, though your body will never weaken from age. As a bonus, your extended lifespan grants you the chance to have “been” a surprising number of historical figures. You may choose up to fifty notable identities or historical roles that fit your timeline, granting you skills, experiences, and social connections appropriate to each. Turns out being old has perks.

Haunt - 500 CP
Haunt is a terrifying hero born from the fusion of the two brothers Daniel and Kurt Kilgore. He’s basically a fusion of Venom and Danny Phantom. Similar to Haunt, you can

transform into a spectral, ectoplasmic form composed of dense, white energy. In this state, your physical capabilities increase dramatically. Your strength, speed, and durability rise to superhuman levels, allowing you to brawl with powerful opponents while shrugging off most conventional damage. Your body becomes partially intangible, letting you slip through attacks or reduce the impact of incoming blows.

You can cling to walls, move in unnatural ways, and reshape parts of your form into tendrils, blades, or constructs suited for combat. These extensions can lash out at range, restrain enemies, or strike with surprising force. Unlike the original, you are not dependent on another person to maintain this form. You can shift in and out of it at will, maintaining full control over your actions and your mind. The transformation does not come with unwanted voices in your head or a second personality trying to take the wheel. There is, however, a faint sense that the power has…depth. The more you use it, the more you may begin to understand what it really is and what it's capable of becoming.

Darkwing - 300/600 CP
Not every hero flies. Some stalk rooftops, vanish into shadows, and make criminals question every dark corner they pass. You have been trained in the methods of Darkwing, granting you exceptional skill as a detective, martial artist, and tactician. You are highly proficient in stealth, investigation, and close-quarters combat, supported by a wide array of gadgets suited for urban operations. Your true advantage lies beyond the physical world. You can access the Shadowverse, a dark parallel dimension that allows for rapid movement and unconventional tactics.

By slipping into this space, you can effectively teleport between locations, store items, and imprison targets within its depths. For an additional **300 CP** (total **600 CP**), you gain authority over the entities that inhabit the Shadowverse. These creatures are powerful, unpredictable, and capable of overwhelming even high-tier threats such as Viltrumites. This upgrade also ensures your safety while traversing the Shadowverse, allowing you to move through it without risk of being attacked, lost, or consumed. Just remember. If you can use the shadows…something else probably lives there too.

Multiverse in my Hands - 600 CP
Traversing the multiverse is one of the most desired powers in existence. Luckily, for you, like Angstrom Levy, you possess the power to traverse the multiverse. You may open portals across space, time, and alternate realities. These portals may be used for personal travel, transporting others, or moving large objects. You possess intuitive knowledge of how to safely navigate timelines, alternate worlds, and divergent realities

without becoming lost. You may travel to alternate versions of your current world, alternate timelines, and different points in time within a setting. You may also use this ability for battlefield control, escape, or banishment by redirecting enemies or attacks through your portals. Post-Jump, this ability allows travel to alternate timelines and universes connected to worlds you have previously visited. This does not allow you to bypass normal Chain restrictions or prematurely enter future Jumps unless explicitly allowed. Infinite worlds. Infinite possibilities. Infinite problems.

Best Tiger - 600 CP
Best Tiger is not a traditional genius. He does not build machines or rewrite biology. What he does is far more dangerous. He understands how things end. Like the eccentric hero, you possess an extraordinary mind for strategy, combat analysis, and skill acquisition. Given even a brief moment to observe a situation, you can construct highly effective plans that account for variables most people would never notice. Your instincts operate at a near-subconscious level. You can react, adapt, and execute complex strategies without needing to consciously think through every step.

In addition, your learning speed is exceptional. Any skill you practice can be pushed to superhuman levels with enough repetition, whether that be marksmanship, martial arts, or more specialized techniques. Feats that seem impossible to others become achievable through precision and planning. Hitting dozens of targets with a single ricochet, dismantling a group of enemies without being seen, and mapping out how to eliminate an entire team in seconds are all within your capabilities. You might not always be the strongest person in the room, but you are the one who already knows how the fight ends.

Solar Man - 600 CP
Solar Man is an alien who arrived on Earth shortly before the start of WW2. I assume you're a member of his species as well, given how similar your abilities are. Like the veteran hero turned villain, you can absorb energy from your surroundings to enhance your physical capabilities. Solar energy provides a steady baseline, placing you on par with weaker superhumans even with minimal effort. As you absorb more energy, your strength, durability, and overall output increase accordingly. This is where things escalate.

If you begin absorbing multiple forms of energy or directly draining power from other superpowered beings, your growth accelerates dramatically. With enough stored energy, you can surpass even top-tier heroes such as Omni-Man or Supreme. You can also project this energy outward as destructive heat beams capable of melting through

extreme materials, including molten rock. Flight comes naturally as part of your enhanced state. The user's weakness is that they must replace the energy they use over time, and magical attacks can bypass some of the user's resistance.

Kid Fusion - 600 CP
Kid Fusion is the son of Brit's ex-wife and was born with a bizarre condition requiring a constant supply of energy. His condition was only resolved after the GDA fired him into the sun, allowing him to absorb enough solar energy to become stable. You, however, possess a naturally stable version of that same condition. Your body stores and converts energy into raw power. When sufficiently charged, you gain immense physical strength, high durability, and the ability to fly through space without the need to breathe.

You can smash through large structures or starships and unleash powerful energy blasts drawn from your reserves. Your empowered state scales with the amount of energy you have stored, allowing you to operate at increasingly higher levels as your reserves grow. Unlike Kid Fusion, running out of energy will not kill you. Instead, you will revert to a far weaker baseline until you can recharge. This means your power is directly tied to your energy management. If you stay fueled, you are a serious threat. If you run dry, that becomes a problem very quickly. So try not to run out.

Supreme - 600 CP
Some people survive disasters, but others come back stronger because of them. Ethan Crane is what happens when someone refuses to stay down, no matter how much the world tries to break them. Like the renowned hero, you possess a body that thrives under pressure. Your strength, speed, and durability scale aggressively in response to danger, injury, and sustained combat. The more you are pushed, the more your body adapts, refining itself in real time to meet the threat in front of you. Though even without it, you're on par with an Adult Viltrumite like Omni-Man. Aside from that you also possess enhanced intelligence and can fire laser beams from your eyes.

Similarly, your regeneration is equally impressive. You can recover from severe injuries at a rapid pace, allowing you to remain in the fight long after others would have collapsed. Damage that would cripple most fighters becomes something you push through and grow from. Best of all, this growth is not temporary. Your body will retain the improvements it earns, meaning each battle leaves you stronger than before. Admittedly, there are limits to this. Sufficient amounts of overwhelming force can still put you down before you have time to adapt, and your growth is tied to meaningful stress rather than casual effort. Still…if the fight drags on, that starts to become everyone else's problem.

I Am Science Dog - 600 CP
There are an absurd number of fictional heroes out there, many of them stronger, smarter, or just plain weirder than anything you'll run into normally. Now you get to join them. You can transform into fictional characters, taking on their abilities, traits, and general capabilities. This requires a medium to act as a template, such as a comic book, a game, a show, or anything else that clearly defines the character you're trying to become. The strength of the transformation depends on both the character and your available energy.

Weaker or more grounded characters can be maintained for long periods, while stronger ones will drain you rapidly. You might hold onto something like Science Dog all day, though, trying to become someone on the level of Superman will burn through your reserves in minutes. You retain full control over yourself while transformed, along with access to the character's knowledge and instincts where relevant. However, you are still limited by your own experience when it comes to using those powers effectively. With time and growth, your efficiency improves, letting you maintain stronger forms for longer durations or swap between them more smoothly.

HIGH TIER

For the sake of it, almost all powers in this section are equivalent to a Regent Viltrumite or stronger. This could be in raw power or potential capabilities.

Magic of Mythos - 400/800 CP
Most of the focus of this world tends to be put on the physical powerhouses. That, however, doesn't mean this world lacks the spark of magic. In fact, it's responsible for many superpowered beings you recognize, such as Monster Girl. You are a master practitioner of one such art. Perhaps you studied alongside the forces of Hell, learning infernal arts. Alternatively, you might have chosen to learn the various curse arts that forged Monster Girl. Depending on what you choose, you could be the ultimate support or a warrior who can tear Viltrumites apart with ease. Though who says you need to choose? If you're not satisfied with a single discipline, then you can pay an additional **400 CP** to become this world's foremost magic user. If it falls under the banner of this world's occult practices, then you have mastered it. Even the elements normally concealed, such as Heaven's light, the Endless Nation's mysterious arts, or the Kaiju's primal techniques.

I Am The Night - 300/800 CP
So you're another brooding hero who glares at everyone and dresses like a bat. Why not, of course there's another one. You are presumably one of the many orphans Mr. Wayne adopted to make into a child soldier. You have undergone training on par with the greatest non-powered vigilantes to ever live. Your combat skill, investigative ability, tactical thinking, and technical knowledge all sit at the absolute peak of what a human can achieve. You can dismantle criminal organizations piece by piece, solve cases that stump entire agencies, and hold your own against superhumans through sheer preparation and precision.

You instinctively plan several steps ahead in a fight, making use of terrain, tools, and timing to overcome stronger opponents. While you may lack raw power, you make up for it with efficiency, adaptability, and a refusal to lose. As a bonus, you will receive a utility belt, costume, and box of all your equipment for **Free** with this training. You might be an ordinary man, but somehow you're capable of keeping pace with titans. For an additional **500 CP,** you can unlock the greatest of Batman's arsenal, the ancient Tibetan Monk techniques. These are the techniques that allow Batman to do things like dodging Darkseid's Omega Beams at point-blank range, astral project his soul, and trick telepaths with false memories.

Necroplasm Rebirth - 800 CP
Death was only the beginning. Through infernal pact, divine intervention, or some deeply questionable cosmic bookkeeping, you have been reborn. You have either become a Hellspawn or a Redeemer, though you may also become a unique fusion of both provided you purchase this power twice. Hellspawns channel necroplasm, shadows, hellfire, and infernal energies, while Redeemers wield divine light, holy flame, and purification. The Redeemer's powers are particularly effective against evil, corruption, and demonic forces. In either case, your abilities function similarly in scale and versatility, though their aesthetics and specialized interactions may differ.

Now your body has been infused with necroplasm, transforming you into a living engine of death, shadow, and dark miracles. Your physical abilities are monstrous from the outset. You possess strength, speed, durability, and regenerative abilities roughly comparable to an Adult Viltrumite, alongside an immortal body composed of dense necroplasm rather than normal flesh. Damage to organs, limbs, or even catastrophic bodily trauma can be regenerated so long as enough necroplasm remains.

You wield necroplasmic energy capable of fueling a staggering variety of powers. You may unleash destructive blasts, teleport across vast distances, phase through matter, fly, turn invisible, create portals, manipulate shadows and hellfire, reshape matter to a limited extent, read minds, manipulate souls, and perform countless other supernatural feats limited primarily by imagination and available power. In time, abilities such as resurrection, large-scale reality warping, or temporal manipulation may become possible. Your powers draw from an internal reserve of necroplasm. Excessive use will deplete it, weakening you until it naturally replenishes or is restored through external sources such as souls, ambient evil, or other dark energies.

You are also highly resistant to death. So long as your power remains and you are not struck down by sufficiently holy or magical means, you may recover from nearly any injury. Right now, you have only scratched the surface of your potential. At the start, you are roughly as powerful as an Adult Viltrumite. Given time, experience, and enough power to consume you could grow to immense levels. You might even rival titans such as Omega Spawn, Divine Spawn, or Holy Spawn. Turns out dying really was a power-up.

Battle Beast - 800 CP
Some warriors train for strength. Others are born into something far worse. On the world of Dornn, there exists a curse that creates monsters obsessed with combat above all else. Battle Beast is the most infamous example, a warrior who sought out the strongest opponents in the universe purely for the thrill of battle. You have inherited that

same Curse of Battle. Your strength and durability are on par with a Regent-level Viltrumite, allowing you to trade blows with the most powerful beings in the setting. Your skill in combat is similarly elevated, granting you near-unmatched instinct, precision, and efficiency in any fight. Weapons, unarmed combat, aerial engagements, it all comes naturally to you.

Your endurance borders on absurd. You can fight continuously for over a week at full intensity without meaningful fatigue, pushing through damage and exhaustion as if they barely exist. Perhaps most strangely, your existence becomes tied to battle itself. You cannot truly die outside of combat. Extreme environments, starvation, suffocation, or the vacuum of space will leave you incapacitated, but not dead. To end your life, someone must defeat you in a proper fight. Finally, unlike Battle Beast, you are not consumed by an uncontrollable lust for combat. You retain your full personality and judgment, though you may find yourself enjoying a good fight far more than you used to. Optionally, you may choose to be related to him, whether as a descendant, student, or something else entirely. After all…every legend starts somewhere.

The Darkness - 800 CP
There are powers you control, and then there are powers that usually control you. Jackie Estacado carries one of the primordial forces of the universe, an entity that feeds on darkness, fear, and raw violence. You are a host to that same force. The Darkness has been bound perfectly to you, granting full access to its abilities without risk of rebellion or loss of control. You can generate and manipulate living shadows, shaping them into weapons, armor, tendrils, or constructs limited only by your imagination and available darkness. You can summon and command Darklings, vicious demonic entities that act as extensions of your will.

These creatures can swarm enemies, perform tasks, or simply cause chaos wherever you direct them. Your physical capabilities are greatly enhanced while using the Darkness, granting increased strength, durability, and regenerative ability. You can recover from massive damage so long as the Darkness has energy to sustain you. Your power is strongest in darkness and weakest in intense light. Bright environments can suppress your abilities, limiting your output and making it harder to maintain larger constructs or summonings. Even so…when the lights go out, the fight is already over. Lastly, should you have a child then you will not die unlike normal Darkness users.

The Angelus - 800 CP
If the Darkness is hunger, then this is judgment. Angelus represents the opposing primordial force, an embodiment of light, order, and divine wrath that exists to

counterbalance its darker counterpart. You are the host of the Angelus. Unlike most hosts, the Angelus is perfectly bound to you. There is no internal struggle, no loss of control, and no risk of being overtaken. Her power is yours to wield fully. You command radiant energy capable of burning through enemies, purifying corruption, and overwhelming supernatural or shadow-based forces.

You can generate constructs of light, manifest weapons, and unleash devastating blasts that scale with your power. You also possess the ability to summon and command Angelus warriors, powerful servants formed of light that act with discipline and precision under your direction. Your body is enhanced to match, granting increased strength, durability, flight, and resilience. You may also heal yourself or others through focused application of your power. Your abilities are strongest in bright environments and may be somewhat diminished in complete darkness or in the presence of opposing forces like the Darkness. Where that power brings fear…this brings something worse. Judgment.

Atomic Wonder - 400/900 CP
Like Atom Eve, you possess the ability to manipulate matter at a molecular level, granting you one of the most versatile power sets in the universe. At the default level, you can transmute materials, create solid constructs, generate energy blasts, reshape the environment, and fly (pink coloration optional). For **400 CP,** your abilities operate under a mental limiter similar to Eve's early restrictions. You retain immense versatility, though certain applications, such as directly altering complex living organisms or performing large-scale reality-altering feats, are subconsciously restricted.

For an additional **500 CP,** however, you remove these limitations entirely. With your full power unlocked, your control over matter expands dramatically. You can manipulate organic and inorganic matter freely, restructure bodies, heal or harm at a fundamental level, and perform large-scale transformations that border on reality warping. At this level, even a Regent Viltrumite would be afraid to engage you. Lastly, if you wish, you may be Eve's sibling or the result of a similar experiment. Just remember…there's a reason her powers had a safety lock.

Two Punch Man - 200/1000 CP
Most people end a fight with one good hit. You need two. The first punch is pretty normal overall. It'll land with roughly human-level force, though that could change depending on your actual strength. It exists for one purpose, which is to set up the second. The second punch is where things get ridiculous. For **200 CP**, your follow-up strike carries enough force to injure beings like Young Viltrumites. The jump in power

between the first and second hit is extreme, allowing you to punch far above your normal weight class so long as you can land that initial blow.

For an additional **800 CP** (total **1000 CP**), you unlock the full potential of this ability. Your second strike multiplies your strength to an absurd degree, scaling far beyond your base capabilities. Even a normal human could theoretically reach planet-shattering levels through this effect. You still need to land both hits, and opponents with superior speed, durability, or awareness can disrupt the sequence. But if that second punch connects? Very few things are walking away from it.

Omnipotus - 1000 CP
Some threats can be punched while others rewrite the rules. Omnipotus is not a conventional opponent. He is a dimensional entity capable of overwhelming nearly every hero on Earth at once, forcing them into desperate measures just to remove him. You possess a similar level of power. You can absorb energy from your surroundings, drawing from the environment or even the dimension you inhabit to fuel your abilities. This energy can be used to enhance your already formidable presence or be redirected into devastating attacks.

Your control over matter is incredible as well. You can transmute, reshape, and manipulate the world around you on a large scale, altering terrain, creating constructs, or tearing apart structures with ease. Your durability borders on invulnerability. Conventional attacks, superhuman force, and most forms of energy struggle to meaningfully harm you while you are properly empowered. Your greatest limitation mirrors Omnipotus himself. Your power is tied to the energy available to you and your connection to the current dimension. In environments where energy is scarce or where you are forcibly displaced, your power can diminish significantly. Still…if you’re allowed to stay and feed, very few things can stop you.

EXTERNAL POWERS

These are primarily items that happen to grant you some sort of power.

Satanic Armor - 100 CP
This is a set of infernal armor worn by the legions of Hell under Satan himself. Forged from dark metals and imbued with demonic power, the armor takes on a stylish red-and-black appearance that practically screams “subtlety was never an option.” The armor may be summoned onto your body at will, appearing instantly and vanishing just as easily when dismissed.

While worn, it provides excellent protection against mundane weapons and weaker superhuman attacks, allowing you to shrug off blows that would cripple ordinary beings. Against the true monsters of this universe, however, its limits become obvious. Someone on the level of an adult Viltrumite could tear through it with brute force alone. Still, against anything short of the setting’s top-tier powerhouses, this armor offers reliable protection and undeniable style.

- **Free for Demons**

Tether Tyrant Vest - 100 CP
This strange vest grants you control over a set of large, durable purple tendrils that extend from your body. These tethers can be used to grab, restrain, strike, or fling enemies with surprising force. They are strong enough to handle most street-tier threats with ease, and can still interfere with stronger opponents long enough to create openings. Their reach extends several meters, giving you a solid advantage in close to mid-range combat. The tendrils respond instantly to your thoughts, allowing for precise control, multi-target grappling, or rapid defensive reactions. If damaged, they will regenerate over a short period of time.

Seismic Gauntlets - 200 CP
Reverse-engineered from the work of Dr. Seismic, these heavy gauntlets channel destructive vibrational energy through your strikes. With a gesture or a punch, you can unleash concussive blasts that ripple through the ground, shatter structures, and send enemies flying. At full output, these shocks are capable of cracking bedrock, collapsing buildings, and reducing large monuments to rubble. Focused blasts can be directed forward as ranged attacks, while wider pulses can destabilize an entire area around you. The gauntlets are built to handle their own recoil, so you won’t shatter your arms every

time you fire. They will also adjust to your strength over time, allowing you to push their output further as you grow more capable.

Staff of Leadership - 200 CP
The Staff of Leadership is an ancient weapon traditionally wielded by the ruler of Universa's people. It is both a symbol of authority and a terrifying weapon in its own right. This staff allows its wielder to channel, amplify, absorb, store, and manipulate nearly any form of energy or electricity with incredible ease. Energy blasts may be fired with devastating force, absorbed attacks may be redirected, and stored power may be unleashed at a later time.

While wielding the staff, the user gains superhuman strength, flight, and enhanced durability. The exact degree of these enhancements depends on the amount of energy stored within the weapon. The staff is also attuned to its rightful wielder. Should anyone else attempt to take or wield it, they will be met with a violent burst of energy. This discharge is powerful enough to temporarily incapacitate even an adult Viltrumite. Heavy is the hand that holds the staff.

Kid Thor - 200 CP
Not every legacy lives up to the name. This one actually does. Kid Thor wields a hammer imbued with divine power, a gift tied to storms, lightning, and raw physical might. You possess a similar weapon, a hammer infused with Thor's power, which responds to you and your bloodline. Through it, you can summon lightning, unleash powerful electrical strikes, and call down localized storms to overwhelm your enemies. Your physical abilities are enhanced while wielding it, granting increased strength, durability, and resilience in combat. You can trade blows with a Young Viltrumite and hold your ground far better than your base form would allow. The hammer is bound to you. Others may lift it only if you allow it, and it will return to your hand when called. You are not a god, but you certainly hit like one. Lastly, should you be slain, you can be revived should the hammer be brought to your corpse. This, however, may only be done once per Jump or every ten years, whichever is shorter.

Knockout - 200 CP
Knockout is a straightforward kind of hero. She hits, and things tend to stay down. However, her powers are actually the result of a pair of magical boxing gloves. Somehow, you've come into possession of these gloves. They grant the wielder tremendous striking power focused primarily through your punches. Your blows carry far more force than your frame would suggest, allowing you to stagger, launch, or outright incapacitate opponents with clean hits. Your durability is solid enough to

support this style, letting you stay in close quarters without immediately folding under pressure. You, however, are on the lower end of superpowered individuals and significantly below a Young Viltrumite in strength.

Quantum Chip - 200 CP
The Quantum Chip is an experimental piece of technology once used by Machine Head to stay several steps ahead of everyone around him. By processing immense amounts of data and interpreting probable quantum outcomes, it grants its user a limited ability to predict future events and determine the likely consequences of actions. When worn or integrated into your systems, this chip constantly analyzes your surroundings, available information, and the behavior of those around you.

It can provide insight into the most likely outcomes of conversations, conflicts, schemes, and other immediate situations. This allows you to anticipate betrayals, identify opportunities, and make decisions with unnerving precision. It, however, isn't true precognition. It cannot account for completely random variables, hidden information, or beings capable of acting outside normal probability. Still, it is accurate enough to let you predict things such as a desperate man seeking outside help, a hero choosing the obvious route, or when someone is about to put a fist through your face. So try not to become dependent on it.

The Molten Crown - 300 CP
The Molten Crown is an ancient relic forged by Satan himself to channel the power of the Souls of the Vanquished. Its molten, jagged design radiates infernal authority and overwhelming power, marking its bearer as something far beyond mortal. Should an ordinary human wear this crown, they would be elevated to incredible heights, gaining power on par with beings such as Satan or Volcanikka.

If you are already at or beyond such levels, the crown instead acts as a potent amplifier, magnifying your existing abilities even further. The stronger you are, the greater the benefits it provides. Once equipped, the crown fuses with your soul and cannot be removed or stolen without your consent. Even if destroyed, it will eventually reform. In addition, possession of the crown marks you as the de facto ruler of Hell, granting authority over its legions, resources, and territories so long as you can enforce your claim. This authority, and whatever domain you carve out from it, will carry forward into future settings.

Infinity Ray - 400 CP
Sometimes diplomacy fails. Sometimes you need a weapon that can punch a hole through damn near anything. You receive the legendary Infinity Ray, the weapon wielded by Space Racer himself, along with a high-speed space bike and a Coalition-grade combat suit. The combat suit provides strong protection against hostile environments, radiation, vacuum, and conventional weaponry while improving mobility and survivability in combat. The space bike is capable of high-speed atmospheric and interstellar travel. It is durable, highly maneuverable, and comes equipped with navigation systems and onboard life support.

The Infinity Ray is the real prize. Its shots possess near-absolute penetrative power, allowing them to pierce almost any material, defense, or physical durability. Armor, forcefields, mountains, warships, and even beings capable of surviving planet-shattering force can be wounded or killed if struck cleanly. Unless a target possesses some form of conceptual defense, reality-warping protection, or similar extreme resistance, this weapon can likely harm them.

Its shots travel in perfectly straight lines at incredible speed, maintaining their momentum and penetrative properties no matter the distance. Thankfully, the weapon has been modified with a built-in safety function. You may choose for each shot to dissipate harmlessly after striking its intended target, after traveling a chosen distance, or after a set amount of time. If disabled, shots will continue onward until they hit something… eventually. The weapon has effectively unlimited ammunition and recharges quickly between shots, though rapid sustained fire may cause temporary overheating. Try not to miss.

Tech Jacket - 400 CP
Originally created by the Gelderians, the Tech Jacket is one of the most advanced pieces of combat technology in the galaxy. Bonding to its user at a biological level, the suit acts as both armor and weapon system, enhancing nearly every aspect of your physical performance. At a baseline, the suit multiplies your strength, speed, durability, and reactions approximately a hundred-fold. A normal human equipped with it can contend with high-tier superhumans, while stronger users will see that advantage scale accordingly. Flight, environmental protection, and life support systems come standard. This is capable of operating in space, deep oceans, and hostile alien worlds without issue.

The real strength of the Tech Jacket lies in its adaptability. It can generate a wide array of weapons, defensive systems, and tools on demand. Energy blasts, reinforced

constructs, shielding layers, sensory arrays, and tactical systems are all available to you, shifting as needed in the middle of combat. Over time, the suit learns. It'll analyze threats, adapt to damage, and unlock new configurations based on your experiences. What starts as a powerful suit of armor can evolve into something far more dangerous in the hands of a capable user. The suit is fully loyal to you and will not attempt to override your will. Unlike certain versions, you won't have to worry about it deciding you're expendable. Just remember, this thing was built for war. If you lean into that, it will meet you there.

Armaments of Battle - 500 CP
Some weapons are forged, but these are fed. This is a set of armor and up to two melee weapons of your choice. The armaments scale with your strength, your will, and your love of combat. From the start, they are powerful enough to injure even high-end threats such as Regent-level Viltrumites and durable enough to withstand blows from similar opponents. Though they can block such attacks, your own body still needs to survive the impact. The more worthy the battle, the faster these armaments grow.

Fighting powerful enemies, surviving brutal wars, or proving yourself in glorious combat causes them to evolve over time. They may become sharper, tougher, lighter, or gain entirely new abilities suited to your fighting style. Energy projection, adaptive defenses, regeneration, or power-draining effects are all possible developments. Even when outmatched, they will always remain useful. They scale to stay relevant, though true growth requires real struggle. Weapons like these don't care about peace. They live for war.

K7-Leetha - 600 CP
You didn't think Spawn's cape was just for dramatic posing, did you? You have somehow acquired K7-Leetha, a living necroplasmic symbiote armor from the Seventh House of K. This sentient suit is bonded directly to your nervous system and responds as naturally as your own body. It can act independently to defend you, even while unconscious.
The suit can reshape itself into armor plating, spikes, blades, chains, tendrils, wings, or countless other weapons and tools.

Its cloak can harden into shields, lash out like a whip, sever limbs, or envelop enemies entirely. The suit enhances your physical abilities and provides strong protection against both physical and supernatural harm. It can regenerate damage over time by feeding on necroplasm, ambient evil, or similar energies. Best of all, unlike most symbiotes, K7-Leetha does not seek to control you, though it is intelligent and may occasionally

“encourage” certain actions or react according to its instincts. It also looks incredibly cool. Which is at least half the point.

The Witchblade - 600 CP
Well…this should be interesting. You have obtained a legendary living artifact similar to the Witchblade, an ancient semi-sentient weapon of immense mystical power. In its dormant state, it typically appears as a bracelet, gauntlet, or similar ornament. Once awakened, it can spread across your body as adaptive armor or reshape itself into weapons and tools. The Witchblade enhances your physical abilities dramatically, granting increased strength, speed, stamina, reflexes, and durability. It can heal injuries, purge toxins, and sustain you through wounds that would incapacitate most people. Its primary ability is adaptation. When threatened, the Witchblade automatically alters its form to protect you.

It’ll cover vulnerable areas with armor, creating shields against attacks, or manifesting blades, tendrils, spikes, and ranged constructs to retaliate. The more danger you face, the more aggressively it responds. It can also unleash blasts of mystical energy, interact with supernatural forces, detect magic, and counter curses or hostile occult effects. With sufficient mastery, its versatility can become absurd. Finally, the Witchblade grows alongside its wielder. As your body strengthens, your will sharpens, or your magical skill increases, the artifact unlocks greater abilities and more powerful forms. This version is guaranteed to be compatible with you. It will not reject you, dominate your mind, or drag you into cosmic drama unless you go looking for it. Though fair warning…it does have opinions.

Omega Jacket - 600 CP
This is less a suit of armor and more an apocalyptic incident waiting to happen. The Omega Jacket is a unique and vastly enhanced version of Gelderian battle armor, infamous for its overwhelming destructive potential. This suit possesses enough raw firepower to destroy planets and unleash plasma waves capable of shattering continents with ease. Its systems dramatically enhance your durability, strength, speed, mobility, and combat awareness by hundreds of times while worn. It can survive absurd punishment and continue functioning in the harshest environments, including deep space and planetary-scale combat zones.

The suit’s offensive capabilities include concentrated beams, explosive plasma waves, area-of-effect bombardment, and enough raw output to threaten civilizations. Originally, this armor was fused with an alternate version of Donald Ferguson, absorbing his consciousness and driving the suit toward increasingly destructive behavior. Thankfully,

this version has had its more homicidal impulses neutralized. It will not attempt to dominate your mind or turn you into a genocidal maniac…unless you were already working on that yourself. The suit repairs itself over time and replenishes its energy reserves naturally, though extensive damage or overuse may require time to recover. Try not to sneeze while aiming.

The God Gun - 800 CP
The God Gun is a mysterious artifact wielded by Sergeant Marvel. When you pull the trigger, the God Gun grants a wish. Each shot allows you to reshape reality within the scope of your intent, producing effects that can range from simple changes to massive alterations depending on how you phrase it. The power behind each wish is immense, limited more by interpretation than raw capability. However, each user is restricted to only making three wishes. At least normally, instead this version will only allow you to make three wishes every ten years or once per Jump. The gun will not twist your words maliciously, though vague or poorly defined wishes may produce unintended results simply due to a lack of precision. Otherwise, you have three shots, so try to make them count.

The God Sword - 800 CP
If the gun changes reality…this just cuts through it. Also wielded by Sergeant Marvel, the God Sword is a weapon so dangerous that it was never truly used in earnest. You have somehow come into possession of the legendary blade. The blade can cut through any substance, defense, or being. Physical durability, energy shielding, dimensional barriers, and most forms of protection offer little resistance once the sword is brought to bear. There is nothing capable of stopping the blade's edge, allowing you to harm targets that would otherwise be completely untouchable. The limitation is simple. You still have to land the hit. The sword does not grant speed, strength, or skill on its own. Against faster or more skilled opponents, connecting with a clean strike may prove difficult. Still…if it lands, the fight is over.

ITEMS

All items are discounted to their origins, and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

GENERAL ITEMS

Invinci-Merch - Free
Obviously, Invincible is quite popular, so as you might expect, Invincible chose to sell out…I mean, make excellent deals. So there's quite a bit of premium merch. collection of officially licensed Invincible merchandise, including clothing, toys, posters, workout equipment, collectibles, novelty items, and every other piece of shameless commercial nonsense the marketing department could dream up. Best of all, this collection will update over time to include any merchandise based on your exploits, local events, or alternate identities. If you become famous enough, entirely new product lines may appear. Whether you want action figures, coffee mugs, body pillows, or "protection" themed after your favorite heroes and villains, it's probably in here somewhere. Congratulations. You sold out.

Communication Implant - Free
In a galaxy this big, yelling really isn't practical. You receive an advanced communication implant similar to those used throughout Coalition-controlled space. Once installed, this device allows you to communicate telepathically with other users. The newest model includes support for private channels, group communications, and rapid switching between contacts, making coordination in combat or diplomacy significantly easier. As an added bonus, the implant is sensitive enough to pick up surface thoughts and emotional intent from nearby beings when they are actively trying to communicate or thinking particularly loudly. The implant automatically updates itself to remain compatible with local technologies and communication systems in future worlds. So try not to think about anything embarrassing in the group chat.

Super Suit - Free
Every hero, villain, or intergalactic menace needs a look. You have been given a custom-made suit tailored to your preferences, powers, and aesthetic. This may take the form of classic spandex, tactical armor, sleek alien attire, mechanized plating, or anything in between. The suit is designed to fit you perfectly, remain comfortable during daily wear, and withstand the sort of punishment expected in a world where people get thrown through buildings on a regular basis. It offers modest protection against damage, resists tearing, staining, and environmental wear, and repairs itself over time. If you possess powers or unusual biology, the suit will adapt to accommodate them. Wings, tails, transformations, energy projection, or rapid growth spurts are all accounted for. Most importantly, it looks good, because image is everything.

Invincible - Free/100
This is a copy of the Invincible series. It contains the events that occurred throughout the comics as well as the show. This allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP, it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Fresh Fade Barbershop - 100 CP
Every legend needs a headquarters. Yours just happens to smell like aftershave. This is a fully furnished and stylish barbershop stocked with top-of-the-line equipment, comfortable chairs, premium products, and enough mirrors to make any narcissist feel at home. Most importantly, these tools will always be capable of doing their job as long as you're producing a proper fade. Aside from that, your shop is always clean and always operational. Additionally, it somehow never seems to suffer lasting damage from fights, disasters, or "disagreements" between superpowered customers. The business generates a modest but steady income.

More importantly, it acts as a social hub. Information, rumors, and gossip tend to flow freely here, and clients often reveal more than they intend while sitting in the chair. You may hear about criminal dealings, heroic activity, or galactic politics purely through casual conversation. Your shop also has a strange reputation for neutrality. Many who would normally be enemies are willing to leave their fights at the door, at least long enough to get cleaned up. No matter the setting, the shop updates and relocates as needed to remain relevant and attract customers. Walk-ins welcome.

Jumper Realtor - 100 CP
Not everyone needs an empire. Sometimes you just need a nice house and a steady paycheck. You own a successful real estate business capable of bringing in a comfortable amount of income each year. It is stable, legitimate, and surprisingly resilient in the face of economic downturns. If desired, this may be the very same company worked by Debbie and Paul, or a similar business of your own creation. More importantly, this business seems uniquely capable of finding you the perfect property no matter your needs. A quiet suburban home, a luxury penthouse, a hidden bunker, or a remote fortress in the mountains can all be found with remarkable speed and at suspiciously reasonable prices. Home is where the profit is.

Bladed Braid - 100 CP
Modeled after the weapon used by Thula, this deceptively simple blade is designed to be woven into your hair, hiding it in plain sight until the moment you strike. Despite its size, the blade is absurdly sharp and durable. It can slice cleanly through materials that would shrug off most conventional weapons, including the flesh of Adult Viltrumites. Whether used for quick, precise strikes or sudden ambushes, it is far deadlier than it looks. The weapon will adjust to your movements, making it surprisingly easy to wield as an extension of your body once you get used to it. If damaged, it will repair itself over time.

Mauler Nerve Gun - 100 CP
A favorite tool of the Mauler Twins, this compact weapon bypasses durability in a way most guns can only dream of. Instead of relying on raw damage, it overloads the target's nervous system, triggering every pain receptor at once. The result is immediate and overwhelming incapacitation. Even beings with extreme durability, including Adult Viltrumites, will lock up for a few crucial seconds after a direct hit. Against weaker targets, it can drop them instantly. The effect is non-lethal by default, though repeated exposure is not recommended unless you are actively trying to ruin someone's day. The weapon recharges itself over time, so you won't run dry in the middle of a fight.

Life Support Skeleton - 100 CP
Turns out ruling a criminal empire is easier when death is more of a suggestion. You possess an advanced life-support and regeneration system similar to the one used by Mister Liu. This may take the form of a medical throne, wearable harness, implanted system, or another aesthetic of your choosing. Once integrated, it continuously stabilizes your body and keeps you alive through injuries, disease, and the slow decay of age. The system dramatically enhances your natural healing, repairs damaged tissue over time, and can restore lost limbs or organs given sufficient time and energy.

It can also keep you functioning despite catastrophic bodily damage that would leave most people bedridden or dead. Age-related decline is halted while connected, and your physical prime may be maintained indefinitely so long as the system remains functional. Even if your body is reduced to a barely living husk, the machine may preserve your life until repairs can be completed. It won't make you INVINCIBLE *insert title card*. It just makes dying inconvenient.

Temporal Bracelets - 100 CP
These bracelets were developed by the Flaxans after their first invasion of Earth. These bracelets anchor you firmly to your own point in time. No matter what temporal distortions you encounter, you remain safe and stable. Time dilation, accelerated aging, reversed flow, or unstable dimensions will not affect you. You will not rapidly age, de-age, or get caught in loops or temporal drift. This also grants resistance to most time-based manipulation, making it far harder for others to slow, freeze, or otherwise interfere with your personal timeline. Purchasing this gives you a container with a hundred bracelets and the schematics allowing you to make more of them.

Dragon's Breath - 100 CP
The Dragon's Breath Sniper is a gun from the Fortnite universe. This exotic long-range weapon hits far harder than it has any right to. The Dragon's Breath Sniper fires high-powered rounds that ignite on impact, setting targets ablaze if they survive the initial shot. The rifle is exceptionally accurate at long distances, allowing you to pick off targets well beyond standard engagement ranges. Additionally, any headshots made using this weapon will automatically deal 2.5 times as much damage as it normally does. As a final benefit, the sniper has unlimited ammo and is pretty durable in case you need to hit someone with it. It will not solve every problem, but if you need someone gone from very far away, this will do the job nicely.

Burger Mart - 100 CP
You are now the proud owner of Burger Mart, or an equivalent fast-food chain if you'd prefer a different theme. It may not win any culinary awards, though it is reliable, widespread, and always seems to hit the spot after a long day of getting punched through buildings. This business generates a steady stream of income and comes with fully staffed locations that manage themselves with minimal input from you. You will never have to worry about supply issues, staffing problems, or the usual headaches that come with running a large franchise. More importantly, you will always have access to fresh, hot food whenever you want it, no matter where you are. Somehow, a location, delivery, or stocked supply will be available when you need it. It might not be gourmet, though after saving the world, it tastes like it is.

I’m the President - 100 CP
At some point, you either are or were the President of the United States, much like Immortal during one of his many lives. This grants you a significant level of fame, recognition, and political weight. You understand how to navigate government systems, handle public appearances, and manage the kind of pressure that comes with running a country. You also gain a strong network of political and institutional connections. In future settings, you may choose to have held an equivalent leadership position if it fits, or be the current US president right from the start. Even if you step away from the office, your reputation and connections tend to stick around. Turns out saving the world looks pretty good on a campaign poster.

No Collateral, For Once - 100/200 CP
Let’s be honest, every now and then, people want to let loose. Now that we’ve established this is a normal impulse, here's access to the ultimate rage room. You possess access to a pocket dimension designed for stress testing powers and causing irresponsible amounts of destruction. By default, this dimension manifests as a large populated city or urban environment, complete with buildings, infrastructure, vehicles, and simulated civilians or enemies if desired. Within this space, you may test your powers freely, experiment with techniques, or simply vent frustration by leveling entire city blocks.

Any damage caused within the dimension resets once you leave or at your command, restoring everything to pristine condition. This space can safely simulate collateral, structural collapse, and the consequences of large-scale combat without harming the real world. It is ideal for practicing restraint… or the opposite. For an additional 100 CP, this dimension may be upgraded to planetary scale. You may simulate alien invasions, planetary bombardment, extinction-level attacks, or test techniques capable of shattering continents or worlds. Go ahead, do the Chicago thing, you know you want to.

Darkwing Arsenal - 200 CP
Even in a world like Invincible, there are still some individuals who can get by without powers. Though they tend to make up for it with equipment. This is the full collection of gear used by Darkwing and his successor. Smoke bombs, grappling lines, throwing weapons, surveillance tools, restraints, and a wide array of specialized gadgets designed for dealing with both criminals and superpowered threats. This also includes his hoverboard and any other vehicles the crusader happened to own. The arsenal replenishes and repairs itself over time, ensuring you never run out of your more

commonly used tools. Every item will be replaced within twenty-four hours after being used or destroyed.

- **Free with Darkwing Power**

Gelderian Outpost - 200 CP
The Gelderians are an incredibly advanced species, wielding technology advanced enough to make even the Viltrumites hesitate to commit a full assault. Aside from the Tech Jackets, the most important tool they have is their space stations. The station serves as a fully functional headquarters in space, equipped with advanced sensor arrays capable of scanning vast regions with extreme precision. It can detect incoming threats, track high-speed objects, and identify powerful entities such as approaching Viltrumites long before they arrive.

Defensively, the station is outfitted with a modest array of energy cannons and countermeasures. While it is not designed to win full-scale wars on its own, it can repel smaller fleets and hold out long enough for reinforcements or evacuation. It comes staffed with a competent crew who will maintain operations, run scans, and follow your directives. An attached escape vessel ensures you always have a way out if things go south. Purchasing this gives you a single station, though if you happen to have multiple planets under your control, each planet will be assigned one command station.

Jumper Inc. - 200 CP
“So…you’re telling me we can *bill* people for saving them now?” After a certain someone stepped away from the GDA, the idea of independent hero work started looking a lot more appealing. You decided to capitalize on that. Jumper Inc. is your own on-call hero service. Civilians, businesses, and even local governments can contact your company for assistance, whether that means stopping a robbery, handling a superpowered threat, or dealing with something a little more…unusual.

By default, your roster includes four low-tier heroes and two mid-tier heroes. They are competent, reliable, and loyal to your organization. They will handle jobs professionally and improve over time with experience. You may personally take on contracts as well, which tends to boost your company’s reputation significantly. The business generates a steady and often substantial stream of income, especially as your reputation grows. More importantly, it gives you a constant source of leads, conflicts, and opportunities to expand your influence. Just remember, once you start putting a price on hero work, people start expecting results.

Time Harness - 200 CP

“Yeah…this is how things get worse.” This device allows you to open stable portals through time, letting you travel to different points along your personal timeline. With a brief activation, it creates a gateway large enough for you and others to pass through. By default, the portal remains open for a few seconds before closing automatically, though you can hold it open longer with focus. The destination must be chosen intentionally, preventing accidental jumps to random points in history.

The harness includes safeguards to keep you from immediately erasing yourself or causing catastrophic paradoxes. Time will resist truly destructive changes, nudging events back toward stability where possible. That said, you can still alter outcomes, create branches, or take advantage of foreknowledge if you’re careful. Warning, though, repeated or reckless use may draw attention from forces that care about that sort of thing. Turns out, time travel is one of those powers that makes everyone nervous.

Supermax Prison - 200 CP
People love talking about redemption right up until a man who shoots lava from his eyes escapes containment. This is a state-of-the-art superhuman prison designed to contain nearly any villain, monster, or dangerous anomaly you can capture. Through a frankly irresponsible amount of funding, no expense has been spared in making sure your prisoners stay put. The facility includes adaptive power-dampening fields capable of suppressing a wide variety of abilities. Additional dampening collars and restraint systems can be customized to specific inmates. Reinforced walls, automated lockdown systems, and environmental defenses help counter brute force, teleportation, intangibility, regeneration, or other common escape methods.

The prison also includes layered shielding and containment systems designed to resist nearly every power imaginable. If one system fails, another is ready to compensate. Security is handled by a full staff of trained guards, robotic enforcers, and support personnel. You may also assign heroes or trusted allies to oversee dangerous inmates. Their equipment is primarily designed for non-lethal suppression, though every tool comes with a lethal setting should things truly go sideways. No prison is perfect, but this one gets pretty close.

Cloning Chamber - 200 CP
The ultimate achievement of the Mauler Twins was their impeccable understanding of cloning technology, and now you possess one of their finest creations. This advanced mechanical chamber is capable of producing perfect genetic clones of any individual, provided you possess a viable DNA sample from the original target. These clones are

physically identical in every respect, replicating the target's body down to the smallest detail.

By default, the chamber will also perfectly replicate the target's mind, memories, and personality at the moment of cloning. If desired, this feature may be disabled or altered, allowing the creation of blank-slate bodies or more manageable servants. As an added bonus, you receive the complete schematics and technical knowledge required to recreate, repair, or improve upon the chamber in future settings. Just try not to start arguing over which one is the clone.

Technicians - 200 CP
The Technicians are among the most brilliant and morally questionable minds in the multiverse. These bizarre, highly advanced beings possess technological knowledge far beyond that of most civilizations and are capable of feats that border on the miraculous… or the horrifying. Usually both. For whatever reason, you have earned the loyalty of a dozen Technicians. They will follow your orders without complaint and are more than willing to perform research, experimentation, and development regardless of how ethically dubious it may be.

Genetic engineering, dimensional experimentation, cybernetic enhancement, reality-adjacent nonsense…if they can figure it out, they'll do it. Thankfully, they have brought their mobile laboratory with them: a massive ship outfitted with advanced computers, surgical suites, fabrication systems, containment chambers, and all the tools they require to continue their work. They will, however, still require time, energy, and resources to complete major projects. Genius is not magic. Usually.

The Abyss - 200 CP
Some people lift weights. Others spar with monsters. You train beside a black hole. The Abyss is a supermassive black hole with an immense and carefully controlled gravitational field. Even an adult Viltrumite would quickly be crushed to death if they ventured too close. This overwhelming gravity makes it an unparalleled training tool. By adjusting your distance from the event horizon, you may subject your body to increasing levels of strain.

The closer you move, the greater the pressure placed upon every part of you at once. Muscles, bones, organs, and even your ability to move are tested under impossible conditions. For those capable of surviving and growing stronger through damage or hardship, training here can produce tremendous gains. The Abyss is stable, will not consume nearby systems unless directed, and may be safely accessed through

protected routes or attached infrastructure. If gravity doesn't kill you, it'll make you stronger.

Stealth Troops - 200 CP
Sometimes subtlety is more effective than punching through a skyscraper. You receive a squad of elite covert operatives similar to the GDA's finest stealth troops. Each soldier is trained to the level of top-tier special forces, with expertise in infiltration, assassination, reconnaissance, and anti-superhuman support operations. They are equipped with advanced stealth suits capable of rendering them nearly invisible to visual detection while also masking heat signatures and reducing other common forms of tracking.

Their standard equipment includes advanced rifles, explosives, surveillance tools, and specialized anti-personnel weaponry. A single squad is capable of eliminating normal military forces, infiltrating secure compounds, or neutralizing weaker superpowered individuals through careful preparation. These soldiers will move as one and can work alongside other forces without issues. However, against true heavy hitters, they are badly outmatched. That said, they were never meant to fight fair.

Sequid - 200 CP
The Sequids are a parasitic species used by the Martians as both tools and weapons. Once attached, a Sequid can take full control of a host's body, accessing their memories, skills, and instincts with alarming speed. You have somehow acquired a fully tamed Sequid that is completely loyal to you. It will never attempt to control you against your will, and if it ever bonds with you directly, you will retain full control over your mind and body. When used on others, the Sequid can dominate most targets with ease.

Only a select few species, such as Martians, Viltrumites, and similarly resistant beings, can reliably fight off its influence. Once attached, it learns quickly, making each new host more dangerous than the last. Your Sequid is also capable of reproduction. Given time, it can lay eggs and build a growing swarm. Left unchecked for a few weeks, this could escalate into a force large enough to overwhelm an entire city. Control it carefully. This is one of those tools that can solve problems very quickly…or create much bigger ones.

Mega Corp - 200 CP
You know what, let's leave all the supers to their business. Instead, let's focus on the important stuff. Particularly making money. The best way to do so is to acquire control over a corporation, bonus points for a large one. So it shouldn't be surprising that you've established a full-on mega corp. You've established a full-scale megacorporation with

overwhelming influence in a chosen industry. Whether it's medicine, weapons, transportation, or something more niche, your company dominates the market to an almost unfair degree.

This business generates a massive amount of reliable income, is backed by a vast workforce, established infrastructure, and a network of subsidiaries that quietly extend your reach into other sectors. Even outside your primary focus, you'll find your company has a hand in more places than most people would expect. Operations largely run themselves, handled by competent executives and systems that keep everything efficient. You can step in to direct things personally, though you won't need to micromanage to keep it profitable. Beyond money, this gives you influence. Governments, organizations, and even heroes may find themselves dealing with you whether they realize it or not.

The Jumper League - 200/300 CP
Every respectable supervillain needs a gimmick, and yours comes with matching costumes. The Jumper League is a group of twelve superpowered individuals united under a single themed banner, all styled around a particular category of animal. Reptiles, birds, aquatic creatures, insects, mammals, or any similarly broad concept of your choosing. Their powers and appearances will reflect this theme appropriately.

These individuals possess a variety of moderate superhuman abilities, making them useful for heists, distractions, ambushes, or looking menacing in the background of your inevitable monologue. While none are likely to rival the strongest heroes alone, together they can present a legitimate threat to lesser teams or urban defenders. For another 100 CP, however, you'll also receive a couple hundred standard henchmen and women to serve as support staff, cannon fodder, or decorative meat shields. They are surprisingly loyal, somewhat competent, and entirely expendable. A meat shield is a meat shield.

Dimensional Forger - 300 CP
Dimensional manipulation is surprisingly common in this universe. It is also wildly dangerous in the wrong hands. Fortunately, these are now in your hands. The Dimensional Forger is an advanced device capable of manipulating space, dimensions, and localized reality. With it, you may create, alter, or stabilize pocket dimensions and other exotic spaces. These dimensions may be customized to suit your needs, whether that means creating storage spaces, prison realms, hidden laboratories, or bizarre environments with altered laws of physics.

You may create dimensions with altered properties such as accelerated or slowed time, unusual gravity, environmental hazards, or other strange effects. For example, you could create a time-dilated dimension similar to that used by the Flaxans. The Forger may also be used to transport or relocate massive objects across space or dimensions. Ships, cities, moons, and even stellar bodies may be moved if sufficient energy is supplied. Naturally, larger objects require exponentially greater power. Reality is more flexible than most people think.

Robot Squadron - 300 CP
Turns out the answer to most problems is “build more robots.” You receive a squadron of twelve advanced combat drones modeled after Robot’s black anti-Viltrumite armor platforms. These units are significantly more advanced than his standard drone bodies and are purpose-built for high-intensity combat against the strongest threats in the galaxy. Each unit possesses physical capabilities roughly comparable to a young Viltrumite, including immense strength, speed, durability, and flight. Their true advantage lies in their specialized equipment. This includes advanced energy weapons, adaptive shielding, tactical processors, and anti-Viltrumite combat systems.

With this equipment, these combat droids can engage adult Viltrumites or similarly powerful foes on relatively even footing. Unlike Robot’s personally controlled bodies, these drones are operated by highly advanced artificial intelligences fully loyal to you. They can coordinate independently, execute complex battlefield tactics, and continue functioning without direct oversight. Included with this purchase are the complete schematics, manufacturing data, and software architecture needed to recreate, repair, or improve these combat forms so long as you possess the necessary materials and facilities. Because if one robot army fails…build a better one.

Flaxan Dimension - 300 CP
You know, Nolan really did a number on this place. I don’t know if you replicated Robot’s idea or somehow found another dimension to this. Somehow, though, you’ve gained control over a dimension similar to the homeworld of the Flaxans, complete with its accelerated temporal properties and whatever remains of its military-industrial base. Time within this dimension flows significantly faster than in the outside world. While exact ratios may fluctuate, it is common for decades or even centuries to pass while only weeks or months pass elsewhere.

This makes it exceptionally useful for training, research, construction, or military expansion. The dimension comes with a massive standing army numbering in the millions, including infantry, armored vehicles, troop transports, exo-suits, and advanced

war machines. Their best technology is capable of contending with most superhumans, and their strongest exo-platforms may challenge even lower-tier Viltrumites. Your forces will replenish over time, and the civilization within will continue developing so long as the dimension remains stable. Just…maybe don't let Omni-Man back in here.

Personal Planet - 300/400 CP
Why settle for ruling a city when you can have a whole world? This is an entire planet placed under your control. Whether gifted to you, conquered by you, or quietly signed over through enough paperwork, it is yours to rule as you see fit. You may design its infrastructure, political structure, culture, and economy. You may also choose what species inhabit it, whether they are imported settlers, native inhabitants, or a mixture of both. The world itself may range from civilized and prosperous to wild and untamed. It can be an industrial powerhouse, a paradise world, a prison planet, or your own private fortress.

Its inhabitants and technology may be powerful, but there are limits. No native species may exceed Viltrumites in raw power, and no technology may surpass the upper limits of what is commonly found in this setting. However, should you pay an additional 100 CP, you may forgo this restriction and choose any species you have encountered during your Chain. In future settings, this planet will accompany you in a suitable location, or it may alternatively be turned into a warehouse attachment.

Throne of Hell - 400 CP
So, another challenger has risen to claim the Throne of Hell. Bold of you. Hell, also known as the Under Realm, is a vast subterranean kingdom hidden deep within the Earth's core. It is home to countless demons, infernal armies, and the dreaded Vile sealed beneath the world. Now, somehow, it is yours. Whether through conquest, inheritance, or sheer audacity, you have dethroned Satan and cast down Volcanikka.

As the new ruler of Hell, you command its legions, its resources, and the loyalty of the demons who dwell there. The Vile, too, may be directed against your enemies, though controlling them may require strength to match your ambition. Hell itself serves as both kingdom and fortress. Its armies are vast, its terrain hostile to invaders, and its resources considerable. If you also possess The Molten Crown, then Satan and the Magnamites will swear allegiance to you as loyal servants rather than fallen rivals. Hell has a new king.

- **Discounted with Molten Crown**

Rognarr Attack Squad - 400 CP
A single Rognarr is enough to make most sane beings reconsider their life choices. You, somehow, have an entire squad. This pack consists of twelve fully-grown Rognarrs that have been trained, conditioned, or perhaps simply convinced to obey your commands. While still savage and violent by nature, they recognize you as their master and will direct their aggression toward your enemies rather than your limbs.

Each Rognarr possesses monstrous physical strength roughly comparable to that of an adult Viltrumite, along with claws and jaws capable of tearing through even the toughest foes. In coordinated groups, they become exponentially more dangerous, overwhelming enemies through sheer brutality and numbers. Included among them is a breeding pair capable of producing eggs on a weekly basis. Given time, resources, and space, you could quickly build a terrifying army of galaxy-devouring reptiles. You know, assuming they don't eat each other first.

Power Base - Varies
It's nice to do things yourself. It's even nicer to have an army, corporation, or empire doing it for you. Through effort, conquest, business deals, or sheer luck, you have established or acquired an organization that answers to you. This may be a legitimate company, criminal syndicate, military force, government, or full-blown empire. Whatever form it takes, it's loyal and firmly under your control.

- **Minor - 100 CP:** You possess a small but functional enterprise. It provides steady income, useful contacts, and a handful of loyal workers. While not particularly powerful, it can support your daily needs and provide a foothold in the world on a citywide scale. Examples include a successful local business or small corporation, a local gang, or a modest mercenary crew.
- **Big Leagues - 200 CP:** You control a well-organized and profitable operation with meaningful influence. Your organization may dominate a region or have a lesser influence on a planetary scale. It has enough resources to hire specialists, bribe officials, or employ superpowered muscle when needed. Examples include something on the level of Machine Head's criminal empire or a national government.
- **Planetary - 400 CP:** You command a major organization with serious military, political, or supernatural power. Your faction may control a planet, rule a world government, or dominate an entire dimension. You possess vast resources, elite operatives, and infrastructure capable of supporting large-scale operations. Examples include the Global Defense Agency, the Flaxan Empire with access to a planet's full resources, or the throne of Hell with dominion over infernal armies and the Vile beneath Earth's core.

- **Empire - 600. CP:** You possess control over a galactic-scale power. Entire planets, star systems, and civilizations answer your command. Your organization commands vast armies, advanced fleets, and enough political influence to shape the fate of worlds. Examples include the Coalition of Planets or the Viltrum Empire at its peak, complete with its full healthy population before the Scourge Virus. You hold full authority over this empire. Its resources, military, and influence are yours to direct toward conquest, defense, trade, survival, or whatever else you desire.

You may purchase this item multiple times. Each purchase may improve the scale of an existing organization or grant you an entirely separate one. If desired, multiple purchases can be merged into a single larger faction.

ROOKIE

So What's Your Last Meal - 100 CP
People always obsess over the big things when they imagine the superhero life. Saving the world. Fighting aliens. Getting punched through a building. Nobody talks about how much you'll miss a decent cheeseburger. This is a compact food generator modeled after the matter-converting food dispensers found aboard the Coalition's ships. By entering a few commands into its console, it can produce fresh meals, snacks, and drinks in seconds. By default, it comes preloaded with your favorite foods, prepared exactly how you like them.

The machine can replicate most mundane meals and beverages you have personally tried, with the menu updating automatically as you expand your tastes. The food is always fresh, safe to eat, and nutritionally complete if needed. You can live off this thing indefinitely, though your doctor may still have opinions. It can't create rare super-materials or living creatures, but for ordinary food? It's basically heaven. Because after surviving a beatdown from Battle Beast, you've earned a milkshake.

Testing Center - 200 CP
You're new to this. You probably don't know your limits yet. That's what this place is for. This is a fully equipped superhero-grade training facility designed to help you discover, develop, and push your abilities safely. It includes advanced exercise equipment, combat simulators, sparring arenas, testing chambers, recovery rooms, and any mundane training resource you could reasonably need. The equipment is built to scale with you. Weights can increase into absurd ranges, treadmills can match super-speed, reinforced rooms can survive your "accidental" heat vision incidents, and sparring systems can adapt to your level of power. No matter how strong, fast, or durable you become, this facility will continue providing meaningful resistance and training opportunities. The center is staffed by qualified trainers, combat instructors, nutritionists, medics, and other support personnel suited to helping you improve. They are loyal, competent, and capable of adapting to your abilities without asking too many questions. Mark probably could've used this place before his dad threw him at a moon-sized meteor.

The Jumper Cave - 400 CP
Every hero needs a secret base. Well, technically, you don't. But come on. This is your personal headquarters and safe haven. It comes complete with a mundane surface property of your choice and a hidden facility beneath or within it. Whether it's a mansion with a cave underneath, a secluded warehouse, a mountain bunker, or just an unreasonably dramatic underground lair, the aesthetics are up to you. The base includes living quarters, storage, maintenance areas, a command room, training space, secure exits, and a replenishing stock of mundane supplies and resources.

Utilities, taxes, and maintenance are all automatically handled. More importantly, the base is exceptionally difficult to locate or infiltrate. Its entrances are hidden, security systems are top-tier, and the property is protected from detection through mundane or supernatural means. Scrying, scanning, x-ray vision, psychic detection, and similar methods will either fail or return misleading information unless you permit otherwise. Your enemies can search the whole city. They still won't find the cave.

Crimefighting Network - 600 CP
Flying around and hoping to stumble across crime is a great way to miss all the important stuff. This is a compact surveillance and dispatch center staffed by loyal technicians who monitor criminal activity and emergencies in real time. At its heart is the Crime Web, a highly advanced monitoring system linked to cameras, police scanners, emergency frequencies, satellites, internet traffic, and nearly every other surveillance or communication system you can think of. The system generates a live holographic map displaying crimes, disasters, suspicious activity, and ongoing emergencies as they occur.

Your staff can prioritize threats, notify you instantly, and coordinate responses so you're always where you're needed most. The system is intelligent enough to filter false positives, identify patterns, and predict likely future incidents based on gathered data. Over time, it can map criminal organizations, uncover hidden conspiracies, and identify hotspots before they boil over. It updates in each new world to integrate with local systems, adapting to available technology or equivalent methods of information gathering. By the way, maybe don't mention this to Cecil Stedman. He'd either confiscate it or offer you a job.

AGENT

The Teleporter - 100 CP
Ah, yes, the wonders of a seemingly limitless budget and zero concern for taxpayer dollars. This is a teleportation system similar to the one employed by the GDA, capable of instantly transporting you and those nearby to nearly any location on Earth. Whether for emergency deployment, dramatic entrances, or disappearing before someone can ask awkward questions, it gets the job done.

By default, this network covers the entire planet and is fiat-backed rather than reliant on local infrastructure, meaning it cannot be shut down by mundane means and will continue functioning regardless of power grids or government oversight. Your country is very thankful that this isn't coming out of their budget. With sufficient research and resources, this system may be expanded in the future to cover orbital, interplanetary, or even interdimensional distances.

The Hammer - 200 CP
Sometimes subtlety fails. Sometimes diplomacy fails. Sometimes you just need to hit something really, really hard from orbit. The Hammer is an orbital weapons platform equipped with an immensely powerful energy laser. When fired, it unleashes a blast comparable to a nuclear warhead in destructive power, though concentrated into a radius of only a few dozen meters to minimize collateral damage. "Minimize" being a relative term.

This blast is sufficient to kill or severely injure most superpowered beings, vaporize hardened targets, and erase fortified structures from existence in an instant. Against the setting's absolute top-tiers, however, its effectiveness drops. An adult Viltrumite may survive with moderate injuries… or perhaps just a bloody nose if they're particularly absurd. If destroyed, the satellite will be fully restored within twenty-four hours. You also receive the schematics and technical knowledge required to replicate or improve upon the design in future settings. Because one orbital death laser is never enough.

Undead Battalion - 400 CP
Given how fragile ordinary humans are in a world full of monsters, the GDA wasted no time investing in alternatives once they acquired Dr. D.A. Sinclair. The result was the ReAnimen: cybernetically enhanced undead soldiers designed to fight threats ordinary

troops couldn't hope to survive. You now command a force of one thousand ReAnimen. Each possesses immense strength, durability, tireless stamina, and complete loyalty. They feel no pain, require no food or rest, and will follow orders until destroyed.

Leading them are twelve elite variants, vastly more powerful than the standard models. They may coincidentally resemble the evil versions of Invincible. These commanders are capable of threatening powerful superhumans in direct combat and can coordinate the larger force effectively. Should any of your forces be destroyed, replacements will be produced automatically over the course of one week. In addition, you receive all of Sinclair's research notes, schematics, and technical knowledge required to create, repair, or improve upon the ReAnimen in future settings. Ethics not included.

Director - 600 CP
Congratulations. The burden is yours now. You are now the Director of the Global Defense Agency, with all the authority, resources, and stress that position entails. If you'd prefer to avoid the paperwork and ulcers, you may instead choose to serve as second-in-command beneath Cecil himself. As Director, you possess command over the GDA's global operations, including access to its personnel, intelligence networks, black sites, laboratories, military assets, and emergency response teams.

Governments around the world will, however reluctantly, acknowledge your authority in matters involving superhuman or existential threats. This includes access to the agency's vast budget, classified technologies, orbital surveillance systems, and containment facilities for dangerous individuals or artifacts. If the world is ending, people will call you first. In future settings, you may be slotted into an equivalent organization of similar scale and influence. Just remember: every impossible decision is now your problem.

HERO

Tailor Shoppe - 100 CP
Saving the world is important. Looking good while doing it is apparently also important. This is a professional costume shop frequented by members of the heroic community and the villains, as long as they place nice. Thankfully, given that everyone needs clothes, this shop has been declared a neutral ground, respected by all figures. The shop is yours and staffed by a resident tailor who is a master at designing outfits for superpowered individuals. No matter their size, species, powerset, or questionable fashion sense, they got it. Whether you want sleek and practical, flashy and marketable, or “please dear God cover more skin than Eve does,” they can make it happen. They can create costumes suited to your powers and personal theme.

Fireproof suits for pyrokinetics, flexible material for shapeshifters, armored plating for bruisers, aerodynamic designs for speedsters, and so on. As a bonus, you receive one custom-made hero suit tailored perfectly to you. It is comfortable, durable, surprisingly resistant to wear and damage, and always looks immaculate unless you want the battle-damaged aesthetic. It repairs itself over time if damaged or destroyed. Most importantly, you’ll look fantastic. Because if you’re going to get splattered across the news, your drip better be immaculate.

Transportation - 200 CP
No, for the last time, we are not calling it the Jumper-Mobile. This is a custom-built heroic vehicle designed to suit your style and needs. It could be a flying car, a rocket bike like Robot’s, a heavily armored command van, or something even more dramatic. Your vehicle is fast, durable, and easy to control under stressful conditions. It comes equipped with advanced navigation systems, autopilot, secure communications, and enough fuel or power to handle extended operations. If appropriate, it may travel through air, land, sea, or even space. The vehicle includes built-in safety features, light defensive systems, and storage space for equipment or passengers. It self-repairs over time and respawns if destroyed. Sure, flying is cool. Pulling up in style is cooler.

Base of Operations - 400 CP
Every established hero needs somewhere to work. This is a professional headquarters designed to support an active superhero career. Whether it’s a high-tech tower, a hidden bunker, a renovated warehouse, or a sleek orbital station, this facility is yours. It includes

living quarters, meeting rooms, mission control, storage space, a medical bay, a vehicle garage or hangar, workshops, holding cells, and training facilities. The exact layout can be customized to suit your needs. Though overall, this building is just as good as the Guardian's mountain headquarters.

The medical center is stocked with advanced treatment equipment capable of handling both mundane and superhuman injuries. The workshops can maintain equipment, repair vehicles, and produce mundane supplies. Your garage or hangar will always have enough room for current and future vehicles. The facility is secure, well-maintained, and stocked with replenishing mundane resources. Utilities, repairs, and routine upkeep are automatically handled. It's the sort of place where people gather around holograms and say things like "we've got trouble."

Hero Agency - 600 CP
At a certain point, punching villains becomes the easy part. Managing everything else is where the headaches start. This is a fully funded heroic organization built around supporting your activities. It includes a PR department, legal team, dispatchers, analysts, accountants, technicians, medics, and recruitment staff. They handle the endless logistics of being a public hero so you can focus on actually saving the day. The organization provides a substantial renewable income along with steady access to equipment, materials, sponsorships, media connections, and public outreach programs. Need a new headquarters wing? Approved. Need your image cleaned up after leveling a city block? They're already drafting the statement.

Most importantly, this agency comes with its own resident superhero team comparable to the Guardians of the Globe. While they may not outshine you if you're up to par, they are powerful and experienced. The team is capable of handling independent missions, supporting you in battle, or protecting the world while you're busy elsewhere. Their roster may shift over time, but they will remain broadly balanced, including a mix of powerhouses, specialists, and utility-focused heroes. These heroes are loyal to the organization and generally work well under your leadership, though they still have their own personalities, opinions, and occasional drama. You're basically inheriting a functional superhero workplace, so expect arguments in the meeting room and property damage in the training hall. You may recruit additional heroes, sidekicks, and support staff over time, steadily expanding the agency's reach and influence. With enough effort, this could grow into a global symbol of heroism…or a corporate nightmare with action figures. Congratulations. You're not just a hero anymore. You're a franchise.

VILLAIN

Imported Italian Maple - 100 CP
Every respectable crime lord needs an office. More importantly, they need something expensive to sit behind while making threats. This pristine imported Italian maple desk is absurdly expensive and beautifully crafted. Interestingly, it somehow manages to make anyone sitting behind it seem more competent, composed, and intimidating. Negotiations held here tend to favor you, while subordinates and clients alike will be more inclined to take you seriously.

It's amazing what good furniture can do for a reputation. Beyond appearances, the desk is surprisingly practical. It includes hidden compartments for valuables, weapons, or emergency cash. It also comes equipped with secure communications systems, hidden alarms, and a panic button tied to whatever defenses or reinforcements you possess. Most importantly, it really ties the room together.

A Few Good Men - 200 CP
Running a criminal empire alone is a good way to end up dead. Fortunately, you've got people for that. You possess a team of elite mercenaries, assassins, and enforcers loyal to your cause. These men and women are highly trained in combat, infiltration, intimidation, and other criminal enterprises. They are competent enough to handle routine operations, eliminate troublesome targets, and defend your territory from lesser threats.

Included among them is one notable superpowered lieutenant on the level of someone like Multi-Paul. They possess one power worth 400 CP or less. They serve as the leader of this group in your absence. Should members of this team be killed, replacements will gradually filter in over time. They may not be irreplaceable, but they are reliable. Which is more than can be said for most hired killers.

Seat at the Table - 400 CP
Power in the criminal underworld rarely belongs to one person for long. The smart ones know when to cooperate, when to scheme, and when to put a knife in someone's back. Preferably all three at once. You have been invited to join The Order and may now claim a seat at the table beside the most powerful criminal masterminds in the world. This

grants you recognition and influence. You also gain access to the group's resources, information networks, and black-market connections.

Need advanced weapons? Illegal technology? Assassins? Enough cash to hire a superpowered enforcer? The Order can make it happen. For a price. Membership won't automatically make the other members loyal to you. They will, however, treat you as an equal so long as you maintain your position. This means alliances, negotiations, and betrayals are all on the table. Try not to get yourself killed in the next hostile takeover. In future settings, you may choose to begin as a member of any similar villainous organization or criminal council. You will hold equivalent status and access to their resources.

Jumper Kingdom - 600 CP
Let's face it. There are a lot of supervillains out there. Most are lunatics in costumes waiting to get punched through a wall. Only a rare few have the intelligence, ambition, and ruthlessness to rise above the chaos and truly rule it. You are one of those few. You are a true kingpin of crime. You have built an expansive criminal network stretching across multiple countries. Smuggling rings, assassins, corrupt officials, black markets, protection rackets, and countless shell companies all answer to you. While your influence spans continents, your greatest power is concentrated in a select number of cities where your word is law.

Even heroes tread carefully there. Your organization generates a massive and steady income. It provides near-limitless access to illegal goods and services. It can quickly mobilize armed forces or superpowered mercenaries to handle threats. You also possess loyal lieutenants to oversee operations, maintain order, and expand your reach while you focus on the bigger picture. In future settings, you may expand your empire, scaling to the local world. You will always begin with wealth, influence, and a thriving underworld at your command. Heavy is the head that wears the crown. Good thing yours is bulletproof.

SCIENTIST

State of the Art Lab - 100 CP
Every genius needs a workspace, and this one is yours. You have been given a high-end laboratory stocked with advanced scientific equipment tailored to your specialties. Whether your field is robotics, cybernetics, cloning, genetics, medicine, dimensional physics, or something stranger, this lab contains the tools needed to perform meaningful work.

Microscopes, scanners, surgical tools, fabrication devices, chemical analyzers, computing systems, and specialized machinery are all included as appropriate. The equipment is well-maintained, self-repairing, and updated with new equipment as you gain access to new fields of expertise. While not enough to create armies overnight, this lab is more than sufficient for prototyping inventions, conducting experiments, and making breakthroughs. Try not to blow up the city. Again.

Suitable Subjects - 200 CP
Ethics boards are really just dream-crushers. Thankfully, volunteers, prisoners, and a few other avenues can help you around this restriction. You have managed to get your hands on a renewable supply of suitable research subjects for experimentation, testing, or study. These may be clones, volunteers, synthetic beings, condemned criminals, or otherwise ethically “convenient” options, depending on your preferences.

These subjects can be customized to suit your needs, allowing for baseline humans, superhuman physiology, unusual biology, or specific traits relevant to your research. They’ll arrive healthy, stable, and appropriately restrained if needed. Should any of them not survive your experiments, you’ll receive a replacement shortly. More importantly, these subjects are considered acceptable for experimentation by fiat, preventing moral, legal, or karmic consequences from their use so long as you are not deliberately abusing them beyond the scope of your research. No one can prove anything.

The Assembly Line - 400 CP
One robot is a prototype, but a thousand is a solution. If you’re going to make wide-scale changes, then you need to increase the scale at which you work. That, however, is exactly where this comes into play. This is a large-scale automated manufacturing and experimentation facility capable of mass-producing your creations. Whether you

specialize in Reanimen, drones, cybernetics, clones, armor, weapons, or stranger inventions, this facility can rapidly produce them at scale.

The facility includes fabrication lines, automated assembly systems, storage bays, testing chambers, and maintenance stations. Given materials and blueprints, it can produce your technology far faster than manual construction would allow. It can also assist in reverse engineering captured devices, replicating successful prototypes, and iterating on existing designs. The bigger your plans become, the more useful this place gets. Robot would approve.

Multiversal Archive - 400/600 CP
Knowledge is power, so multiversal knowledge is obviously the next step up. Somehow, you've managed to get your hands on an impossibly vast archive containing scientific, technological, medical, and engineering data from across your current setting's known universe. This includes public knowledge, classified files, lost technologies, alien schematics, medical records, biological data, and theoretical breakthroughs. Anything from Coalition tech, GDA files, Viltrumite biology reports, Mauler cloning notes, Sinclair's cybernetics research, and similar information can likely be found somewhere within.

The archive automatically updates as new discoveries are made in your current setting. For an additional **200 CP**, this archive expands to include data from adjacent universes and alternate timelines connected to the local multiverse. In this Jump, that may include technologies, magical systems, and scientific knowledge from worlds adjacent to Invincible's cosmology or connected settings such as Spawn, Witchblade, or other nearby Image Comics universes. Finding the exact file you need may still take time. But if it exists somewhere…you probably have it.

CONQUEROR

Viltrum Style - 100 CP
Behold. The glory of Viltrumite drip. The empire may be ruthless, genocidal, and horrifyingly authoritarian… but damn if they can't dress well. You receive a pristine set of Viltrumite attire tailored perfectly to your tastes. Whether you prefer the classic white uniform, a cape, battle armor, or something more regal, this outfit will always make you look like a conqueror. More than mere fashion, this clothing is absurdly durable. It is virtually indestructible, capable of enduring immense punishment without tearing, staining, or degrading. It can survive everything from violent combat to the core of a star without losing so much as a thread. It also remains perfectly clean and fitted regardless of battle damage, blood, or atmospheric reentry. After all, the drip is eternal.

Viltrumite Capital Ship - 200 CP
When the Grand Regent wishes to make a statement, he does not send a cruiser. This is a genuine Viltrumite Capital Ship, one of the empire's largest and most powerful warships. Significantly larger and more heavily armed than a standard cruiser, this vessel is equipped with devastating weaponry, advanced shielding, and the capacity to transport a sizable army, supplies, and support craft. The ship comes fully staffed and battle-ready. This includes an experienced crew as well as at least five loyal Viltrumites stationed aboard to carry out your orders. Additional soldiers, support personnel, and standard equipment are included as needed to keep the vessel operational. Its weaponry is capable of planetary bombardment, large-scale space combat, and crushing lesser fleets with ease. Sometimes diplomacy arrives in orbit.

Planet Argall - 400 CP
Planet Viltrum may be beyond your grasp…so here's the next best thing. This is a hidden world modeled after Viltrum itself. This planet is a near-perfect recreation of the Viltrumite homeworld in infrastructure, culture, and military capability. It contains sprawling cities, military installations, resource networks, and all the infrastructure needed to support an interstellar empire. Most importantly, it comes with its own loyal Viltrumite population.

These Viltrumites will acknowledge you as their rightful ruler and shall serve you faithfully…though depending on your bloodline, personality, and competence, "faithfully" may still involve frequent challenges or brutal honesty. In addition, this world contains a

complete archive of Viltrum's knowledge. This includes their science, history, military doctrine, and technology. Ships, weapons, breeding records, medical science, and more may all be found here. Rule it wisely. Or don't. They respect strength either way.

The Regent - 600 CP
When Emperor Argall died, the Viltrum Empire needed a new ruler. Thragg was created to become that ruler. Forged through science, trained through war, and perfected through brutal discipline, he was built from the ground up to lead an empire. As it turns out, he was not the only contingency. You were created as well. Whether as a secret heir, a hidden backup, or a final insurance policy, you were designed to stand beside Thragg himself. You possess the bearing, legitimacy, and instinctive understanding needed to command vast empires and military forces.

In this Jump, this makes you the de facto second-in-command of the Viltrum Empire, or grants you a legitimate claim powerful enough to challenge for the throne. Loyalists, opportunists, and ambitious commanders alike will recognize your authority or potential. Post-Jump, you may choose a single empire, kingdom, faction, or military force in each setting that is leaderless, unstable, or lacking a clear successor. You will gain a legitimate connection to that organization and a believable path to becoming its ruler or Regent. This may manifest as noble blood, political ties, military rank, prophecy, adoption, or some other fitting explanation. The throne was never meant to sit empty.

COALITION

Kanslok - 100 CP
Space travel can be rough. Thankfully, someone packed snacks. You receive a replenishing supply of Kanslok, the strange little green alien delicacy beloved by Allen the Alien. Each piece resembles a tiny green creature with a face, which is admittedly a little unsettling until you get used to it. Surprisingly, they're delicious.

Kanslok is highly nutritious, long-lasting, and compact enough to store almost anywhere. A small serving can sustain someone for hours, making it perfect for long flights, military campaigns, or surviving endless Coalition meetings. While primarily a food item, it also works well as a trade good, conversation starter, or prank on less adventurous species. Your supply replenishes daily. Just…try not to think too hard when it blinks.

Coalition Army - 200 CP
Every galactic alliance needs boots on the ground. This purchase grants you command over a modest but highly competent military force drawn from the ranks of the Coalition of Planets. Your army is primarily composed of trained alien soldiers equipped with advanced exo-armor, energy weapons, transport craft, and standard military support equipment. These troops are disciplined, loyal, and experienced in interstellar warfare.

While the average soldier is nowhere near the level of a Viltrumite, they are more than capable of handling pirates, planetary conflicts, hostile aliens, and lesser superhuman threats. The force comes with enough logistics and support staff to remain functional, including medics, engineers, communications teams, and supply personnel. Losses replenish over time, though elite units and equipment may take longer to replace. They may not win the war alone. That's what you're for.

Scourge Virus - 400 CP
There are weapons of war. Then there are weapons of extinction. You have somehow come to possess a secure vial of the infamous Scourge Virus, the bioweapon engineered by Thaedus and the Coalition of Planets to wipe out the Viltrumite Empire. This virus was so devastating that it exterminated over 99.9% of the Viltrumite population, bringing one of the most powerful civilizations in existence to the brink of

collapse. Upon entering a new Jump, you may choose a single species, bloodline, or other narrow biological category of your choosing for it to target.

Once released, it will rapidly spread among its intended victims and prove lethally effective. Only the absolute strongest or luckiest will survive without immediate access to a cure. Against lesser targets, infection is often fatal within hours or days. Against stronger species, it may weaken, cripple, sterilize, or slowly kill, depending on their biology. The virus is stable in storage and comes with safeguards to prevent accidental infection. It can be deployed through aerosol, liquid, injection, or other conventional methods. A fresh sample will replenish once per jump or every 10 years if used. This is not a weapon for winning battles. It is a weapon for ending civilizations.

Coalition Leader - 600 CP
Well, well. Looks like we've got a big shot. You have been named the heir or chosen successor to Thaedus himself, granting you command over the Coalition of Planets. This grants control over countless systems, fleets, armies, intelligence networks, and industrial resources under Coalition authority. Entire worlds answer your call. Massive fleets can be mobilized in your name. Research divisions, diplomats, spies, and military leaders all stand ready to enact your will.

The Coalition's political machinery is now yours to command. You can direct military campaigns, negotiate alliances, coordinate planetary defenses, or reshape galactic policy. While politics remain politics and not everyone will agree with you, your authority is legitimate and widely recognized. Internal resistance exists, though it is manageable unless you become catastrophically incompetent. You may import this empire into future worlds, making it a galactic empire suited to the local setting. Congratulations. The paperwork alone may kill you before the Viltrumites do.

COMPANIONS

If it is not otherwise specified, then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly, companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay, you can import a number of companions into this jump. For 50 CP, you can do this with 2. For 100 CP, you can create or import 4; for 200 CP, you can create/import 8 companions, and lastly, for 400 CP, you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse, you may recruit them as companions. After all, if you're going to put that much effort in, you shouldn't have to pay for it. If you pay 100 CP, you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice. This will also guarantee that they come along with you as though it were their own idea. You may disable this final aspect if it feels too much like mind control.

Together, Till the End - 100 CP (Free Rookie)
Everyone has a starting point, and for you, it wasn't alone. This individual is your first real partner in this line of work. They might be another rookie, a close friend who got pulled into your life, or someone who chose to stick with you before you had anything resembling a reputation. Whatever the case, they were there at the beginning, and they've stayed. They are still learning, just like you. They make mistakes, adapt quickly, and improve at a steady pace through experience rather than raw talent.

While they may not stand out compared to seasoned veterans, they are dependable in the ways that matter most. When things go wrong, they don't freeze; they act. As you grow stronger, so do they. Their skills, confidence, and overall capability will naturally develop alongside yours, ensuring they remain a relevant and reliable ally rather than being left behind. They may not be the greatest individual you work alongside, but they'll always stand by you.

Handler - 100 CP (Free Agent)
Every agent has someone on the other end of the line. This companion is your handler, either currently assigned to you or someone who held that role earlier in your career. They are responsible for feeding you information, coordinating missions, and ensuring you have what you need to operate effectively. They know how to navigate the system, pull the right strings, and keep things quiet when necessary. When you're in the field, they are the voice guiding you through it. When things go wrong, they are the one working behind the scenes to fix it. You may freely customize their appearance and personality if you wish.

The Glue - 100 CP (Free Hero)
Often heroes are strong, though that doesn't mean they stand alone. Every great hero has someone who keeps them grounded when everything else starts to fall apart. This individual is your spouse by default, though you may define the exact relationship however you wish. They complement you perfectly, balancing your strengths while covering your weaknesses in ways that matter both in and out of the field. They are emotionally resilient, adaptable, and capable of handling the chaos that comes with your life. Additionally, they just happen to excel at taking care of any superpowered children, even if they don't have powers themselves. You may choose their species (for **Free**), personality, and exact appearance if you wish.

Right Hand - 100 CP (Free Villain)
No empire is built alone, and no criminal rises to the top without someone handling the work behind the scenes. This individual is your most trusted ally in the underworld. They may be an enforcer, strategist, fixer, or something in between, though their role is simple: make your life easier and your enemies disappear. They understand how you operate and will act in your interests without needing constant direction. They are competent, ruthless when necessary, and smart enough to survive in a world where failure is usually fatal. More importantly, they will never betray you. I wonder what you did to earn the loyalty of such a dangerous criminal.

Lab Assistant - 100 CP (Free Scientist)
Every great mind needs someone who can keep up with them, or at least survive working under them. Luckily, you happened to find this individual. They're the perfect assistant, lab partner, and fellow researcher in one. They are highly competent in your fields of study and can help you manage experiments, organize data, and refine your work. They understand your methods, no matter how unconventional they may be. More importantly, they are unusually resilient when it comes to the dangers of your research. Accidents that would remove most assistants from the equation will rarely do more

than slow them down. You may freely customize the appearance and personality of this individual if you wish as well.

Tool of the Empire - 100 CP (Free Conquerer)
An empire is not built by rulers alone. It is enforced by those willing to carry out its will without hesitation. This individual is your living weapon, a brutal enforcer shaped for war and pointed wherever you require destruction. They thrive in combat, seeking out worthy opponents and crushing anything beneath them with overwhelming force. Despite this, their loyalty to you is absolute and unquestioning. They are not a strategist or a ruler. They are the force you unleash when something needs to be broken beyond repair. In battle, they are relentless, capable of tearing through armies or challenging powerful foes head-on. In many ways, they are the Conquest to your Thragg. They're a being defined by violence, bound by loyalty, and always ready for the next fight.

Assigned Partner - 100 CP (Free Coalition)
No one in the Coalition of Planets operates alone for long. This individual is your assigned partner within the Coalition. They were placed alongside you due to compatible skills, shared objectives, or perhaps simple necessity. Though they have been trained in a variety of fields and can hold their own. It doesn't matter whether that means fighting beside you, supporting operations, or handling logistics. They are reliable, professional, and understand the scale of the conflict you are part of. When you are deployed, they are the one you can count on to be there with you.

Jumper Twin - 100 CP
Like the Mauler Twins, you have a perfect clone of yourself. Unlike them, there's no existential crisis attached. Your twin is fully loyal, completely aware of their nature, and has no desire to replace or undermine you. They share your abilities, your knowledge, and your general capabilities at the time of creation. From there, they can grow independently just like you. If having a perfect duplicate feels a little off, you may customize them slightly. This could mean altering their appearance, changing their gender, or blending traits with another companion to create a more distinct individual. Most importantly, if you die, your twin counts as you. As long as they survive, they will possess a reliable method to restore you after a short period of time.

Seraphic Watcher - 100 CP
Your existence has not gone unnoticed by higher powers. This angelic warrior is a Seraphim, a being of immense celestial authority comparable in power to Celestine. She has been assigned to observe you, guide you, and, when necessary, intervene. Her role is that of a guardian and overseer. She will offer counsel, warn you of dangers beyond

mortal perception, and step in when threats escalate beyond what you can reasonably handle.

While she is not your servant, she is bound to your protection and cannot abandon her post. Whether she views you as a responsibility, a curiosity, or something more important will depend largely on your actions. However, she has been forbidden from harming you, though she will find ways to express her displeasure if you're deserving. Lastly, should you purchase this option repeatedly, she will be joined by more of her brothers or sisters, depending on your preference.

Anissa - 100 CP
Anissa is one of the most formidable warriors among the Viltrumites, a veteran of countless battles with the strength and discipline to match. For reasons of your choosing, she has taken a personal interest in you. You may decide whether this is her standard incarnation or a more tempered version shaped by time spent on Earth. Regardless, she is loyal in her own way, though her personality remains intense and uncompromising. She has developed a clear fixation on you, one that expresses itself through possessiveness, long-term interest, and a desire to build a legacy. If you are capable, she will want children. If you refuse, she will accept it, though her patience will feel less like indifference and more like quiet persistence.

Viltrumite Elite - 100 CP
While their population has dwindled, there are still a decent number of Viltrumites. This being is one such full-blooded Viltrumite warrior, trained from a young age in the brutal doctrines of their empire. They're powerful, disciplined, and entirely comfortable with the kind of violence that defines their people. While not on the level of the empire's greatest elites like Nolan or Conquest, they are still a serious threat to most opponents.

They have all of the standard powers expected of an Adult Viltrumite, such as flight, extreme physical strength, and being capable of conquering most planets in a single day. They understand conquest, survival, and the expectations placed upon their kind. Their exact disposition is up to you. This being may be a loyal subordinate, a pragmatic ally, or someone who has chosen to follow you after recognizing your strength. Regardless, they respect power above all else, and they've seen enough of it in you to stay. You may design their exact appearance and personality if you wish.

Heir of the Deep - 100 CP
Power among the Kaiju is not given lightly. It is inherited, claimed, or taken. This companion is a Kaiju of rare potential, one that could one day rival King Belloc himself.

While not yet at that level, their growth is steady and their instincts are sharp. Their role is that of a living force of destruction. They are suited for overwhelming opposition, tearing through armies, and asserting dominance through sheer presence. Despite their nature, they recognize you as an authority figure, whether through strength, bond, or something deeper. Given time and conflict, they may grow into something far more dangerous than they appear now.

Battle Pope - 100 CP
Following the chaos of the Rapture, Pope Oswald Leopold II was left with a very direct mission from God: survive, fight, and fix what was left of the world. He was trained in "king fu" by Bruce Lee and is armed with dual akimbos. Oswald has become a bizarre but highly effective force against both earthly and infernal threats. He is reckless, violent, and deeply confident in his divine purpose, though somehow it works more often than it should. At your discretion, he may also be accompanied by a small entourage of equally unorthodox allies, including Jesus, Mary, the demon Brenda, and a cadre of battle-hardened nuns. They function as a chaotic but surprisingly capable support unit.

Ella Mental - 100 CP
New heroes show up every day, though not all of them stay standing. This woman is Ella Mental, a rising hero still early in her career. She possesses control over the classical elements, allowing her to manipulate earth, air, fire, and water with surprising versatility. While she lacks the refinement of more experienced heroes, her raw potential is undeniable. She is still finding her footing, learning how to balance power with responsibility. That said, she is determined, quick to adapt, and more than willing to throw herself into danger if it means doing the right thing. With time and experience, she could become something far greater. For now, though, she has chosen to accompany you for one reason or another.



Fem-vincible - 100/200 CP
Huh…you know it's actually kinda weird in hindsight that this is the first female Invincible we've met. Well, I suppose it doesn't matter; this heroine is Marcy Grayson, daughter of Omni-Woman (oh…I see what happened) and one of the strongest beings on Earth. She is probably one of the kindest heroes you'll meet, though admittedly prone to messing up every now and then.



This option allows you to recruit her and have her join you as a Companion now that she's been stranded here (don't worry, everything's fine if she doesn't go back). Also, should you pay an additional **100 CP,** then it turns out her mom, Noelle, got stuck here as well. So apparently she intends to stay with her daughter and her new friend as well. Lastly, if you want, for whatever reason, you may choose a different variant of Marcy.

Guardians of the Globe - 100/200 CP

At your side stands a version of the world's most recognizable superhero team. For **100 CP**, you receive the current iteration of the Guardians of the Globe, including members of the Teen Team roster, though excluding Atom Eve. This version is functional and admittedly not quite as experienced. They, however, are rapidly shaping up to be a powerful force. For **200 CP**, you instead gain the original lineup of the Guardians, excluding Omni-Man. Should the timeline not make sense, then they'll likely be variants from another dimension or have been resurrected somehow. This team is more seasoned, more disciplined, and far more dangerous as a coordinated unit, having already faced the kind of threats that define global-level hero work. In both cases, they operate as a fully functional superhero team under your direction, capable of handling large-scale threats, coordinated crises, and high-level superhuman conflicts.

Atomic Siblings - 100/200 CP

The experiments that created Atom Eve did not produce a single success. They produced many…most of which were far less fortunate. This option allows you to recruit Eve alongside her siblings, including those whose bodies were left unstable or incomplete by the process. Despite their condition, they retain fragments of the same molecular manipulation abilities, though far weaker and far less controlled. For an additional **100 CP**, you may stabilize and restore the siblings. Assuming that being a good person isn't a good enough reason, this upgrade will significantly improve their power. Their bodies will become whole, their suffering will be removed, and their powers will develop into far more functional forms. While none will quite reach Eve's full potential, each has the potential to be a capable superhuman in their own right. Together, the family forms a uniquely versatile group.

The Coalition's Best - 200 CP

The Coalition of Planets does not lack for powerful allies, though gathering them all in one place is another matter entirely. Which makes sense given they're the main opposition to the Viltrum Empire, even if it's diminished. This option allows you to recruit the Coalition's greatest warriors. This includes Allen the Alien, Space Racer, Tech Jacket, Battle Beast, and Thaedus. They will cooperate, fight alongside you, and contribute their expertise where it is most effective. Managing them may require some tact, though the sheer power and versatility they bring more than justifies the effort.

Carl Kindquest - 200 CP

Carl is a unique variant of Conquest, one who was sent to Earth in place of Nolan but encountered something unexpected…kindness. Rather than becoming a destroyer, he was given a name, a place, and a reason to change. Now known as Carl, he has abandoned the Viltrum Empire and chosen to protect the world he was meant to conquer. He retains the immense strength, durability, and combat instincts of his original counterpart, making him one of the most dangerous beings on the planet. The difference lies in his perspective. While still direct and battle-driven, he now tempers that nature with a genuine desire to defend rather than destroy. His loyalty is not blind, though it is firm. You represent the kind of future he chose, and he will fight to preserve it.



Loyal Slaves - 200 CP

As a proud member of the Viltrum Empire, you've enslaved an entire species, turning them into your loyal subjects. They serve you as soldiers, workers, or citizens within your growing domain. If you prefer a less brutal interpretation, this species may instead view you as a savior or divine figure, following you out of loyalty rather than force. Either way, their allegiance is stable, and they cannot even consider the idea of betraying you.

By default, this is a planet's worth of beings, however should you hold a larger territory, you may populate it with this species as you wish. Lastly, this species will automatically be made up of Viltrumite Auxiliaries, but you may choose a different species if you wish. The only restriction is that you cannot choose a naturally overpowered species like Kryptonians.

An Unexpected Guest - 100/200/300 CP

Oh…are we missing someone? Well, if you were expecting someone who didn't happen to show up, you can use this option to buy them. You may select any character from the Image Comics multiverse using this option:

- **100 CP:** Street-level or supporting characters. Skilled fighters, minor supers, specialists, or useful allies.
- **200 CP:** Major players. Protagonists, recurring villains, or individuals with significant power and influence.
- **300 CP:** Top-tier threats or powerhouses. The kind of beings that make entire settings nervous. Yes, that includes things like Holy Spawn.

The chosen character will become your companion, loyal enough to work with you while still retaining their personality, goals, and general attitude. They aren't mind-controlled by any means, but they will not immediately betray you without serious cause. Their presence will be integrated into the setting in a way that makes sense, even if that requires a bit of narrative bending.

DRAWBACKS

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember, you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters, huh? Well, if you take the appropriate background, then you will get to take their place. This won't give you any of their skills unless you buy them, however. Otherwise, you are free to go in as any character you would like. For characters with innate drawbacks, like Robot, you will not be affected by them automatically. This, however, will only apply to your body and mind. For instance, Monster Girl's curse would still affect you if you only purchased the first tier of her power. This is a mercy being provided on behalf of your benefactor.

The Variants - 0 CP
While nowhere near as bad as many other realities, Invincible has a fairly large multiverse. So if you want to encounter a specific variant of Mark, see your favorite alternate story play out, or do something else entirely, feel free. Want to see a reality where the Viltrumites are heroes from the start, one where everyone is gender-swapped, or experience the glorious abridged universe? Go right ahead. Basically, you can make any change to the canon story and characters you want. The only rule is that you can't avoid drawbacks using this option.

Copyright Be Gone - 0 CP
Now, while the show has some unique add-ins, it also lost a decent amount of content due to various legal issues. This option allows you to freely choose anything from the comics and other sources to add back into the setting. Maybe you hate that Mark and Spider-Man never got to meet properly, or want to see Spawn throw down with the Viltrumites. Feel free, all changes will be integrated smoothly, even if it doesn't make sense. For instance, maybe you preferred the original Techjacket. Well, it turns out that they're siblings who defend Earth together.

Extended Stay +100 CP
For each purchase of this, your time here is extended 10 years. Just be careful, this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay, you may need to find some method of extending your lifespan.

I Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result, you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware, this world is a brand-new setting waiting for you to discover its secrets. Any perks or items that offer out of context knowledge such as the Invincible Item, will be negated for this jump.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

I Need Sleep +100 CP
Unfortunately, it seems people constantly interrupt your sleep. Strangely, this is rarely due to combat, alarms, or alien invasions. No, the true enemy of your rest appears to be the enthusiastic romantic activities of those nearby. Thin walls, enhanced hearing, and a complete lack of shame on their part ensure you're going to hear far more than you ever wanted to. You'll find it unusually difficult to get a full night's sleep in privacy. Someone nearby always seems to be "celebrating" their relationship at the worst possible time.

Ear muffs, soundproofing, or sleeping in orbit may help, but somehow the problem persists. Alternatively, you may choose to be the cause of the disturbance instead. Whenever you spend the night with a lover, your own activities will have an unfortunate tendency to keep everyone else awake. This will result in awkward looks, passive-aggressive comments, and some truly uncomfortable breakfasts. Sleep well. Or don't.

That Lobster's Pretty Hot +100 CP
You've developed…unconventional tastes. Much like Oliver Grayson, you find yourself attracted to beings that most people would consider strange, alien, or outright

unsettling. This isn't subtle, either. Your preferences will come up in conversation, your attention will drift at the worst possible times, and others will notice. Reactions will range from confusion to discomfort to outright disgust, depending on the situation. While this won't force you into any specific relationship, it will complicate your social life and reputation in ways that are difficult to ignore.

Geography Is Hard +100 CP
Something is wrong with the world map, and unfortunately, you're the one dealing with it. Locations, cities, and even entire regions will occasionally be mislabeled, misplaced, or outright swapped in your perception and in available information. A report might list one city while actually referring to another, and coordinates may lead you somewhere completely unexpected. You can still figure things out with effort, though it will cost you time and can easily cause delays at critical moments. Navigation, planning, and coordination will never be as straightforward as they should be. Thankfully, after a certain amount of time or a sufficient amount of studying, this drawback will be removed automatically.

It's my Secret Identity +100 CP
You are mildly obsessed with maintaining a secret identity. Maybe it's to protect your loved ones. Maybe it's to preserve some sense of normalcy. Maybe you just enjoy dramatic mask removals. Whatever the reason, you are determined to keep your civilian and heroic lives separate. Unfortunately, you are absolutely terrible at it. Your disguises are flimsy, your excuses are suspicious, and people seem to put the pieces together far more easily than they should.

Family members, friends, coworkers, and especially nosy reporters have an alarming tendency to uncover your secret. Even when they don't figure it out completely, they'll notice enough to become suspicious. Expect awkward close calls, inconvenient interruptions, and the occasional "Wait… are you…?" at the worst possible moment. You'd think a pair of glasses would work better.

Low Budget Frames +200 CP
Something is…off. The world doesn't always behave the way it should, and unfortunately, you're the one who has to deal with it. At random moments, your body will freeze mid-action, leaving you unable to move for a few seconds as if time itself forgot to update you. At other times, your proportions may distort, your posture may shift unnaturally, or your movements may appear stiff and unnatural. Occasionally, objects or even people may simply vanish from your perception for a brief moment, only to reappear as if nothing happened. These effects are unpredictable and tend to occur at

the worst possible times, especially during combat or high-stress situations. While none of this will directly harm you, it will absolutely get in your way and can leave you vulnerable if you aren't careful.

Sidequest Magnet +200 CP
For some reason, the universe refuses to let you focus. You will regularly be pulled into unrelated events, emergencies, or bizarre situations that demand your attention. These can range from minor crises to full-scale disasters. Unfortunately, ignoring them will often make things worse or cause consequences to follow you later. Much like the incidents involving Invincible, you may find yourself dragged into distant futures, hostile dimensions, or conflicts that have nothing to do with your original goals. These interruptions will consume time, energy, and resources, making long-term planning far more difficult. Though at least you'll make some friends along the way, and you might do some good. So, it's all worth it, right?

[TITLE CARD] +200 CP
JUM-

Every time someone attempts to say your name, title, alias, or otherwise dramatically identify you, they are abruptly interrupted by an invisible "title card" effect. The moment is punctuated by a dramatic pause as though reality itself is waiting for the title screen to finish. This interruption will completely break your concentration and flow. Conversations will probably be pretty awkward, any speeches you're giving are ruined, and dramatic reveals will lose all momentum. Even plans requiring precise communication may be interrupted at the worst possible moment.

Worse still, this effect cannot be adapted to or ignored. No matter how often it happens, no one will become used to it. Every occurrence will seem just as confusing and disruptive as the first time it happened. Moreover, this affects the entire setting equally, not just you. So everyone around you will be left baffled, irritated, or increasingly concerned for their sanity. Particularly unfortunate timing may interrupt attacks, negotiations, confessions, or threats. However, if you complete the Jump with this drawback, you may keep the title card effect as a toggleable perk in future settings. When used as a perk, you may disable the negative effects while keeping the dramatic flair.

I'm...So Lonely +200 CP
Okay, you might have a few screws loose. Like the infamous Conquest, you are a deeply sadistic and unstable individual with an unhealthy love of violence. You may enjoy

hurting others, revel in destruction, or simply lack the emotional wiring that tells most people to stop. Your personality makes genuine relationships difficult to maintain. Friends are rare, lovers rarer still, and allies often keep one eye on you at all times.

Your instincts may push you toward cruelty, mockery, or outright brutality in situations where diplomacy would be wiser. While this mindset may grant you a certain fearlessness in battle and an easier time committing acts others would hesitate over, it comes at the cost of isolation. Deep down, whether you admit it or not, you may find yourself as lonely as the monsters you resemble. As a small mercy, you can work on this over time. Just don't expect others to forget anytime soon.

I Won't Kill Them! +200 CP
You are the victim of one of the oldest superhero pitfalls in existence: no matter what happens, you refuse to kill. Maybe it's your morals. Maybe it's your principles. Maybe you just can't bring yourself to cross that line. Whatever the reason, lethal force is off the table. Normally, this might not be such a bad thing. Unfortunately, this world is filled with monsters, tyrants, and homicidal maniacs who really, truly deserve to be put down.

Viltrumites, serial killers, world conquerors, and abominations beyond reason are all fair game to everyone except you. You will find yourself unable or unwilling to land the killing blow, even when doing so would save lives. Enemies you spare are likely to escape, return stronger, and wreak further havoc. Any deaths or destruction caused by your mercy may weigh heavily on your conscience. Here's hoping your principles survive the body count.

Where Am I? +200 CP
Sorry to tell you this, but you're in the wrong universe. Somehow, whether by cosmic accident or terrible luck, you've landed in one of the many alternate realities of the Invincible multiverse. And let's be honest, most of those places suck. If you are heroic or even vaguely decent, you may find yourself in a nightmare world ruled by a villainous alternate Mark Grayson. Perhaps the domain of Sinister Mark, the blood-soaked wasteland of Mohawk Mark, or some other reality where things have gone catastrophically wrong.

If you are villainous, don't think you're escaping punishment. You may instead find yourself in a world with a heroic or more competent Invincible, such as a universe defended by GDA Mark or another timeline where the heroes actually have their act together. In either case, your starting location and circumstances are likely far more dangerous than normal, and local powers may treat you with suspicion, hostility, or

immediate violence depending on who or what they mistake you for. Welcome to the multiverse. It gets worse.

Give Me More!! +400 CP
You have the heart of a true warrior. Or maybe just a death wish. Like the infamous Battle Beast, you are consumed by an overwhelming thirst for battle and the pursuit of worthy opponents. Peace bores you. Weakness disgusts you. And hearing someone say "there's no challenge here" may as well be a mating call. You actively seek stronger foes and more dangerous fights, often at the expense of common sense, strategy, or self-preservation.

Retreating from a worthy battle is painfully difficult, and resisting the urge to challenge powerful opponents may require serious effort. The stronger the enemy, the more excited you become. Against truly mighty foes, your judgment may become clouded by exhilaration, causing you to ignore allies, objectives, or personal safety in pursuit of the fight. On the bright side, at least you'll die doing what you love.

You Were Given Orders, You Were Given Time +400 CP
You were given orders. You were given time. And somehow, despite all of that, you've started to doubt. For one reason or another, you've grown dissatisfied with your mission, your allies, or the life laid out before you. Maybe you're a hero who has lost faith in the system and begun walking a darker path. Maybe you're a villain seeking redemption. Maybe you're a Viltrumite who has decided the Coalition has a point. Stranger things have happened.

Whatever the cause, you have chosen to betray your original allies and pursue a new path. Your former faction will not take this well. Allies may become enemies overnight, resources may be cut off, and those who once trusted you may now see you as a traitor deserving death. Worse still, your hesitation and internal conflict may not disappear overnight. You may struggle with guilt, uncertainty, or second thoughts as you carve out your new future. Turns out changing sides is messy.

Hello, Clone +400 CP
Like the Mauler Twins, you possess a clone identical to you in every conceivable way. They share your memories, abilities, personality, and skills, making them a nearly perfect ally. You work together seamlessly, able to coordinate plans and actions with uncanny precision. Between the two of you, most problems become much easier to solve. There is, however, one tiny issue. Halfway through the Jump, your clone will come to the

horrifying realization that they are the clone. Or perhaps they'll decide you are. Honestly, does it matter?

What matters is that this revelation will trigger an existential crisis mixed with homicidal rage. From that moment on, they will dedicate themselves to killing you and proving that they are the "real" one. Since they are identical to you in every way, they will know your plans, your habits, your weaknesses, and exactly how you think. They may sabotage your resources, manipulate your allies, impersonate you, or simply try to cave your skull in with a hammer. And the worst part? They'll probably have some very convincing arguments.

In more extreme cases, they may physically "discipline" you to the brink of death, all in the name of making you stronger, teaching a lesson, or simply because they can. Worse still, they are powerful, influential, or otherwise difficult to escape. Whether they are Viltrumites, crime lords, mad scientists, or simply the worst people imaginable, they will remain a recurring and deeply unpleasant part of your life. Family dinners are going to suck.

Forgotten Payments +400 CP
It seems your benefactor forgot to pay for access… or perhaps just cheaped out and failed to upgrade your package. Either way, you've been hit with some unfortunate restrictions. For the duration of this Jump, you are prohibited from using any items, equipment, or resources that do not originate from this setting. Anything acquired from previous Jumps or outside universes is inaccessible, unusable, or otherwise conveniently "unavailable."

In addition, access to your Warehouse has been completely revoked for the duration of your stay. No hiding inside, no emergency stockpiles, and no pulling out some absurdly overpowered superweapon from another reality. As a small mercy, you retain access to your powers and abilities. Your benefactor may be cheap, but apparently not cruel enough to take everything. Please consider upgrading to premium.

Powers Begone +400 CP
So, you thought you could just roll in here with a dozen overpowered abilities from other worlds and blitz the setting? Cute. Unfortunately, that won't be happening. For the duration of this Jump, all out-of-Jump powers, abilities, and supernatural traits are sealed away. If you want to survive here, you'll have to do it with the powers, skills, and resources available within this setting.

As a small mercy, abilities from settings that reasonably fit within the tone and mechanics of this universe may remain available. Powers from the Invincible Jump itself, the Image Comics umbrella, or similar worlds such as Spawn may still function at the discretion of the Jump's rules. Anything wildly out of place or setting-breaking is locked away. Welcome back to the food chain.

Maybe This Time You'll Learn +400 CP
Power is one thing. Control is another. At critical moments, especially during high-speed movement or large-scale combat, your precision will fail you. Your strikes may carry farther than intended, your movement may overshoot its mark, and your control over force may slip just enough to cause catastrophic results. This can result in unintended destruction, friendly fire, or devastating collateral damage that you never meant to cause. These incidents are not frequent, but they tend to occur when the stakes are highest and when the consequences will matter most.

Worse still, others will notice. Allies may hesitate to trust you in delicate situations, civilians may fear your presence, and enemies may actively try to exploit your lack of perfect control by forcing you into crowded or fragile environments. You still possess your full power, though now you must constantly prove that you can wield it responsibly. This drawback can be dealt with, but it will require you to achieve mastery of your body and combat style. Even with all your advantages, it will take at least five years of intense effort to resolve this.

Invincible Syndrome +600 CP
"Can you believe people used to complain that I never won a fight?" No matter how strong you become, victory is never guaranteed for you. Opponents who should be beneath you will push you to your limits, and fights that should be easy will turn into brutal struggles. You will still grow, still improve, and still win your fair share of battles, though you will have to earn every single one of them. This does not weaken your abilities, but it ensures that your enemies always perform at their absolute best when facing you. Overconfidence will be punished, mistakes will matter, and even lesser foes may surprise you if you aren't careful.

Stand Ready For My Arrival, Worm +600 CP
"Stand ready for my arrival, worm." You have drawn the attention of Conquest, and that is a problem that does not go away. He will hunt you relentlessly, appearing without warning at the worst possible moments. These encounters will not be quick or efficient. He will push you, test you, and deliberately escalate the destruction around you just to

see how you respond. Defeating him is not a solution. If there is any possible way for him to survive, he will return.

Each time he does, he will be more prepared, more informed, and more excited to continue the fight. He will remember your tactics, adapt to your strengths, and actively seek to break both your body and your will. Over time, these encounters may begin to escalate in scale. Cities may be dragged into your battles, allies may be targeted to provoke you, and entire conflicts may spiral simply because he decided to show up. To him, you are not just another opponent. You are entertainment. And he has no intention of letting that entertainment end.

Conquest Will Not Return +600 CP
Spoiler: He does indeed return. You know how this goes. You win the fight, you walk away, and then a few weeks later, they're back. Enemies you defeat have a strong tendency to survive unless you have absolute confirmation of their death. If there is any ambiguity, they will return. When they do, they will be stronger, more prepared, and fully aware of every tactic you used against them previously. Over time, this creates a growing roster of recurring enemies who adapt specifically to counter you. Old tricks will stop working, weaknesses will be covered, and each rematch will be more dangerous than the last. If you want a problem to stay solved, you will need to make absolutely certain it is.

A Worthy Opponent +600 CP
Hello Jumper, I'm actually here to deliver a message to you. Let me just get it out and give it a read. Ahem…

"Greetings, worthy opponent. Long have I sought a battle that would stir my blood. Your benefactor has informed me of your glory. I shall savor our clash, and should you prove capable of slaying me, I shall savor it even more. I shall either fall to your blade as you devour my entrails…or feast upon your still-beating heart as I kill you."

…Yeah, so I may have told Battle Beast about you.

He has now decided that you are the worthy opponent he has spent his life searching for. From the moment this Jump begins, Battle Beast will actively seek you out. Once he finds you, he will challenge you to mortal combat and pursue that battle to the death. Running may buy time, but it will not stop him forever. Worse still, because this is supposed to be a "cool fight," he has been boosted to ensure he remains a genuine threat to you. Think recreating his final clash with Thragg's levels of threat. He will be

powerful enough that victory is never guaranteed, no matter how strong you are. The good news? If you survive, you'll probably have his respect, assuming you haven't killed him. The bad news? He's hoping you don't.

It's His Fault +600 CP
People seem to blame you for things far outside your control. Did a villain level half a city while fighting you? Your fault. Failed to save everyone during an alien invasion? Also your fault. Stopped a disaster but caused collateral damage in the process? Somehow, it's still your fault. Through misinformation, bad luck, media spin, or public paranoia, your name has become synonymous with disaster. Civilians, politicians, heroes, and villains alike may see you as a menace rather than a savior. Even your victories are often overshadowed by the damage left behind.

Worse still, this reputation has a way of creating enemies. Survivors, grieving families, opportunists, and the genuinely insane may dedicate themselves to revenge against you. Over time, you are likely to accumulate a devoted rogues' gallery made up of those who blame you for ruining their lives. Some may be weak. Some may be dangerous. A few may be terrifyingly competent. All of them will hate you. And somehow… they'll think they're justified.

MAKE JUMPER PAY!! +600 CP
For one reason or another, Angstrom Levy has decided you are the cause of his suffering. Whether justified or completely delusional, he now has a personal vendetta against you that spans the multiverse. In his search for revenge, he has scoured countless realities to find alternate versions of you. In total, he has gathered approximately two dozen counterparts, each one different in experience, personality, and morality. If you are heroic, these versions may be monsters, tyrants, or conquerors. If you are villainous, they may be noble heroes, paragons, or righteous avengers.

Each counterpart possesses your face, your powers or equivalents, and enough variation to make them uniquely dangerous. Some may work together. Others may compete for the honor of killing you themselves. A few may simply enjoy the chaos. Levy will use them to attack you directly, destroy your reputation, target your loved ones, and generally make your life a waking nightmare. After all, no one knows how to ruin your life better than you.

Enemy of the Galaxy +600 CP

Regardless of whether you have done anything to deserve it, you are now reviled as a bloodthirsty monster, and the galaxy quakes in fear of you. The Coalition of Planets and Thaedus now believe you to be an even greater threat than the Viltrumites, and will stop at nothing to eliminate you. It is impossible to reason with them. No matter what you do, for the entirety of your time in this jump they will relentlessly seek to kill you by any means possible. Even defeating the Coalition itself won't solve the problem, as these views will be shared by every species and planet that belongs to the Coalition.

- **Unopan Supersoldiers +400 CP:** It turns out that Allen the Alien was not the only success to come from the Unopan supersoldier programme. Whilst still not able to contend with Viltrumites, the Coalition believed that sheer weight of numbers might be able to turn the tide. Now there are tens of thousands of Unopan warriors with the same powers that Allen possessed at the beginning of the series.
- **Geldarian Armaments +400 CP:** Recognising the immense danger that the Viltrumites posed to the galaxy, the Geldarians consented to use their scientific and technological expertise to help the Coalition produce more powerful weaponry, vehicles, and equipment. This has dramatically enhanced the firepower, endurance, and mobility of all Coalition forces. The likes of Allen the Alien and other superpowered fighters have also been equipped with basic Tech Jackets, making them even more deadly and versatile on the battlefield.
- **Scourge Virus +600 CP:** Working with the Coalition's greatest scientists, Thaedus has invented an enhanced version of the Scourge Virus tailored to your exact genetics. It is able to bypass any resistance against disease that you might possess from perks, powers, and items. However, if you can avoid direct exposure (such as through wearing a hazmat suit) then you will be unaffected. Nonetheless, it will be duplicated and deployed by the Coalition's forces against you at every opportunity.

Flaxan Armageddon +800 CP

The Flaxans are a race of brutal interdimensional invaders, who subjugate other worlds to plunder their natural resources and enslave their people. Their people are deeply loyal to their imperial ruling family, the Zaxal dynasty. Their culture is built on conquest and imperialism, and their economy is built around slave labour. Their dimension is notable for its accelerated timestream, which means that in the span of a few months on Earth, thousands of years could have passed in the Flaxan homeworld. This allows their technology to advance at a blistering pace compared to most species.

Originally the threat they posed was comparatively limited - their home dimension seems to be limited in terms of both size and resources, encompassing merely a single, largely barren planet. Now, however, this is no longer the case. Rather than a single planet, their dimension encompasses an entire galaxy, equal in size and bounty to the Milky Way galaxy in Invincible. It boasts countless habitable planets, each of which has been colonised by the Flaxans, ample natural resources, and a massive, highly developed industrial base.

However, the Flaxans still desire *more*.They have chosen to expand the scale of their multiversal conquests, seeking to conquer and pillage not just planets but entire galaxies. They have now turned their sights to your starting dimension, and will seek to invade and conquer it. Rather than facing merely one invasion on Earth, there will be thousands of simultaneous invasions of planets across the galaxy. Each planet seized will act as a beachhead, allowing a vast tide of Flaxan soldiers to flood deeper into the galaxy. With their vast population, immense industrial base, and rapidly advancing technology, they will soon pose an insurmountable threat. Even fleeing to another universe won't help - the spacetime ripples of your interdimensional travel will merely alert their scientists and navigators to new dimensions ripe for conquest.

If you wish to stop them, you will need to invade their home dimension, defeat their armies, liberate their slaves, and either exterminate or somehow reform their entire species.

Enemy of Viltrum +1000 CP
So, you seek an even greater challenge do you? Well, now the Viltrum Empire knows of your existence and is determined to eliminate you at all costs. They cannot be dissuaded by any means. As soon as they learn of your location they will immediately dispatch the full force of their empire against you. Besides battle-hardened Viltrumites, you will have to contend with their vassal slave races, and even the dreaded Grand Regent Thragg himself.

- **Immunity +400 CP:** It turns out that all of these Viltrumites (and other enemies derived from drawbacks, such as Conquest and any hostile variants), are now all completely immune to the Scourge Virus. Even the improved Scourge Virus developed by Thaedus will be unable to sicken them. Biological and chemical warfare will be utterly useless against them.
- **Auxiliaries +400 CP:** In order to compensate for their reduced numbers, the Viltrumites have taken to breeding with sufficiently compatible humanoid races in order to create hybrid Viltrumite offspring. Whilst still noticeably weaker than pureblooded Viltrumites, they are still devastatingly powerful combatants and

make for excellent soldiers. There will be approximately 100 Viltrumite Hybrid auxiliaries for every pureblooded Viltrumite who still lives. They have inculcated with Viltrumite propaganda, and will never turn against the Empire.

- **Thraxan Auxiliaries +400 CP [Requires Auxiliaries]:** The Viltrumites have either discovered Thraxa, or another planet that hosts an alien race whose members mature just as fast and are equally compatible with Viltrumite genetics. This has allowed vastly more Viltrumite Hybrids to be born. Whilst still not as absurd as the vast horde sired by Thragg in the comics, this will ensure that there are at least a 1000 Viltrumite Hybrid auxiliaries for every pureblooded Viltrumite who still lives.
- **Survivors +400 CP:** There are many more Viltrumites who survived both the Scourge Virus and the conflicts since then. Rather than just being 50 Viltrumites, there are instead 50,000. Whilst still only a tiny fraction of the billions who were alive before the Scourge Virus devastated their people, they are nonetheless exceptionally powerful and formidable.
- **More Survivors +400 CP [Requires Survivors]:** Whilst their population was still devastated by the Scourge Virus, vastly more Viltrumites managed to survive. There are now 5 million adult Viltrumites in existence. Whilst still less than a thousandth of their former numbers, this is a very healthy population able to sustain plenty of losses in war.
- **Reborn +1200 CP [Requires More Survivors]:** Horrifyingly, it seems that the Viltrumites were never struck down by the Scourge Virus to begin with. Maybe it simply didn't work, or maybe Thaedus's plan was foiled. Regardless, there are now billions of fully trained and battle-hardened Viltrumite warriors out for blood. The Empire will be rapidly escalating its conquest of the galaxy, and ultimately the universe itself.
- **Emperor Thragg +600 CP:** In another world, an evil version of Brit gained incredible power through the Omega Jacket. Now, Thragg has somehow claimed not only the mantle of Emperor of the Viltrum Empire, but also the Omega Jacket itself. With this mighty superweapon to augment his might, and with the Omega Jacket able to scale from his powerful and resilient body, Thragg will be even more unstoppable.

SCENARIOS

You may take any number of scenarios unless there are any specific requirements. In addition, you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump, so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. ***You will not chain-fail*** *if you fail or give up on any scenarios, unless explicitly stated otherwise*. You do still chain-fail if you die, though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

I'm *Insert Title*

Congratulations, you are now the protagonist of our story. That's right, you will be replacing Mark Grayson, better known as Invincible. The jump will last until the story ends canonically or you die. While the main story is around 10 years, fitting for a Jump, this does also include the 500 years afterwards in which Mark continued to lead the Empire down a better path. You will face all of the challenges that Mark did. You will start out with all of Mark's abilities, though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did; however, should you follow his path. Though you may want to make some changes, given the amount of suffering he endured. Lastly, you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario, you will receive a variety of rewards.

- First, any technique or item you learned/gathered through your journey will gain Fiat backing, ensuring that you can keep them. All abilities will become a part of your Body Mod.
- Second, all restrictions on any ability you gained, whether through an action in the jump or by purchasing it, will have their limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and any other areas you control. You may

choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Argall's Rightful Heir

Emperor Argall was a titan of the Viltrum Empire, one of the greatest rulers in its history, and his death marked the end of an era. Under his leadership, the Viltrum Empire reached its golden age, expanding its borders, conquering worlds, and growing stronger. But after Argall's passing, the empire fell into a period of ruthless, increasingly brutal conquest. His heirs seemed to have vanished, leaving no one to succeed him. However, a revelation shocks the galaxy: one of Argall's heirs still lives. That heir is you. But right now, you're no more than a child, barely five years old. Your heritage may be a source of great power, but for now, you are fragile, vulnerable, and unaware of the storm brewing around you.

The most important of which are Grand Regent Thragg and the Great Betrayer turned leader of the Coalition of Planets Thaedus. You, however, may choose which of them will find you first. Grand Regent Thragg is a loyalist who would see the Viltrum Empire restored to its former glory under your leadership. He will also protect you with his life, refusing to fail Argall a second time. Thaedus, though, will come with the intent of killing you. However, right as he intends to attack you, he is struck with an idea. You are currently innocent and, should nothing change, the future leader of the Viltrum Empire. Deep within him, a hope of changing his people resurfaces, and he adopts you rather than slaying you. You will be raised within the Coalition. As you grow older, your path will shape the galaxy. You, however, must decide which path you will follow.

Rewards:

- First, as the rightful heir to the Viltrum Empire, you shall inherit it regardless. You'll have full command over the empire, the remaining Viltrumites, and their territory. The only difference is how you've shaped the empire:
    - **Thragg Path - "All is Ours":** The Viltrum Empire remains a brutal, expansionist force. You gain direct access to Viltrum's military machine, its breeding programs, and its conquered territories. Thragg's loyalty ensures you are raised as a weapon of empire, and you may gain access to elite hybrid forces such as Thraxa-born Viltrumite auxiliaries and their hybrid legions, giving you a diversified but still overwhelmingly militaristic power base.
    - **Thaedus Path - "Viltrum No More":** The Viltrum Empire has been dismantled or fundamentally restructured under your influence. In its

place, the Coalition of Planets has been merged with the Empire. This gives you access to its alliances, technologies, and diplomatic network. Viltrum's power has not been lost. It's simply been redirected toward cooperation, stabilization, and controlled deterrence.

- Second, depending on who raises you, you will unlock different leadership and power options:
    - **Thragg's Guidance:** If raised by Thragg, you gain complete mastery of Viltrumite fighting styles and a natural aptitude for leadership and warfare. Additionally, any actions that fall under a brutal approach to ruling will be more effective. For instance, you don't need to explain a policy; you've declared it, and thus it will be followed.
    - **Thaedus' Influence:** If raised by Thaedus, you gain exceptional diplomatic skills, leadership abilities, and the capacity to inspire change within empires. Wherever you go, you will inspire change for the better. With effort, even the most tyrannical and despotic force can become an ally of Justice.

Mortal Kombat

Across realities, a tournament has been called. Champions are gathered, rules are enforced…mostly, and only one competitor will stand at the end. You have been selected as a participant in a multiversal tournament known as Mortal Kombat. Fighters from countless worlds will compete, each bringing their own powers, skills, and tricks into the arena. Some fights will be honorable duels. Others will be brutal, chaotic clashes where survival is all that matters. Your opponents will include superhumans, martial arts masters, reality warpers, or beings who exist solely to fight. The tournament structure may shift as well, forcing you into team battles, gauntlets, or surprise elimination rounds. To complete this scenario, you must win the tournament and claim final victory.

Rewards:

- First, you shall be declared Champion of Mortal Kombat. You will be recognized as one of the greatest fighters of the multiverse. As a result, you will instinctively gain the respect of any combatant.
- Second, you shall gain the right to declare Mortal Kombat tournaments. Provided you win the tournament, you may invade other worlds, bypassing any barriers meant to keep you out, and merge the dimensions.
- Third, you shall replace Kronika as the Keeper of Time and receive her crown. The crown is powered by countless souls and an incredibly powerful divine artifact.

This crown enhances your control over time-based or reality-altering effects, greatly stabilizing and amplifying such abilities if you possess them.

Death Battle!

Two fighters enter. One leaves. Now, Omni-Man was supposed to handle this, but he's busy at the moment. So you have been selected to take his place for a staged confrontation in Death Battle. Your opponents are not random. Instead, you must face two infamous combatants: Homelander and Bardock. Each fight will occur under conditions designed to push both sides to their limits. Your opponents will be at their peak, fully willing to kill, and given the opportunity to use their full abilities. You will not be able to rely on outside assistance unless explicitly allowed. To complete this scenario, you must defeat both opponents in direct combat.

Rewards:

- **For defeating Homelander**: You gain a perfected sample of Compound V from Vought International, along with the complete formula and knowledge required to safely recreate it. It is perfectly safe to use and its effects are even stronger than V-One.
- **For defeating Bardock:** You gain ownership of Planet Vegeta. This includes a population of Saiyans who will acknowledge you as their king or queen. Additionally, you will receive the natural combat instincts and growth potential associated with some of the Saiyans' greatest warriors. This includes a talent for Ki manipulation comparable to Goku and Vegeta.

Invincible VS

Something is wrong with the multiverse, and you've been dropped right into the middle of it. You are inserted into the events of Invincible VS, where fighters from across different realities are being gathered, controlled, and forced into conflict by the Technicians, the same group that once captured Angstrom Levy. These beings manipulate events from behind the scenes, using advanced technology to control, observe, and escalate battles for their own purposes. You will be forced to fight, navigate shifting alliances, and uncover what is really happening behind the scenes. Escaping the arena is not enough. If you want to end this, you will need to confront the Technicians directly and dismantle their operation. To complete this scenario, you must break free of their control and shut down their system of forced conflict.

Rewards:

- First, you may recruit Ella Mental as a companion, and you gain access to her elemental abilities for **Free** if you did not already possess them.
- Second, you gain access to a schematic archive of all of the Technician's technology, such as the Mind Control chips, energy harvesters, and combat holograms.

Fortnite: Battle for Survival

You've been dropped into a bizarre world, one that seems to defy the laws of nature and physics. Welcome to Fortnite, a world of constant chaos, ever-changing landscapes, and dangerous battles. It seems there's something unique about you, something that the residents of this world can sense. A group of survivors thinks you're their ticket to survival, while others believe you might be the key to something even bigger. It doesn't help that every day brings new threats. It doesn't matter whether it's combatants from another world, deadly storms, or hordes of vicious creatures.

Your task? Survive. Adapt. Build. And, if possible, get the hell out before you're consumed by the mayhem. While you might not have the same advantage as the locals when it comes to constructing elaborate defenses or wielding strange weapons, you'll quickly pick up the rules of the game. And you have a choice to make: will you fight for survival, build alliances, or seek out the mysterious forces behind this chaotic world? The scenario will be considered complete once you either escape the island or successfully win the current battle royale.

Rewards:

- **Fortnite Map:** First, you've gained access to a detailed map of Fortnite's world, showing key areas, resources, and points of interest. This map will update when you go to future settings.
- **Fortnite Building Skill:** Second, you've developed the unique ability to rapidly construct fortifications, traps, and defensive structures just like a Fortnite character. This allows you to harvest the local resources around you, giving you an edge in battles and survival.
- **Arena Challenge:** Lastly, should you wish for whatever reason, you may enter a special room within your warehouse, allowing you to hop into battle royal events hosted by the Fortnite universe. They're decently entertaining challenges where death doesn't really matter.

Invincible: Guarding the Globe

Cecil has handpicked you for a unique role: managing the vast array of heroes and superpowered individuals under the Guardians of the Globe banner. You won't be out in the field fighting villains or saving cities. Instead, you will be stationed at Mission Control, overseeing and organizing the missions, operations, and logistics that keep the Guardians effective in their endless fight for justice. You'll need to coordinate with the various members of the team, ensuring that each hero is deployed where they're most needed.

You'll be responsible for managing a constantly changing roster of heroes, tactically assigning them to different missions, and keeping track of their status. But there's a catch: you'll need to deal with egos, interpersonal drama, and the complicated web of relationships among the Guardians. And as always, there's the pressure of having to act quickly. Villains are always on the move, and the Guardians can't be everywhere at once. Are you up for the challenge of leading a team of extraordinary individuals?

Rewards:

- **Mission Control**: First, you've gained access to a sophisticated command center, allowing you to manage the Guardians' operations effectively. This includes a few special abilities. You can manage active missions with the heroes you control, giving you the ability to dispatch them quickly and efficiently. Additionally, all of your companions, even those idly waiting, are now available for round-the-clock missions. You'll have full control over your heroes, and the entire system will be as intuitive as a mobile game.
- **Hero Recruitment:** You have gained access to a gacha-style hero recruitment system, allowing you to summon various heroes and individuals of note to join your cause. This system is capable of bringing in anyone of importance from your chosen universe, whether they are allies, rivals, or even enemies. Regardless, once they've been summoned, they will become faithful allies.

Invincible: Behind the Scenes

Back on Earth, or rather, *our* Earth, Invincible has become a cultural phenomenon. The story is strong, the characters are compelling, and the violence is…controversial. But something is off behind the scenes. Marketing is inconsistent, pacing decisions are uneven, and the adaptation is at risk of not reaching its full potential. You have been inserted into the production process as a key creative force tasked with improving the franchise and ensuring it becomes the best version of itself. Your first major challenge:

convince actor Bryan Cranston to join the production in a major role without derailing the entire budget, tone, or studio expectations. Aside from this, you must ensure Invincible is as popular as it is currently or better. The scenario will conclude once the final episode of Invincible has aired.

Rewards:
For having succeeded in this task, you shall receive three special perks for your efforts.

- **Adaptation Sense:** You gain an instinctive understanding of narrative pacing, character framing, and audience engagement. You can identify when a story will "work" or "fail" at a structural level. So, feel free to improve the other adaptations if you want. You'd actually do a good job.
- **Talent Magnet:** You become unusually persuasive when recruiting high-profile talent (actors, writers, directors, creatives), even in competitive or unrealistic casting situations. So what if you're offering pennies on the dollar? This is an amazing opportunity.
- **Creative Continuity Archive:** You gain access to a conceptual "behind-the-scenes map" of how to improve ongoing stories without breaking established tone or canon. Never again will you be called out or told "Well, actually…" by a fan again.

Writing a Legend

You probably don't know this, but Kirkman and his coworkers created Invincible when he was around twenty years old. Given your experiences throughout the multiverse, replicating this shouldn't be that hard. You begin this scenario with nothing but your Body Mod and a house that's already been paid for. Your goal is to create a comic series that reaches the same level of cultural impact as *Invincible*. This is not just about making something popular.

You must build something with lasting influence, something that earns indie credibility, develops a dedicated fanbase, and eventually secures a high-quality animated adaptation backed by a major sponsor. You will need to manage everything. Writing, pacing, character development, networking, publishing, and dealing with the realities of the industry. You are not going to simply be handed success, and cutting corners will show in the final result. If you succeed, you will have created something that stands alongside the greats. Lastly, you may attempt this scenario multiple times. Each time, you may select a different IP to challenge. This will alter your rewards appropriately.

Rewards:

- **Creator's Authority:** You gain complete ownership and control over any intellectual property you create. No contracts, corporations, or outside forces can take or dilute your work unless you allow it.
- **Living Franchise:** Your created setting becomes a fully realized universe that can persist across future worlds, complete with consistent internal logic, scaling, and narrative cohesion. For the sake of it, you may access this multiverse via a door in your warehouse. As a precaution, nothing can exit through it without your permission.
- **IP Rights:** You gain full rights to the *Invincible* intellectual property within your Chain, allowing you to produce merchandise, adaptations, or alternate versions freely.

Walk A Mile In Their Shoes

There's been some debate about whether or not a male writer can make good female characters and vice versa. Personally, the debate is stupid to me, but quite a few of you wanted to weigh in. For this scenario, your identity is no longer entirely your own. At the start of the jump, your sex, gender, ethnicity, and cultural background will be randomized. You must live through the entire jump under these conditions without attempting to bypass them. You are expected to engage with the world as it responds to you, but otherwise nothing happens. That's it, all you gotta do is spend this Jump with these changes. Simple enough, right? Good, now hopefully everyone will act normally again. We need to focus on proper issues again, like power scaling and whether pineapple on pizza should be a war crime.

Rewards:

For having successfully solved a debate that I didn't even know existed, you get a few Perks as compensation:

- **Universal Identity:** You are considered a valid member of any sex, gender, ethnicity, culture, or heritage for the purpose of abilities, perks, systems, and social structures. You will never be excluded from benefits, powers, or opportunities that require belonging to a specific group.
- **Immunity to Restrictive Weaknesses:** Weaknesses or limitations tied specifically to identity, lineage, or classification cannot be used to restrict or invalidate you unless you willingly accept them. I don't know why you would, but power to you.
- **Social Fluidity:** That's right, my friend, no more awkward conversations for you. You have officially touched grass. You gain an intuitive understanding of cultural norms and expectations, allowing you to navigate social environments with far

greater ease. Additionally, you'll naturally avoid being undermined by stereotypes or assumptions.

We're On A Budget, People!

As mentioned before, Invincible's done amazing, but there are some issues, particularly with the animation quality every now and then. You are going to fix that as you're now directly responsible for the animation production of the series. There is no flexibility in schedule, no extra funding, and no possibility of outsourcing or AI assistance. By the way, if you use any AI, then every one 1-Up you have will be nuked, making you fail. Everything must be done manually, under pressure, and without breaking. Every frame will matter, every delay will have an impact, and every mistake could become a compounding issue. Your job is to ensure the show is completed on time while maintaining visual coherence and quality under extreme constraints. So channel the spirit of the old Disney animators and make something the world will remember.

Rewards:

- **Unionized Craft Worlds:** Across all worlds you visit, animation and artistic labor become properly organized, union-protected, and free from exploitative crunch conditions.
- **Meticulous Aura:** Having demonstrated such proficiency over motion, your actions gain an almost cinematic quality. It will seem as if every movement is intentionally composed and animated with professional care and framing.
- **Budget Allocation Instinct:** You instinctively know where effort and detail should be concentrated to maximize visual impact with minimal resources. So any future projects will look like marvels even if you've been given a poor budget. Plus, should you have a real budget, then you'll truly wow the world.

We Can't Afford Any Big Names!

The production has hit another crisis: they cannot afford any more major voice actors. Instead, you are now the entire voice department. Every character. Every line. Every emotional breakdown, battle cry, and quiet moment of tension. You must voice the entire cast while maintaining consistency, emotional range, and performance quality across dozens (or hundreds) of roles. So, no pressure, as a small mercy, if you can't do so already, you will be given the voice acting potential to do this. So if you don't know what you're doing yet, I suggest getting lessons quickly. Especially since you don't have any excuses now.

Rewards:

- **The Perfect Voice:** You can freely alter your voice (and others' voices if desired) with perfect control over tone, emotion, accent, and identity.
- **Internal Idealization:** You know how you sometimes sound different in your head. Well, now you always sound the way you *intend* to sound internally. This will remove any mismatch between your intention and output.
- **Vocal Multiplicity:** You can maintain multiple distinct, stable "voice identities" simultaneously without overlap or degradation. Perfect for voice acting and spy-craft.

ENDING

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing, or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

NOTES

All perks that have active and passive effects may be freely toggled on and off.

Image Links

- Title - https://www.cbr.com/invincible-season-2-finale-teaser/
- Fem-Invincible - https://pin.it/6sOP1a688
- Fem-Omni-Man - Omni-Woman
- Kindquest - https://youtube.com/shorts/5pvSb4eDOjk?si=mBHDCl_R5dGydXDv

Scenario Boons

The initial rewards will be given to you at the start of the Scenario, while the Scenario End Boons will be given to you over the course of the scenario if you complete it. To clarify some of the options that don't seem accurate, this is including Emperor Mark's capabilities as well. For instance, his combat skills after 500 years reached a much higher level than during the final battle 10 years in.

- **Initial Boons**
  - **Species**
    - Young Viltrumite-Human Hybrid - 500 CP
  - **Perks**
    - Rookie
      - Just Save One Person
      - I'm…Invincible
      - I Know You Care, I've Seen It
  - **Companions**
    - Debbie Grayson
    - William
  - **Drawbacks (Don't apply, just illustrate the challenge you'll face in Jump)**
    - Extended Stay 50x
    - Sidequest Magnet
    - It's His Fault
    - MAKE JUMPER PAY!!
- **Scenario End Boons**
  - **Perks**
    - General
      - This World is Fragile
      - I Can Handle It

        - How to Throw Hands - 200 CP
    - Rookie
        - ALL Rookie Perks
    - Agent
        - He's More Useful Alive
    - Hero
        - ALL Hero Perks
    - Villain
        - Do You Know Who I Am?
    - Conqueror
        - Fully Compatible
        - Momentum is King
    - Coalition
        - You Need to Take Charge
        - Why Are There So Many Forms?
- **Items**
    - General
        - Jumper Inc.
        - Power Base - 600 CP (Viltrum Empire)
- **Companions**
    - Canon Companions
        - Atom Eve
        - Marky Grayson
        - Terra Grayson

Changelog

- Jump in Progress
- Added Vampire species
- Added Enemy of the Galaxy and Enemy of Viltrum Drawbacks
- Adjusted descriptions for Viltrumites and Viltrumite Hybrids
- Fixed grammatical errors