Wanted (Comics) .3

Nerx



Welcome to Wanted, a world where the heroes don’t exist because the villains got fed up and finally killed every single one of them. Now normally that would be a bad ending, but not for you, nope since you are a villain. You are taking that career path and there are many ways to rise to the top.

By hook, crook or just going balls out crazy to kill every other cape that stands in your way. The main story revolves around a certain Wesley Gibson, one of the ‘losers’ living in the illusion of freedom. Someone stuck in a rut, fated to fail until a woman decided to wake him into the real state of the world.

Like him you now experience the world as it truly is, a grimy place where might is right. So go crazy and make your mark on history or it will make its mark on you!

For your stay you get 1000 CRIME POINTS to spend as you wish.

Locations

Or where shit goes down. Since you are a badass you can pick any of the choices free.

1. Wesley's Apartment.
2. New York Headquarters, a place where Wesley Gibson and other villains get inducted into the North American Chapter fo the Fraternity.
3. Peking, where the five Chapter leaders convene their meeting to decide if the bad guys should remain in the shadows or raise hell once in a while.
4. Literally anywhere else.

Origins

Well, unless you want to be one of the locals getting screwed over by people wearing badges you are better off being bad. The only origin for your stay is a Super-Villain , and yes this can be taken as a drop in. Age and gender is whatever you want it to be.

However you can decide what to do, you don't have to pile drive toddlers on street corners or set orphanages on fire all the time. You also took an OATH of secrecy upon becoming this role, in a twist you can pick one of the five Chapters to Join.

- Seltzer, America (both north and south). This is Wesley's place and the coveted location of Mr Rictus.
- Rictus, Australia. Generally they are considered to be the most fucked up group of villains around. Their leader has a penchant for sneaking up Into Babies cribs and making love to goats.
- Emperor, Asia. One of the more neutral factions in the series, maintains his great empire while keeping a low profile.
- Adam, Africa. A wise immortal figure who sides with Seltzer against the more crazier heads of the five.
- Future, Europe. A Nazi conqueror from the future and the second most fucked up gang.

Perks

These are not powers but they WILL help you survive or even thrive. Each price category (100, 200, 400, & 600) will give you a single discount. For 100 cp option the first pick is free, the second is discounted.

For absolutely no Crime Point at all you can look like any celebrity you want during your time here, maybe Eminem, Halle Berry or even Tommy Lee Jones. Nobody cares how you look since there are humanoid beings composed of shit, retarded superman clones and even a super smart android roaming around.

- Very Specific Conditions - free, you now have six months of Supervillain training to get you into proper shape. Fight, fuck, and fill your carnal appetites after you have learned your fair share of ballistic practice, fighting, killing and sex. You have never felt better.

For an extra - 200 CP These skills should you wish can be taught to the next generation of super-villains, maybe you can set up shop as a Supervillain mentor yourself. Also this training will be ingrained in all your followers should you wish it to be.

- Right womb, right time - 100, you are a very lucky bastard in the scope of this setting. Lucky enough to inherit good reputation from your villain parents. Lucky enough to pique interest of one of the leaders (pick) in a positive light that they will gladly walk you in and give you protection (sans drawbacks). In a world of sheep that is ruled by wolves in shepherds clothing you are the exception.
- The hell you know my name? -100, when it comes on finding out about others you are in a league of your own. Researching people is easy, and you may feel that information flows into your hands when convenient. feel free to interrupt their speech or surprise them with personal information. Call them by their first name and remind them of their morning schedules.
- #1 Dad -100, you may be a professional killer or a villain of ill renown but who wants to be a deadbeat dad or a shitty mom? You have the ability to raise and take care of your child even when you are not present in their lives, but when you personally take care of them you can mould them into a shining image of yourself in your best days or a husk of what you can be. Maybe Wesley isn't alone in being a pussy in his mother's care.
- Chunky Salsa - 100, injuries you cause on others tend to be drastically worse than they are. When you successfully injure a target through weapons, abilities or even your fists wounds tend to open like a piñata. A gunshot that would normally be survivable will instead leave a basketball sized hole on the way out, you can bisect someone with machine-gun fire. In fact you can always harm your targets, even if they are out of your league you can still do minuscule amounts of damage.
- Oh shit... -200, when bad guys want to tell each other scary stories they tell each other Jumper stories. Like Mister Rictus you are unnerving, there is something about you that would make super-powered beings that partake in the Great War shit themselves. The more dirty deeds or evil you commit the deeper this unease goes.

You may get fewer invites to parties but at least no one willingly will mess with you. People on your level will be cautious, while those above you in power will not ignore you.

For an extra - 400 CP, you can apply this effect on a wider area. Instead of just being in your presence this extends to the world outside, your name will be on the morning papers, children have Phobias about you, the everyman will piss himself when they hear the letters in your name.

- The Other Team -200, there is no direct consequence of leaving your previous organisation to move on to another one. Unless you try to kill or

directly harm your previous group they will let bygones be bygones, perhaps you put in the good work and they are thankful or you are just ‘that good’ that fucking with you means death for them.

Look at Fox and the O.G. Killer who pulled it off.

- Ready when you are! -200, you are really good at setting ambushes. Your skills in disguise is good enough to fool someone blessed with super intelligence, you can be considered as personal staff before suddenly killing them when they are caught with their pants down. You excel as a member of an orchestrated strike, especially when acting under orders. With an additional -400 CP spent you share this with all your allies at once to systematically remove key targets at the same time. Speaking of your targets they will lower their guard around you.

Now go take the players off the board!

- A Natural -400, you will never have any problems with your abilities, powers and skill as they come naturally to you as breathing. This stretches back retroactively, these parts are so fundamental to your being that they can also be passed down genetically to your offspring. When the push comes to shove you WILL do it right the first time.

With the right power you can even shoot the wings out of the fucking flies.

- Popping Pringles -400, boredom doesn’t exist for you. The more you do something the more you will be enthusiastic about it, kill people and you will be ecstatic for your next set of murders. It will fill you with glee, on the non-criminal side this now applies to everything that you do. It has no limits, so honing your skills may get addictive.
- Something I need to tell you -400, subtly manipulate those around you without them knowing the wiser. This works great around schemers and the super-intelligent. Call hitmen with unlisted numbers, manoeuvre others to take your place in important meetings, and tap into shared history to get them nostalgic.

For an extra -200 CP you have foresight into existing plots, and then with some careful planning absorb them to benefit your own. Just like how the O.G. Killer set up his son to inherit the earth over the dead bodies of three members of the five.

- Once in a while - 400, What is the point of having superpowers if you can’t let loose? However there is a nice trick, you can now ‘charge’ all your powers/perks/abilities/skills to empower them idly by having a long time between usage periods. Inactivity may be seen as a bane to power, in your case it’s like drawing the string of a bow.

- Head of the Five - 600, one of them at least. You are no longer smalltime fodder, you actually mean something now. Whether breaking revenue records, changing the way things operate to making big decisions as the Boss. Not much is beyond your dreams as you can eliminate the common thief by educating them to work sensibly with the force of law and order and add inclusivity to lessen dissent. Now you can harvest loot without the leg breaking.

When it comes to votes and big choices you always represent at least the fifth of the whole. This can allow you to swing the tides of elections. Law enforcement bow to your whim as you can direct the cops, the feds and less scrupulous
Members as well. You have what it takes to manage a global conspiracy, lead your own 'chapter'

As one of the secret masters of the world, it wouldn't be a surprise to say that you are one of the most powerful criminals alive. Buying this lets you replace an existing member or even be a 'sixth' one (you get South America by the way).

- Does anyone read comics anymore? - 600, after defeating your opposition you can strip them out of their memories, effectively remaking their identity in the eyes of the masses. Turn the world's scariest man into a podgy joke who signs autographs, an amazon warrior into a menopausal drunk or a man of steel into an invalid who needs help to defecate. At most they are half remembered dreams of fiction.
- To work as a team - 600, so how did a rogues gallery of assorted villains kill the heroes? Numbers. When there are about twenty villains by the heroes things add up and eventually there are thousands ready to make the right move. Individually they may not mean anything but as a whole they are an almost unbeatable military force. Your minions will always outnumber your foes, with a 20:1 ratio. They will also have great synergy working with one another, and you can incorporate any new members with perfect coordination between them.

With sufficient quantity the greatest of quality can be overwhelmed. Say if your 'army' does have quality then it wouldn't be a surprise to anyone if you managed to take over the world, and then some more.

Items

You have 200 cp stipend EXTRA to spend as you want in this section (on top of your 1000 CP stipend), 1 item from each price category is discounted (just like the perks above). You can purchase the options multiple times.

- Gun - free, Fox's Smith and Wesson & the M92, you get the pair. You can also steal any other gun in the Jump and take them wit fiat protection for free.

- Sesame crusted salmon over sourdough with mustard greens and wasabi mayonnaise - free, proves you are different from the herd. When you finish it another will appear in two seconds. Pay -100 and you get the soup & sandwich joint as well, you can use the location as target practice and the customers will reset when you leave the door .
- Inheritance - 50, thanks to a recently dead relative you now have $ 50 million which adjusts with inflation and translates into future currencies as well.
- Apartment - free, a nice lofty setup. This studio apartment is good to make videos, even those of pornographic nature. It has a nice view over an urban cityscape, and an unlimited subscription of IKEA furnitures.
- Suit up - free, this is your super-suit and as long as others are concerned it is your costume. It works as identification and authorisation in places where they would be required. Pre existing suits/power-armor can be imported to have these benefits.

If you want you can be ‘naked’ like the bare-ass syndicate while receiving these boons, additionally if you want to steal the look of the locals like The Avian with his Nite-Own gimmick or that guy who looks like Scott Steiner then you can do that as well.

- Shooting Gallery - 100, unlike other facilities you can hoist fresh corpses to act as targets for your weapons to destroy. Corpses of previously slain opponents can placed here as well, for the use of facilities they are inert.
- Super Ride - free, whether its the Rat-mobile, the Spectro-copter or O.G. Killer’s own Flame Chaser you have your own appropriately themed ride that fits your identity. This is the vehicle import and resin option.
- Restaurant -100, it provides really good Korean food by your standards at the least. For - 300 more it can be upgraded to the fine standards of the O.G. Killer’s favourite place while still serving Korean delicacies. The menu while serving old fashioned taste will provide some of the best food, served by an ex-superhero.
- Hypothyroidism Today -100, you own the third biggest auto-immune periodical on the eastern seaboard. But you can always change the topic and customise this periodical into whatever you want.
- Happy Juice - 100, you get several refilling vials. One is enough to keep villains from committing killing sprees. There will be instructions to make more.
- Masquerade Club - 200, you own a club that attracts capes and hosts parties of all kinds. Such as sex parties between people, animals and this venue also brings the newest drugs from alternate universe. It’s a wild place for heroes and villains alike where drinks devolve to orgies. Its a place for the locals kick back, in future worlds it will attract supers (gifted people and in setting equivalents of supers will also be curious).
- Barnaby Bear - 200, this is a teddy bear. For reasons unknown holding this toy makes you feel warm and comforted at all times. In the worst of times it

will make the situation seem more manageable, it always make you feel better.
- Fraternity Pin - 400, now on to the good stuff. This pin is like a ‘get out of jail for free’ card but it lets you do whatever it is that you want. The Pin comes with numbered plates for all your vehicles too. Privileges include the freedom to shoot, kill, rape and destroy anyone you feel like doing.

Works best for keeping the mundane folk down, #MeToo slides off you, but remember that this is for stomping down and not punching up. So be careful when applying these ‘Privileges’ to Fraternity members or beings outside of the system of the Fraternity. ‘Outside’ meaning their level of power.

Law enforcement, citizens, high officials and celebrities are just objects to you.

- Transdimensional Bridge - 400, the doorway to raid adjacent dimensions in the local multiverses sandbox. Lets you Jump realities, sound familiar?

Places of interest in this setting include earth-594 where the security is really slack, earth-2 where America is roughly the same but its two decades older and superheroes still exist. For security purposes this pathway can be closed at will, trans dimensional link can be switched off, and the portal signatures can be scrambled. On a lesser scale this is a global transportation hub, with some delivery abilities. Get those hookers when you need them, murder people all around time-space and fuck around with superheroes to kill off boredom.

Can be integrated with your pre-existing portal networks.

- The Vault (free for those who take the Professor power) - 600, this hyped up location comes with all the amazing super-weapons mentioned. Whether you want to drop the hammer of hell, command the golem of space, or even use the rainbow powered continent smasher there is now freedom!

So relax as your giant robot octopus eats captured heroes because in this mad scientist lab things are secure. X-Rays and DNA checks come at entry as well as exit points. The tech found here is treasure to any would be world-conquerer, in fact the tech can be integrated to your weapons and personal defences. Improve them at will!

Companions

- Neighbour - free, it’s the old man with cheerful disposition that always greets Jumper. Comes with a friendly dog.
- Mr Gambicini - free, this tailor specialises in making super costumes for both heroes and villains. Can refit all your clothes and make upgrades.
- Companion import - 50, for each member you want to import. They each

have 600 CRIME POINTS to spend.
- Canon import - 100, for most of the local villains if you want to bring them along to your journey. Explicitly powered individuals like Fuckwit, Imp, Sucker may require an additional -100 to bring along.

Powers

I guess this is why you are here, and as the Items section you will have 200 CP stipend to spend as you wish on top o your 1000 CRIME POINTS. You can pick one of these powers to be discounted. They can be ingrained to your own bod or put into your armor/costume like how the Moon Boots can fly. In the setting it seems that each character only has one power, but since you are the Jumper that is hand waved away.

- Fox - free, take this free to increase your survivability. It bestows enhanced agility and strength to hang with the local Supervillains. When things get dangerous you are quick on your feat to take cover, or dodge effectively.
- Super strength - 100, knock vehicles out of your way, have arms big enough to carry heavy weapons and fire them without recoil. You can tear human beings apart with ease and survive fights with other super-strong beings. Just avoid fighting a certain Down syndrome clone.
- Flight - 100, a power seen the Great War when the villains blot out the skies. This gives you true three dimensional movement manoeuvre, pursuit and or escape. You are fast enough to chase down automobiles, and keep up with fighter planes but you are still no match for Fuckwit.
- Invisibility - 100, sensors can’t see you nor can the average senses of the average human. However they may see around you to see if you have left foot prints, shifts in air or detect abnormalities.
- X-ray Vision -100, to see what’s beneath clothes, inside locations, and to never lose in games of hiding. Lead won’t stop your vision but that’s all you got.
- Johny Two-Dicks - 100, as the grand member of crime you now have a thirteen inch criminal mastermind in your underwear (or the female equivalent if you want). Your package can think and serve as a secondary intelligence, it is as smart as you are and can be trusted to make decisions on your behalf. It will be compliant.
- Magic Ring - 200, make shapes like boxing gloves and ten foot dildos out of strange energy. If you don’t like the aesthetics they can instead be magical powers held by The Future and his minions when they take down a certain upper-dimensional being. Great for causing mass hysteria.
- Freaky Shit -200, you can pick an object/theme and have your gimmicks around it. In general you can use these as medium of transportation like portals, or phase through them as well as solid objects easily. If you train further you may find ways to weaponise them or exploit them against your foes. Whether it’s the walls, the clocks, the paintings, the sound waves or even those mirrors.
- Doll-Master - 200, You have a knack for micro mechanics with a Mister

Geppetto like love for your dolls, or at least you would if you want to imitate the man to a T. This allows you to pick a gimmick and retrofit your creations/magics to work into that theme, at the least they can turn humans into mincemeat. They can autonomously act on your behalf. Miniaturisation is easy since you can do it to all your technology and when it comes to that you specialise in adjusting them into your items.

You can even incorporate your powers into your creations. This power lets you have a dozen of those ‘gimmicks’ at the minimal, having them present in convenient locations around you to attack and defend at will.

- One - 200, this lets you become the oldest person alive retroactively from the dawn of mankind. Also longevity others only dream of. You can make a legitimate claim to be the very first human. Comes with the ability to adjust to the long centuries of grief and pain.
- Sucker - 400, like the parasitic alien in the story you can form symbiotic bonds with other organisms. One that can turn parasitic at any point as you are able to feed on their life force, drain their superpowers to have access for 24 hours. You don’t really need the life-force to live but they are a delicacy for you. Forming these bonds does not require their consent.
- Frightener - 400, your talent lies in the creation of psychic viruses. They are intelligent and can infect both biological targets and even intelligent machines. While the user in the story is more limited by touch and ambition, you are not. Perhaps you can be the one to usher in a pandemic of techno-organic flavour. Better yet you can convert/modify existing plagues and diseases into these psychic viruses.
- Nightshade - 400, think plants. Now think a bit bigger, big enough to cover city blocks with greenery and more if left unchecked. Let roots grow through your victims, let petals invade their respiratory systems and show them how deadly hay-fever can be when you are the one behind the sickness.
- Shit-Head - 600, one of the ‘signature’ powers of the series. You can now be a composite fecal being made of 666 excretions, find traces of Hitler, Ed Gein and even pieces of Dahmer within your physique. You can slide and slip like diarrhoea, then smash as hard as constipation. You are the brown train and your body has amazing properties of recovery. Piercing, slashing and blunt damage don’t really register on your radar but chemical weaponry may put you down for good. Feel free to Shapeshit into other people with your impeccable malleability.
- Fuckwit - 600, you are not a bird, nor an airplane but a clone of this world’s greatest superhero. At least in the physical department. Mentally you are no different that what you are before, compared to the other abilities in this section you are massively powered. Your sonic booms from simply flying by can knock away vehicles on the road, your punches can turn giant robots into scrap metal and enemies would need ‘special’ weapons to even hurt you. Even your eyes have satellite vision to track foes, down to the minute

expressions. Hearing is also similarly boosted to hear what you see. For most others you are three hundred pounds of indestructible muscle, on top of all that you are talented in backwards speech that can be applied to other language based abilities such as magic or even technologies.

You are not totally untouchable however since certain radiation can damage you like the being you are cloned from. As a bonus those trying or successfully stealing your powers will have their mental faculties severely diminished so long as they hold or put effort in taking what's yours.

- The Killer - 600, the world is your shooting gallery and to some you are the scariest super-fuck who walked the earth. If you are not a super villain you could easily become the world's greatest hitman. You have a talent for death, and a knack for improvisation with any object you can get your hands on. Even a bottle of Hennessy is a lethal weapon in your hands against supervillains. You just know when, where and how to attack for the most effective result. The Who and why is always up to you.

Slash the throats of dark-knight detectives, blow holes in men of steel with the right equipment, and plow your way through the capeshitters. The best part is that you don't even have to look at their ugly mugs, since at the very least each shot will land between their eyes. When you want to kill something you don't even need to use your senses so long as they are within range of your limbs or weapons, and that they can be killed with those things. Your reactions are off the charts, being able to deflect a bullet back to kill the shooter with just a knife AFTER the bullet is fired.

When it comes to killing stronger things all you need is strongequipment, since any that you use will function at their highest potential. You also lower their defences since you can harm things that should realistically be out of your league (Just don't try this on things too high above your paygrade). Comes with a bit of plot-armor, powered enemies tend to forget to use their abilities against you or delay using them.

While your attacks don't miss but they can be deflected, intercepted or in certain cases evaded when your target is faster than your projectiles/melee.

- Seven Dimensional Imp - 700, so you really want to unravel the fabric of the world? Then this is your option. Become a millennia year old entity, and the form that others see is merely a three dimensional aspect of your real being. Shape reality in the lower dimensions (3rd) freely as an artist shapes the world with a pencil and eraser. The user in this setting managed to turn America into a marshmallow land for half a day, give life to buildings to have them fight all over the cities and turn his foe into an ice cream. The locals might want you to tone it down and it makes sense since you could accidentally unmake reality in moments of high ecstasy.

Anyone wanting to depower you is required know your true name in order to do so, even then you are still dangerous since you still have leftover power. At the very least enough to create forcefields.

- Professor - 900, Fuckwit is the strength, Killer is the skills, Imp is the magic and you are the brain. As a schemer that maps the human soul (for fun) you are one of a kind, undisputedly the smartest being in this setting. Life is easy when you started talking in the womb, reading and solving math problems before you can walk, graduating magna cum laude with bio-mechanics before your friends reached kindergarten and a billionaire by ten years of age.

This is that Level Nine intelligence pivotal in the genocide of all the superheroes, unlike most this brainpower is very flexible. Even allowing the manipulation others to the point that you are in the perfect angle to communicate while using subliminal code and odours to target sentimental feelings. You break things down and examine the basic components to make things happen, the backbone of super villain technology so go make tons of dangerous weapons easily, and eventually with some tinkering you can even clone your nemesis to serve as your bodyguard.

Drawbacks

Yeah, there won't be a limit on how much of these you can take. Feel free to hurt yourself for the gains.

- Hypocondria + 100, you are wholly convinced that you have every disease from cancer to the common cold. In reality you don't have them but you do have chronic fatigue. You will be obsessed at checking your health in every given opportunity, at least outside of combat.
- Your bosses shit + 100, they insult you and smile because now you get easily embarrassed. In fact you are afraid of them, this leads to you getting bullied three times daily.
- Semi-literate fucks + 200, whenever you travel back to your home or headquarters you are insulted by a gang of hoodlums. They may even throw rotten produce and spit on you as you do.

Endure this for the jump and you can gain them as the reward, have them harass others in future worlds.

- Kick-Ass + 200, while villains ruled as billionaires and world leaders there is a tipping point. A beginning of the next generation of superheroes, a new darwinism. Probability that more superheroes are on their way. You may want to stop them before it gets too annoying.
- Envy + 200, Like how the Professor got TWO fucking continents where everyone else got one you are seen as a special being, usually held in awe

and respect. Deep down however they hate your guts and will scheme to get you removed from the board. Expect hired guns.
- Father + 200, You look like hamburger patty, your abilities work but you stink, look ugly and the only way you can get any ‘action’ is the type that doesn’t use consent. Congrats, you look like Mr Rictus!

Enduring this for the jump gives you this strange alt-form.

- Just the mother-fucking decoys + 400, you are one gullible son of a bitch, and will be prone to giving opponents opportunities to land a hit. It will always be in the wrong place at the wrong time. You can take an extra + 200 for ‘No I can’t’ Like how the fuck did you even end up here? You freeze in the worst of situations, and they will get in multiple hits.
- Throat-slitting and sodomy + 400, no more camaraderie between villains here, even those on your continent. Expect things to be messy all around.
- Death by dysentery + 400, watch out because shit head will be hiding in places to catch you unaware and ambush you. Getting rid of him won’t be easy because he can recuperate and escape. Also he stinks like a motherfucker so be sure to check your warehouse.

Enduring this for the jump to call in favours from Shit-Head in future worlds.

- Crossover + 400, with Savage Dragon! who is dangerous enough to keep even with Wesley Gibson.
- Burst into tears + 600, you hesitated. You the type of pussy (normal well adjusted person) who doesn’t want to use powers to ruin the lives of families. Being evil all the time feels forced now, the super villain life just isn’t for you and while that the ‘usually’ norm it is considered to be something weird. Villains may even think you are a hero that didn’t get retconned, better act normal fast or hide it well Jumper.

Enduring this for the jump ensures that when you are really up in shit’s creek your antagonist will have a split second doubt about finishing you off and give you a chance. Works better the more depraved and vile your enemy is.

- Effeminate Affectations + 600, you are retrained into a goddamn loser (like Wesley Gibson before Fox met him), you have unlearned the basics of skills and anything that would make you stick out of the ordinary sheep in the setting. This is effectively bitch-mode that will make you Doormat supreme.

You will get hit again, again and again. Try to recover what you lost.

- Every League and Legion + 600, the mission is screwed and they are coming for your ass, Superheroes that is. For + 200 more this can be enhanced to bring the attention of every superhero in the local multiverse and for + 200 further the heroes that got killed/retconned in this world got

a second wind and they are back looking for vengeance.
- Retconned + 800, it all went wrong. You are one of the losers of the Great War and effectively a husk of your former self. A trace that didn't get eradicated, even if you were the scariest Jumper alive at one time you are now just a corny joke in nylon tights.

Scenario(s)
Take as much as you want.

–New York Crisis–
Everywhere and a superhero especially in America where every major city had at least one. Europe had some in the 70's as well, for you however this will be the final battle where three months will decide the fate of the world. Then everything will be decided on August.

<Villain>
Welcome to the side of the winners at least in the original story. You are now in their ranks as you and your peers try to grab the bull by the balls and destroy super heroism for good. As a part of the super villain army you just have to kill every superhero on this planet.

Reward

Should you succeed and repeat history with you as the winner you will gain a super villain army of tens of thousands of loyal super-fucks, each with their own abilities and at the very least they are armed with assault rifles. In future settings you can initiate a 'Great War' to purge the heroes, but this pits you and your forces against the combined forces of all the good-doers.

>Hero<
You are on the side of the losers in the original story. But can you be the one to change the world for the better? Will you be the one to set things right?

Reward

Flipping the world lets you initiate or spike the next wave of superheroes by just existing. Your presence inspires and even empowers locals who will look at your inspiration and improve the world in ways that wouldn't betray your expectations. Besides that all worlds what you go to will be 'better', the sky will be bluer, trees have a deeper green and the food will be better in every way that matters compared to what it was before.

Taking either of the scenarios will give you the Empire State Building. Unbeknownst to the masses this is actually the machine that changed the atones the universe to reset the world, changes that only you and your allies will remember. In any setting provided that you have completed the main jump

objectives you can reset the place to your specification, mostly broad alterations that will stay. This can be used as your headquarters and can be imported/integrated to existing properties or the warehouse. On the outside it keeps the aesthetics.

–The Takeover–
(Requires Head of the Five)

The Council of Five is essentially the illuminati of the series, the cogs and wheels behind the world, and puppeteers of a global society. They remade the world after 1986 and divided the world into five parts. Professor Solomon Seltzer owns North and South America, Adam-One owns Africa, The Future owns Europe.
The Emperor owns Asia, & Mister Rictus owns Australia.

Just like Mister Rictus you have greater ambitions, but you are not satisfied with merely one as you want to have it all. So in this scenario you need to plan or do a takeover. This means facing every villain in this world and taking their seats from their cold dead hands. You can always negotiate but it's highly unlikely that they will simply hand them over.

Reward:

The Fraternity of Supervillains and the world with everything that is implied (yes this means the continents and all that jazz) follows you on your journeys. You can set up wars, famine, terrorism, rigged elections and you effectively have more money than God.

'Head of the Five' now lets you have the whole instead of merely a fifth, feel free to divvy up democracy. 'Fraternity Pin' will now be given to all your companions as well. If this is taken with the 'Every League and Legion' drawback to the fullest extent then you can also take over the worlds of those heroes , who knows maybe you are a bad enough dude to bring the local multiverse with you?

So where will you be next time?

- ◯ Go Home since this place is too edgy for you.
- ◯ Stay since you want to either rule uncontested or fix the setting.
- ◯ Continue and take your loot to other places.

Notes

- From Wanted issues #1-#6 and Wanted Dossier from the 2003 miniseries. As well as some Millar interviews. Savage Dragon #128
- The Fraternity can keep the second coming of Jesus Christ, in fact it did a couple of years back.
- Fraternity Pin only works on those weaker than fraternity and weaker than you
- The Fraternity is a meta human criminal network who runs organised crime on the planet since 1986. They have eyes and ears everywhere. For example if anyone tries to leave Manhattan you can close the bridge and have the airports crawling with everyone at their disposal. People tend to believe what is told by their proxies. They are behind ‘disappearances’ and ‘unsolved crimes’ . You are above the law , the only thing standing in your way is superheroes (and equivalents).
- Reality can be rewritten by seven dimensional imps and alien-super computers
- ‘Effeminate Affectations’ & ‘Retconned’ is a horrible drawback combo, unless you really need points it’s highly discouraged.
- ’The Killer’ compliments other abilities the Jumper’s possess, whereas Wesley is only able to maximise his killing potential with weapons you can do so with your other/pre-existing abilities.
- Supervillains here tend to act like real life criminals given powers, so expect rapists, serial killers, cannibals and the worst of the worst.
- Powers let you do what the characters can do.
- Thanks to u/PuppyButch for some ideas