Supervillainy Saga Jumpchain v1.2

Book series by CT Philips, jumpchain by Ze Bri-On.

Welcome to ~~Earth-M~~ Earth-A, a bloody and chaotic world of goofy madness and gimmicky superheroism. This world is now bereft of one of its greatest protectors now that Lancel Warren, (AKA the Nightwalker) has genuinely perished of actually natural causes at the ripe old age of over a hundred. He was not the first of the great heroes to die, nor will he be the last. Twilight is upon the Age of Superheroes, and soon night *must* fall.

Still, there is the matter of his legacy. The magical cloak that once belonged to him somehow found its way to Gary Karkofsky, local supervillain enthusiast, giving him the opportunity to live out his dream to be very evil.

You arrive on Earth-A in Falconcrest City, the City of Nightmares, the same day Gary - now Christened as Merciless, the Supervillain Without Mercy™ - stops the Typewriter from robbing a bank so that he can rob it himself.

Here's 1000 Merciless Points to make something of yourself. You'll be here for at least a decade, unless you die in the meantime, in which case you'll be sent to whichever world you consider home, the moment you left it.

Origins

Any origins may be taken as a drop-in. You may freely choose your age and sex during this jump.

Everyday Hero (Free) In every age, there are some who fight. Not merely to fight, but to make the world a better place. You are one of them, broadly speaking. With a code name, a colorful costume, and a membership to the Society of Superheroes, it is your sworn duty to fight evil and protect the world from its many threats. You poor sod.

Antihero (+200) In the 90s, it became common for cybernetic jackasses with guns and bad attitudes to fight crime without regard for collateral damage. Sometimes it even worked. Usually, they caused more deaths than the supervillains. You are either one such "antihero" or a superhero who doesn't mind executing captured opponents.

Antivillain (100) What you are is screwy. You're a few somethings short of a complete set, though what those somethings are and what that set is remains beyond me. You are totally willing to murder in cold blood and habitually commit generally bloodless crimes because

you think being a supervillain is cool and fun. That said, you don't generally harm or betray people unless they start it, and you're the first to sign up when the world is in danger - how else can you take it over, right?

Actual Villain (Free) Unlike those above, you are one of the genuine psychopaths who want to run the world into the ground to prove that they can or some nonsense. Or a spree-killer with superpowers, colorful costumes optional. A gangster or billionaire at best, really.

Perks

Named Character (Free) You are a significant figure in the ongoing mythology of whatever world you inhabit; you will always stand near the center of the world's destiny. You are courageous, resistant to mischief, and agential. Grandstanding and individualism will make you more effective rather than less - especially against "faceless" opponents.

Auto-Tune (50) You are a professional-quality musician. Maybe not a full on rockstar, but enough to get gigs and play at local events with the right marketing and teammates.

iThemeMusic (50) You have an app which automatically provides the best possible theme music for any throw-down. This does not distract you, nor does it prevent your side of the brawl from hearing anything important. It may be disabled, and automatically appears on any of your devices.

Multilingual (50) You can understand, speak, and read several major world languages.

Beat Cop (50) You graduated from a police academy top of your class, and have all sorts of skills which may or may not be useful in this context.

M.D. (50) You may have been bottom of your class, but you graduated from a medical school, with all the necessary skills, knowledge, and accreditation to make a living as a general practitioner.

The Quote-Unquote "Real" Type of Doctorate (50) You have a fully-accredited, fully deserved doctorate in a non-medical academic field of your choice. This may be taken multiple times.

It's Like Star Wars Out There (50) You can ensure that there is some kind of alien community waiting for you in every world outside this jump, and pattern it off whichever setting you'd like, though the nature of a given universe may push things one way or another.

All of That, Plus Drugs (50) Mixing mind-altering substances with reality-altering superpowers is a recipe for disaster. Fortunately, you don't have that problem. Sure, you

might make an ass of yourself while drunk or high, but you won't lose control, paste someone, swear a geas, or reveal your secret identity or so on.

What They Don't Tell You (50) It's rarely mentioned, but most people evacuate upon death, unless they're slashers. This will not happen to or around you.

On-Theme (50) You have a totemic connection with some color, motif, or character. You'll experience a number of astonishingly appropriate coincidences, and playing into it will enhance your talents and chances.

Tales Across Timelines (50) As with Gary and Jane, your story transcends universes, and is known outside your reality. Unlike those two, you can determine how much and how accurately they're shared as you enter each jump. You might not be a major religious figure, but you could be remembered as fiction, legend, folklore, or ancient myth.

Friend Upstairs (100) Some higher power is reasonably fond of you, and will twist coincidences to and fro in your favor. It's not quite plot armor, but it does make life more convenient.

Small Universe Syndrome (100) Like any major character in a superhero verse, you have a startling number of weird anecdotes and personal connections to the super world, even if

you don't realize it. This follows you to later jumps, and if desired may make you related to one canon family or individual, assuming that you aren't a drop in. You don't get any of their stuff unless you buy it though.

Primal Status Quo (100) Short of death, what's yours is yours, at least when it comes to your perks, fiat-backed items, and other identity-central powers. No matter what happens, you will inevitably get back to where you "ought" to be, if not where you started.

Experience is Its Own Trainer (100) You learn by doing, especially under pressure. What might take years of training you can learn in months of crisis.

Necromancy License (100) Unless you interfere, a wizard will one day use a cosmic wish to prevent resurrection throughout the universe, with devastating effects on the undead and such. You can skirt around the edges of this and similar decrees, as long as you aren't actually resurrecting people. At the very least, you'll be able to summon ghosts and create mindless ghouls with necromantic knowledge. Sapient undead like vampires and Jiangshi are a little harder, but as long as you're there in the immediate aftermath of their death, it'll work.

Original Research (100) No matter how rigid or restricted a magic system is supposed to be, you can almost always find ways to create unique spells and plot device magic with a

little work. This goes double for LitRPGs, though you might want to track down some old source books for dungeon magic…

Ultra-Negative (100) Nega-Force is the antithesis of the universe's connective tissue. Somehow, this does not prevent numerous heroes from using it constructively. Now, you too are immune to being corrupted by your own powers, or any consequences from using them in a way they'd normally be opposed to. Of course, if you decide to drink from darker wells than usual, there might still be a problem…

Preincarnation (100) You are the reincarnation of some ancient hero, probably from the Hyborian age, which doesn't come with a lot of actual benefits, but you might have some ancestral memory, and it's a cool bit of trivia. You have a similar past life in each future jump.

The "True" Thundergod (100) When it comes to tulpa matters, you are the definitive version of yourself and anyone you've mantled, even if the name is changed. We respect squatter's rights, but beyond that you could be Disney's Zeus in Mycenaean Greece or Jupiter's Rome or a Riordan con, and it'd be close enough for you to feed on the faith and fame, assuming you can do so and no one else is tapping the same source. It worked for the Fraternity of Orion, and now it'll work for you.

Anarchist Arcana (100) It's about time something pushed back against the dueling demigods. Any magics you create or share and so on gains a tendency - perhaps a destiny - to empower the disenfranchised, particularly in the face of obstacles like wealth, connections, or pedigree, including inborn power or talent. It also becomes harder for a society to forget, eradicate, or reserve them. You can play around with what this means and does when desired.

The Star Wars School of Balance Between Good and Evil (100) I could go on and on about different setting and systems and so on, but the bulk of it boils down to this; even in other settings, you can treat the existence of or impossibility for evil as a metaphysical / spiritual imbalance between good and evil, rather than trying to mediate between the two. Also, if you ever rewrite reality or destroy a world and magically replace it, those that die in the process will be reincarnated as the versions of themselves in the new universe. This even applies to you if someone else does it, which will prevent you from chain-failing. Free for this jump.

Mortal Meals (100) A log of supernaturals and superhumans have specialized dietary needs, like souls or the blood of the innocent. Even if you're one of them, you can subsist on ordinary food, though it might not be pleasant or fuel your powers properly.

A Generous Patron (200) What kind of patron is generous? The kind who can reclaim their gifts. Neither stacks with recovery or growth, but if you endow another with your might, you can recall the power at will, and if you invest your strength in an object or effect, it returns if the item is destroyed or the effect ends. You can also imbue some of your attributes and certain perks into magic systems and cosmologies you manage or have some kind of hold over. Mage-gods, magic-makers, and Network mods will have the easiest time, though importers and others can make due.

A Mythological Medium (200) Many spirits take their forms from human expectation and imagination. It provides a sort of two way insulation, and makes interactions more predictable. You carry this expectation with you, and the eldritch or supernatural forces you encounter will expect it, without considering it a violation.

Simulated Specters (200) If you aren't comfortable enslaving demons or lemures, you can now conjure generic versions whenever you try to summon a non-specific spirit. They're as cunning and treacherous as the real deal, but they're a sort of p-zombie without true consciousness, so you can do whatever you like.

Cross Pollination (200) You can make a universe behave and be more like another by introducing elements from the second. From there, its elements and metaphysics will start

bleeding over and appearing locally, to whichever extent you like. The more you manually introduce and the more influential it is, the faster this goes. [1]

Executioner (200) Like a death god, you can often kill things that shouldn't be able to die, and when you do, they generally stay dead. Resurrection won't be entirely impossible, but it'll be much, much rarer and much, much harder, which is often the best you can get in a superhero universe.

Mutant Vampires, Psychic Cyborgs, and Alien Wizards (200) Your powers and possessions will never conflict with each other or your nature or contaminants and so on. Also, you can prevent your perks and powers from interacting with one another when you prefer, and swap it back on at will. This also means you can buy incompatible perks or powers in certain jumps, though it'll make things weird.

Universal Adaptor (200) You can use various powers and items in contexts where they don't make sense, and fuel them with energies which shouldn't work. Feel free to magically abjure an A.I.'s programming, or block mutant powers with ysalamiri. It's all the same - or more accurately, the authors of a superhero verse generally don't care, except when they do. .

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[1] Gary never actually goes through with this, so in practice it is based on reality bleed from Projection Quest by Bowler Hat Guy, albeit consciously controlled.

The Jumper Who Didn't Like LitRPGs (200) You have the ability to stop LitRPG mechanics in their tracks, and forcefully shut them down in the area around you. Given effort, you can extend this to an entire world, and permanently. Of course, this doesn't remove powers, unless they're attached to some kind of "cheat" or so on; it just makes them more prosaic and less self-explanatory. On the upside, this can be used to convert Dungeon magic and so on into the real thing, given connection to it.

A Goddess is Shaped by Her Worshiper's Prayers (200) There are a lot of ways to feed on faith, but a lot of them tend to influence the user. Not so for you; no matter what sort of energy you're sustained or empowered by, your mind reminds you own, except in the ways you'd prefer otherwise. This is a more expansive version of Ultra-Negative, basically.

Continuity! (200) When you want to be, you are a stabilizing influence on the reality you dwell in, and I'm not just talking about the Mandela Effect. Sliding timescales, sitcom snapbacks, and so on are easily prevented, though explicit retcons can only be made harder. On the other hand, powers and histories should mostly remain consistent with you watching over them.

Power Creep (300) With time and effort, you can always strengthen, expand, or refine your abilities. Your power cap is raised, and downsides or costs can be diminished. Possible

is not the same as easy, and while circumstances can help, no one is going from Captain Marvel to Shazam quickly- especially if they need to invent the magic system altogether.

The Plural of Apocalypse (300) The Butterfly Effect is a harsh mistress, but so long as you don't directly, deliberately, and literally murder Guinevere or so on, your actions will never prevent a world from being saved during your jump, if it was in canon. This goes double if the story doesn't engage with its apocalyptic background, and triple for time travel escapades. Remember, it only lasts until you leave. Free for this jump.

Harry Potter versus Godzilla, If Godzilla Were Also a Wizard (300) Heroes and hunters excel at punching up, but few can match your Dark Souls-like ability to slay opponents who could oneshot you. Furthermore, while all named characters experience something of a Mortal Kombat effect, which allows heroes to defeat mooks and defy power levels, your version is unusually potent, and more strictly beneficial.

Foundation for World Harmony Training (100, Free Hero) Like Mandy, you have the skills to join that illustrious organization, which include martial arts, gymnastics, dance, investigation, hacking, and more. It's nothing to sneeze at, even if it is outmatched by superpowers.

The Direction of Battle (200, Discount Hero) No matter the situation, you can quickly adapt to minimize the damage done to nearby civilians and structures. You can also subdue people (even supervillains) nonlethally and usually find where you are needed when you patrol an area.

Third Greatest (400, Discount Hero) You are one of the best detectives in the world. Only the most clever and lucky of criminals can possibly escape your brilliance, unless protected by superpowers, conspiracy, or genre conceits. The last is the most dangerous, if we're being honest.

Archetype (600, Discount Hero) Your willpower, courage, integrity, and determination are something very similar to boundless, as is your compassion and ability to recognize the essential humanity of others. You will never give way to mundane corruption. Furthermore, you possess the same gift Ultragod is implied to unknowingly have, and can restructure a world's ongoing mythology simply by acting out a genre in a publicized manner. Even history can shift to make it work. The more publicly you act, the more dramatic and clear the changes will be. The way others see that genre does have some effect, but unless the universe is destroyed and restarted, it will have far less effect than it apparently did for Ultragod.

Fantastic Lover (100, Free Antihero) Besides being really good in the sack, you have mastered the give and take of a successful relationship. You could maintain a marriage with someone with the opposite moral alignment, if you wanted to.

Dark and Brooding (200, Discount Antihero) You possess a very particular form of charisma, that makes people look past how much of an asshole you tend to be, and pay attention to your actions/justifications. This will also distract from your collateral damage, terrible politics, and/or sociopathic tendencies.

Edgelord (400, Discount Antihero) You might just be the damndest bastard that ever was. Like an antediluvian king of old, you were born on and for a battlefield. Battle is not just a way of life - it is the only way of life you've ever known or ever want to know. Your weapon of choice is beyond mastered, it is another limb, a part of you - instinctive and innate. Such a warrior as you can fight his way through foul sorcerers, horrible monsters, or wave upon wave of modern soldiers. You can reach similar skill with other archaic weapons, you can effortlessly and efficiently combine this with your powers without betraying either, and you get some supplementary skills, defined by style and weapon. A ninja would be stealthy and acrobatic, while a knight would have tactical and leadership skills, for instance. This may be purchased multiple times for multiple weapons and styles.

Artemis Slasher (600, Discount Antihero) Like Herakles, Beowulf, and Billy English, you belong to a primordial race of monster hunters and serial killers. You're like Buffy or a Belmont with extra regeneration and warped psychology. Your kind were made to kill demons and monsters, so you're a supernaturally intuitive and effective hunter/killer whose kills tend to stay dead. You also have a built-in radar for your prey of choice, plus all sorts of training; including cardio, martial arts, and bladed weapons, though you can also investigate your targets and dodge the law. Other powers, like dreamwalking and hunter-telepathy, can be developed with practice or fear[2]. Many of your race have been corrupted and aided by Bloody Mary, but you can remain pristine and go without- or even swap her out for an actual hunting spirit. In either case, you retain your free will, though you'll still enjoy killing or defending the innocent, as appropriate. Post-jump, your murderous or protective instincts may be suppressed at will, though you won't be able to sense your prey like that. If upgraded with A-Lister, this would make you one of the primitive deities called Red Gods or Blood Lords.

Quick Witted (100, Free Antivillain) You have a mouth that does not know how, much less where, to stop. You can make jokes and pop culture references while doing the most complex mental tasks, including fighting, which ironically helps you remain focused. Additionally, you're generally clever in a pinch.

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[2] I'm not sure if feeding on fear is an innate hunter power or an after-market addition by the Spirit of Murder, but either way you have some equivalent with or without her tinkering. Maybe you're empowered by fame rather than fear, or fear *from* monsters rather than *of* monsters…

Unusual Criminology (200 Discount Antivillain) You have a Doctorate in Unusual Criminology, which is like having Masters degrees in both psychology and normal criminology, with a focus on the evil and unusual. Also, you know how to pull off all kinds of mental tricks, like exploiting your own psychological blindspots, snarking your way through memetic hazards, or manifesting objects on psychic planes.

Genre Savvy (400, Discount Antivillain) This world is… complex. Continuity of reality is more suggestion than reality, fact blurs with fiction, and higher beings take the forms people believe in. Still, certain patterns, tropes, and conventions tend to reflect fiction, and you can recognize it. Essentially, you always know what kind of story you are in, which gives you something that almost resembles precognition. Also you aren't prevented from noticing certain facts, like the idea that a corporate scumbag and politician named "Omega" may be evil.

Audacity (600, Discount Anti-Villian) You have a brain for creative plans and creative jokes. You can make ridiculous schemes ridiculously *effective* and come up with equally ridiculous but equally effective solutions. Being too *stupid* to work makes them better, not worse. Also, higher powers now find your impertinence and disrespect amusing rather than insulting.

Doctorate in Superpowered Thievery (100, Free Actual Villain) With accreditation from the Crooked Isles, you have the skills of a top-rate supervillain. With your expertise, you could become quite wealthy, even while fighting superheroes, regardless of what powers you possess at a given moment.

Exploitation (200, Discount Actual Villain) You're a problem solver. Given time, every paranormal puzzle has an answer for you, even if it comes with caveats. You're also very good at exploiting or manipulating various supernatural or super-science forces, events, and resources.

The Great Lie (400, Discount Actual Villain) You can always find some way to ensure that your secrets remain secret - or make them secret. It takes proportionate effort, but it's especially effective against governments, so hiding a resistance movement from a psychic surveillance state would be child's play, but hiding magic from the public would be immensely difficult- particularly in the modern day.

Nine Lives (600, Discount Actual Villain) Quite literally, you have nine lives. One for every year but the first. If you die, some force will contrive to ensure you return, even if ~~he~~ *it* needs to retcon the universe, perform necromancy, or reincarnate you as your own clone. This stock of lives - which can override cosmic wishes - is restored every jump or decade, whichever is shorter. That same power also has a vested interest in making sure you are

not imprisoned or incapacitated for long, so you will generally break out of all but the most secure of prisons at least biannually, assuming you want to. Somehow. Yes, including the one on the moon, where magic is blocked.

Items

Everything bought here will follow you into later jumps and replenish or refuel after a day as necessary unless otherwise noted.

Costume (Free) An outfit made of alien polymers that provides significant protection and is capable of being covered in illusion spells for… other purposes.

LOTR (50) You have the complete Lord of the Rings collection, including the books only released in Heaven, like the collaboration with T. H. White.

ASOIAF (50) You have copies of George RR Martin's hit dark fantasy series. It isn't yet finished in your time period, but these are from the twenty-second century, so they go all the way to the end. Guaranteed to have a better ending than the tv show.

Star Wars (50) DVDs containing the post-Reboot's version of the Star Wars movies. They adapted the Thrawn Trilogy, rather than throwing together another story from scratch, and it's probably less controversial.

Prison Eggs and Cheese in a Can (50) Enough of these niche foods to satisfy even the hungriest person.

Spectrum Weapon (50) An archaic weapon enhanced with a reasonable level of magic or mad science, which also allows it to affect intangible beings like the Nightwalker.

Gizmotech Phone (50) An Omegaphone modified by Leia to retain signal connection throughout the galaxy and in certain alternate planes of existence.

Girdle of Nimue (50) A magical artifact used by female warriors, which prevents any harm or poison short of death from affecting any unborn child the wearer may be pregnant with.

Mug of Infinite Cocoa (50) A magical artifact which is always brimming with hot chocolate, no matter how much you drink.

Unlimited Character Sheets (50) You can pull out any number of character sheets for any RPG you can name, so long as you're using them honestly. Dungeon mods can use them to restat people, or examine them through that lens. The sheets may also make the Prism Pen a bit safer and easier, if used correctly.

Cloning Vats (100) A few dozen tubs designed to make various forms of cloning easier. They even help with gene splicing. The more resources you pump into them, and the better suited the user, the more quickly they arise. In theory, a mad scientist or magician with a nation's wealth could create several million Super clones of normal people in a short period, but that's purely hypothetical…

Lightsaber (100) A sword made of energy, which can cut through most materials and deflect most forms of energy. It can be retracted, but remains impractical in the modern age, unless you have the right powers.

The Thing I Use to Steal Cookies (100) A hot pink plastic lantern covered in pony stickers with the power to turn a small group invisible, courtesy of Gizmo, an adorable super-genius who hasn't been born yet.

The Book of Three AM on a Tuesday (100) The Book of Midnight is a high level astral item, often printed on human skin, which contains all the black magic in the world, including spells to destroy the universe. This… is not that book. It's just a grimoire which details a reasonably wide variety of curses and dark conjurings, including a few fairly nasty ones of your selection or invention.

Pinocchio Wand (100) An escape hatch for bioroids, A.I, and so on with a raw deal. A mage waving this wand or a strong, mundane poke can seamlessly transform them into living, healthy, flesh and blood humans or similar, often with superpowers based on their previous state. It even works on the recently broken, and removes failsafes like built in bombs. Of course, there is one caveat; if only works on those that have shown some level of personality or metaphorical humanity.

Pitchfork (100) Not the Sword of Samael in another form, merely a cheap imitation. Still, this trident would make a pretty good focus for certain forms of magic, and is remarkably good at redirecting or reflecting it, even in muggle hands.

The Nightcar (100) A remarkable work of machinery with an autopilot, rear rocket launchers, and all sorts of other goodies. It was created by a morally neutral Super called the Mechanic, and she is *very* good at her job.

Handheld Death Ray (100) A small laser pistol, capable of firing a series of blasts even most superhumans will feel.

Heavenly Crystal (100) A hunk of celestial quarts the size of your fist, which can only be carved or broken with magic and is capable of storing colossal amounts of energy.

Jet Pack (100) A working example of what Oxford languages defines as "a device worn over the shoulders like a backpack and enabling the wearer to travel through the air or space by means of jet propulsion."

Extradimensional Picnic Basket (100) A picnic basket which can hold far more items than you'd assume, and do so without becoming overly heavy.

Time Quake App (100) A small device which looks like a phone and has the ability to detect changes to history or reality warping, as well as their contents.

Secret Identity Glasses (100) Or a wedding ring, headband, or so on. Whatever piece of apparel you choose, it is enchanted with a spell created by Isis the Incredible to prevent the wearer from being recognized by man or machine. They may notice that you're identical and have the same name, but as long as you're wearing this, the dots simply won't connect. You can also take a technological equivalent called a Holographic Sequencer VPN.

Healing Potions (100) Six vials filled with magical concoctions that instantly most heal mechanical injury when ingested.

The Boombox of Destiny (100) A magically reinforced boombox full of music from the eighties. When played, nearby allies receive a wide variety of low level benefits.

The Jumpernomicon (100) An instruction manual for you and your powers, no matter how great, varied, and complex they become. If you enter the business of granting powers, it and any copies of it will also assist the beneficiaries of your efforts.

Becky's Crystal (100) A small lens which allows the user to scan for sympathetic, spiritual, or otherwise subtle magic.

Cybernetic Brain (100) A piece of sci-fi hardware already installed in your skull which can hack almost anything, and doesn't obey the normal laws of computing.

Hazard Room (100) A room designed to provide all sorts of danger training to groups with a wide variety of powers. No matter how powerful you grow, this will always be a good place to train.

Retroactive Birth Certificates (100) Dealing with prophecy, time travel, and reality means that sometimes, loved ones get erased from existence - dead before they were ever born or conceived. Often murdered. These handy slips of paper - of which you possess any number necessary - can not only provide insulation from time paradoxes and such when filled out with the relevant information, they can also straight-up conjure anyone lost to the shifting of times back into being, even if they no longer make sense.

Slasher Movies (100) A collection of DVDs which somehow give you the ability to ensure later jumps have a locally appropriate variety of uncorrupted, semidivine monster hunters, unless you don't want them to. Don't ask how the bloody-handed old gods have children in a world where there have never been actual gods though.

Black Ultranite (150) A paranormal rock which is known to cause anomalies like wild personality changes and turning into a gorilla for a few hours. This particular sample has one consistent effect; it splits people into two separate beings, according to your specifications, and doesn't affect you unless you want it to. Perhaps you'd like to divide multiple personalities, alternate forms, or fusion dances, and deposit any powers as you will? The effects are still temporary, but there are ways to extend them, and injury to one does not carry over to the other.

Temporal Stabilizer (150) A handheld, but somewhat unusual time machine, which exclusively creates stable time loops; any attempt to change the past using it merely reveals that your actions were already part of the past.

White Ultranite (200) Several pounds of a refined substance similar to orichalcum, only better. Toxic to Ultra-Force wielders.

Shrink Ray (200) A beam which reduces the size of anything it strikes. It also has a reverse function, though it cannot make things bigger than they originally were.

Get Out of Hell Free Card (200) A simple card, created by a death god, which may be spent to immediately undo the damnation and clear the karmic debts of a single target. Does not guarantee entry into Heaven. Of course, this is a superhero universe, so using this to void a Faustian Bargain doesn't remove any powers. You get one of these cards every jump or decade, and may save them for later if desired.

Turf (200) Costumed supers are territorial by inclination, if not by nature. You have your own slice of the pie, not to rule but to live in. It might not be the City of Nightmares or Tomorrow Today - those are Falconcrest and Atlas City respectively - but it fits your themes, and has a small population of crazies or heroes who at least sometimes have superpowers and may or may not dress in funny outfits. You know where to eat, who's who, and where to find what. You know where the crimes happen and where the cops hang out. People know and respect you in this city, both in and out of costume. If you really want, you can just grab a city that already exists elsewhere, or even tweak it a bit, but it'll never be quite like one designed around you. This same city will recur in later jumps, adjusted to the local techbase, populations, and power level, unless you don't want to import it into a particular jump.

Teleporter (200) A mad-science wristwatch which confers the ability to instantly transport yourself from place to place, given the proper coordinates. Caries a limited battery, which recharges daily. This may be combined with any of the various time machines available here if both are purchased.

Cash (200) A fortune, and not a small one, which adapts to inflation and can be freely converted into any currency. It only replenishes after a year, but it can be used to purchase all sorts of equipment and also bribe people. If twenty million or so circa 2015 isn't enough, you may buy this multiple times.

Red Pelt (200) A wolf-god's hide, which retains some of his authority over heredity. With this in hand, you can awaken, manipulate, and sometimes even change the congenital traits and powers of those around you. Granted, it can't take powers away, but it can make Gary an Evo, Jeanine a werewolf, and Leia a ginger[3]. Even ancestry from other jumps can be affected.

Camp Blood (200) A summer camp designed to help supers turn their powers towards non-violent ends. Any super from any world can learn to control and constructively use their abilities here.

[3] For those unaware, Gary has an inactive Super gene, while Jeanine had a lycanthrope father but took after her weredeer mother.

Jumping Falcon (200) A working model of an iconic, fictional spaceship, made via local science, complete with local hyperdrive and tank full of replenishing fuel.

Wand of Plane Shift (200) A Dungeon mage's magnus opus, which may transport up to eight willing creatures, or one unwilling creature, to any general area in any alternate plane or parallel universe the user knows of within the same jump, up to three times a day. Here, that includes most fiction. Warded realms may take additional charges. Pin-point aiming is not possible without additional magic, but there are enough protections to prevent you from getting stuck in a wall or outer space.

Orichalcum Supply (200) Orichalcum is a form of crystalized magical energy, which also makes it the most valuable substance on Earth and all of its various adjacent worlds. Not only is it a key component in every superserum known to man, it's the turbobooster of the mad science world, and makes it infinitely easier to make things like perpetual motion machines, hyper drives, and actual turbo boosters. You get two imperial tons every year.

Device of Time Journeying (200) Time travel is one of the most confusing and inconsistent parts of the multiverse, but if you really want to try, this handheld device will let you. It can also be used to travel between branched or looped timelines, which may be the true nature of time travel. Post-jump, it may create alternate universes as easily as it travels to them, though with certain limitations.

Prism Pen (300) A stylus created by the Primal Destiny, who represents the best of Man, which can be used to very literally rewrite reality. The only downside is that the more often and dramatically you use it, the more likely it is to somehow backlash. It helps if there's some give and take, or if it makes a good story. As with all astral relics, it can enhance your magic, and your magic can enhance it. Also empowers other writing-based reality warping.

Merciless Magic Manual, Fifth Edition (300) A book of spells mercilessly cribbed from various editions of DnD, and manually carved onto the laws of physics. They are everything sorcery wasn't; safe, reliable, and open-access. Such "dungeon magic" shouldn't exist yet or work outside this multiverse, but studying a copy or derivative of this text allows you to ignore such minor concerns. Please ignore the fact that it's covered in pictures of naked elves and contains no mind control.

Anti-Time Molecules (300) A supply of the particles which make normally-fixed timelines mutable. You have enough to kill Ultra-god, but once they're spent, they're gone until the beginning of the next jump.

The Book of Midnight (400) A manifestation of the grimoire created at the behest of Zul-Barbas, the Great Beast who reigns over secrets and dark magic, which thereby

contains all the black magic in the world, albeit in numerous languages, many of which are dead. It also acts as a source of magical power, independent of its god and your genetics. Optionally alive with the personality of a small dog.

Primal Orb (800) A sphere the size of a billiard ball, which grants its user incredible reserves of magical power, albeit with a bend according to its nature, and which of the eight Primals it's aligned with. As with the Reaper's Cloaks, these artifacts work on One Ring logic, meaning that the more power you already have, the more it gives. There's no true upper limit, and certain emotions can generate power as well. On top of that, it is bound to your soul, and cannot easily be stolen, but it has no influence on your mind, and you have the power to freely change which soul it is bound to since you're paying a premium. Most of the set is currently being gambled in a particular high-stakes tournament, but you may take a copy, or acquire an orb aligned with one of the Primals that were apparently dropped from continuity. If nothing else, an orb of Choice, Conflict, or Balance will serve as a chilling reminder that even aspects of the All-God can be subject to retcons.

Weird Gadgets (100, Discount Hero) Lockpicks, grappling hooks, first aid kits, night vision goggles, dinosaur repellant, smoke bombs, throwing stars, flashbang holograms, and lots of other hand held devices or tools that may or may not be useful to a vigilante. Plus an anonymous white van.

Cybernetic Ax (200, Discount Hero) It's an ax which is supernaturally tough and supernaturally sharp. Besides that, the only special thing is that it can be summoned to hand or dismissed at will. Sorry, is that significant? You may pick another weapon if you *really* want to.

JumperTower (400, Discount Hero) A cool looking and securely hidden base or fortress, defended by enough magic and magic science to scare a major world power. It is paranormally difficult to track you to or from this location using most means, and there are a wide variety of tools and objects which you find useful inside, including a supercomputer and trophies from previous adventures. The specific depend on your themes; a magical vigilante will have all sorts of occult paraphernalia, while a super scientist would have labs and so on. Both restock, and if discovered, the lair may be moved once a year via Jump fiat. Post-jump, it may be accessed through your warehouse, but must still be imported somewhere into the jump.

New Avalon (600, Discount Hero) An honest-to-Primals moon colony, centered around a headquarters for the Society of Superheroes. It is filled with the best resources this century's magic and superscience could possibly ask for, not to mention it has room for tens of thousands of inhabitants, and the most impressive prison in the Sol system. Post-jump, while it no longer has inhabitants, it will become self-supplying and place itself

on the nearest moon, so between its teleporters and its spaceship fleet, you should have no issue replacing the population.

Guns (100, Free Antihero) You wouldn't be much of an antihero without a few of these. You have half a dozen firearms of various types. They're military grade and don't need maintenance.

Infinite Ammo Clip (200, Discount Antihero) Again, very important. These clips only apply to more mundane firearms, and fire mundane bullets, but while they're secured you'll never need to reload your weapons. They can be attached to any mundane firearm you like, even if it doesn't make sense.

Power Armor (400, Discount Antihero) Your own suit of mass produced armor for when you want to cosplay as an edgier Iron Man. It is extremely tough and multiplies your strength immensely. It also lets you fly and shoots transdimensional energy across multiple spectrums of existence. Of course, not all suits are created equal, so you may upgrade this with A-Class.

Hydra Venom (600, Discount Antihero) This vial contains one of the deadliest poisons in existence, and it is entirely capable of killing most forms of immortal stone dead on touch. Those that survive it generally wish that they had not.

Superpedia Access (100, Free Antivillain) As long as you have internet access, you can search for almost any individual, power, or skill set on Superpedia. Not only does this help you find potential helpers, it also helps you find out the details of your opponent. That said, clever enemies often fill their page with nonsense.

Crime Media Empire (200, Discount Antivillain) As long as you have internet access, you can access a wide variety of weirdly specific crime-based apps and websites. They're perfect for untraceably buying and selling all sorts of goodies, including magic and mad science gadgets. You can also use them to hire henchmen and get your hands on various inaccessible texts, like lost books, out of print tapes, and alternative versions of fiction. These resources can come from any world you've visited, but online shopping always has certain… caveats, and the best level stuff is never sold on the internet.

Estate (400, Discount Antivillain) It turns out crime does in fact pay. At the very least, it paid you enough to purchase a massive plot of land, complete with a mansion and the robots or NPCs necessary to maintain the place. Also, you don't have to pay taxes on it, for some reason. Water and electricity are somehow self-supplying as well. Don't think about it too hard.

Reaper's Cloak (600, Discount Antivillain) A black mantle like those the Primal Death wove for her children by Entropicus, also called Cain and the Universal Flaw. Once donned, it bonds to the wearer's soul, and may be summoned or dismissed at will. This cloak grants psychopomp status, has extradimensional pockets, and allows you to turn intangible. It also disguises your features, lets you walk off trucks, and is powered by a regenerating pool of magical energy, which may be repurposed for sorcery. Also levitation. It's probably self-repairing and cleaning too. Beyond that, and a few other tricks you can figure out for yourself, different cloaks have different powers; Gary's controls fire as well as ice, Amanda's confers super strength and power over lightning, and other wearers have been known to foretell the future or turn into dragons, though not all have consistent gifts. Yours can be an original eighth cloak, one of the others, or a copy thereof. In any case, it will not come with the issues in-jump cloaks have for people not named Gary Karkofsky, including Death's enmity. I suppose you can take an equivalent artifact if you really want to, but that wouldn't be nearly as fun.

A Secret Identity (100, Free Actual Villain) Superheroes tend to maintain their secret identities. Villains, not so much. The downside of frequent arrests. Fortunately, you possess a small, handheld mind control device with a very simple purpose: it erases all memory and record of the fact that your two personas are one and the same, unless a person is somehow guarded or immune. And it doesn't just target individuals, it targets

whole worlds. Unfortunately, it only works on a given person once a year. Where did you get this?

Club Inferno (200, Discount Actual Villain) A demon in the form of a nightclub where villains can go to meet up, hide from the law, and acquire resources. So long as you're in the wrong, evil will provide. I would also note that the club can be accessed from almost anywhere, and you have a sixth sense for finding it, but that's not because it moves or has portals; rather the club can manifest in many places simultaneously.

Londinium University of Evil (400, Discount Actual Villain) Like the Londinium College for Supervillains, this is an internationally recognized institution designed to educate the forces of villainy, whatever form that takes. It has vast, self-replenishing resources, including defenses, hazard rooms, dungeons, libraries, and a vast army of goons. Better yet, it has classes and teachers fit for any setting you bring it to, whether that means Sith Archaeology 101 on Coruscant, or Introduction to the Unseelie in a fairy tale. It basically runs itself, but you're the recognized headmaster, with all the authority, influence, and money that comes with that. It's kind of a Field of Dreams situation, and there's a remote-learning equivalent involving dreamwalkers. Villains in other jumps may be alumni, whether they consciously realize it or not, and you may reflavor once a decade; see the Tomorrow Society and ~~Magneto~~ Helios. For double points, it comes with a postal

stamp island nation, of which you are acknowledged ruler, which also mostly runs itself but is very loyal.

~~Power Nullifier~~ *The Merciless Gun!* (600, Discount Actual Villain) The shots only automatically replenish once a year and you only get two, but this weapon has the ability to temporarily strip some of the most powerful opponents of their superhuman abilities. It can also restore them, but that's secondary. Just remember, it's less effective on innate powers, and will very definitely not work on the omnipotent sorts. That only ends one way.

Powers

Natural Supers (or "Evos") are increasingly common, but some still develop their abilities by studying witchcraft, being an alien, getting cybernetics, or ignoring the FDA. Feel free to figure out how you came into yours. All are technically magical, but I'm not going to get into ongoing mythology and the particular character of this age.

A-Lister (300) Upgrades, people, upgrades. Even if you don't fully live up to the name, one of the powers you bought in this jump is a tier or two stronger than it would be; it could make you equal Garbielle instead of Moses. Tom Terror instead of Nicky Tesla. Lancel Warren, *Supreme Archmage of Earth*, instead of the Left Handed Bokor. This may be purchased multiple times, and purchases beyond the first as discounted. Welcome to the big leagues.

Superhuman Time (50) Like most heroes and villains, you retain your youthful looks - and much of your health - into old age. Going grey is a sign that the end is near. This may or may not be a longevity spell.

Sparkler (50) You can shoot a wide and powerful enough variety of energy beams to create your own fireworks show.

Rabbi (50) Whether or not you're Jewish, you have the knowledge of an orthodox Talmudist, and may perform certain rites holy in that religion. You can also bless holy water, which isn't something Jews normally do, but it helps with vampires and demons, even those that are normally immune. Magicians with this perk gain access to the Jewish Heaven and the power thereof, albeit with conditions.

Supervisor (50) One of your senses is boosted to a blatantly superhuman level, and in the case of sight, may pierce most objects. This may be purchased multiple times, in case you don't want to be the guy with nothing but X-Ray vision.

Bullet Resistant (50) You are tough enough to walk off most bullets and auto accidents. You won't enjoy it, but you'll probably survive. Also, you have a reasonable level of

after-battle regeneration, so anything that doesn't immediately cripple or kill you will be temporary. This consumes a lot of calories though.

Levitation (50) You can float up and down, though not side to side, at a slow but respectable speed.

Animal Speech (50) You can communicate with - and to an extent order around - most types of animal.

Human Taser (50) You are resistant to electricity, and may electrify any part of your body at will. You may vary this from static cling to instantly lethal levels, but it doesn't travel far from your body.

Atlantean (50) You belong to a mutant offshoot of humanity which can breathe, see, communicate, and otherwise function in sea water. Or at least, you have the powers thereof.

Dhapmire (50) Only one in many thousands of couplings between humans and vampires produces offspring, but you're the result of one such union. This has two benefits, if they can be called that. Firstly, once you reach adulthood, your aging will slow to a tenth.

Secondly, your blood is supernaturally potent - and thereby delicious - in matters of sacrificial magic.

Tri-Dimensional DNA (50) You have unusual DNA which allows you to simultaneously count as your own species, as well as another for purposes of reproduction. Or you just work under Buffy rules. Either way, you can have children with most sophonts, including some of those that don't naturally have children.

Thrice-Great (50) While your magical talents remain nonexistent average without other steps, and you have no training, you simply don't need incantations and focus items to manipulate any sort of magic to whatever level you can.

Omnilingualism (50) Like the wearer of a Reaper's cloak, you can intuitively understand all mundane languages that aren't deliberately encoded in some manner. Unfortunately, this does not come with the ability to speak or read them.

Faux Freelancer (50) David seriously downplays his powers, when he's not outright hiding them, but you are what he pretends; a very minor precognitive who can see things about five seconds before they happen.

Enhanced Reflexes (50) Your response times are semi-literally lightning-quick, allowing you to react to things in a fraction of an instant.

I See Dead People (50) You can see and hear all forms of ghost, even when they're invisible. That's it.

The Sight (50) Rather than being the type of precog who can actively scan the future, you're the sort who occasionally receives uncontrollable visions of things that won't happen for hours, days, or years, like Jane and her mother. There's also a touch of psychometry.

Empathy (50) You can sense the emotions of others, and occasionally influence them.

Mage Hand (50) You have some minor telekinesis, which isn't really combat-effective without serious effort.

Eldritch Energies (50) You can feed on faith or fear or blood or souls or something of that nature for extra strength and sustenance, though you can't be a weeping angel or time beetle without additional powers. You may take this multiple times, for additional means of feeding, but it helps to be specific or predatory.

Look Before You Leap (50) You can jump incredible distances, and have a level of inertia dampening to make it more or less safe.

Latency (50) You have the Evo gene, but it isn't active. This will make you immune to certain versions of the nanoplague, and vulnerable to others, but it also ensures your descendents develop healthy superpowers.

Magic Potential (50) While there are ways to compensate for their lack, you have the right genetics to be a reasonably powerful wizard, given training and patronage.

Chronotonic Energy Exposure (100) You have traveled back in time dozens of times, and had all sorts of wacky time misadventures involving baby Hitlers. As a result, you are now highly resistant from retroactive assassination. Do note that while anti-time molecules are rare, they *can* alter an otherwise fixed timeline if you have enough for the change to occur. In a setting where continuity is *explicitly* unreliable and people know it, this is a valuable resource. For those unaware, the upgraded version is President Omega's quantum immortality as a living paradox.

Ancient Tibetan Calisthenics (100) You know a set of vaguely supernatural exercises which can almost totally halt or reverse the ravages of age with regular practice. That said, they don't stop you from dying of old age - they just make sure you mostly maintain your

youthful physique until your somewhat delayed death. Additionally, you have mastered a mixture of martial arts, acrobatics, and stealth to the extent that you can fight off a small group of gunmen or equivalent opponents.

Second Self (100) You have a single, set alternate form such as horse, twenty-something, or Illithid that you can transform to and from by uttering a phrase of choice. You can't stay in it all the time, and it has to remain on the human scale, but you may restrict any number of your purchases from this section to said alternate form. Doing so nets you a 50% refund on each, but increases the mental or physical strain of your second shape. The high-level version lasts longer and serves as a generalized power-boost.

Psionic Resistance (100) Your mind has been psionically conditioned to resist brainwashing, and will automatically reset from most forms within a few hours. Repeated exposure to a given method temporarily increases your resistance to it specifically.

Healing Factor (100) You have a sort of cut-rate immortality in the form of a dramatically increased lifespan and a helping of battlefield regeneration. You're not on the level of certain mutated heroes I could name, but you're certainly hard to kill.

Covenant (100) You have a binding contract with some god, spirit, or demon of choice, possibly a group thereof, which gives you access to some of their magical power. Your side

of the deal is fully paid, but you may conjure them and bargain for more. This may be taken up multiple times, and additional purchases are discounted. First free with Sorcerer.

Retroengineer (100) Like the people of Londinium, the island nation founded in the 19th century by someone who couldn't have cared less about Britain, you can construct all sorts of steampunk bullshit. The tech isn't that great compared to modern mad science, but it's something.

Undifferentiated Nervous System (100) All your nerves are nerves, and as long as there's enough left, you'll never have to worry about brain damage and similar horrors.

Hydrokinesis (100) You may manipulate nearby water with your mind, to achieve all sorts of aims.

Karkofsky (100) You are a direct descendant of Death through Cain, which gives you a supernatural inclination towards death and destruction, which can manifest in many ways.

Space Station (100) You can survive in outer space. If you have the ability to create force fields, you can now provide life support in the same.

Technopathy (100) You can connect and interface with digital technology using your brain alone, so long as it's nearby.

Portfolio (100) Any divinity you hold holds especial power over an additional concept or area; the narrower the better. While this applies to all forms of divinity you possess, it is useless if you aren't a god - or at least a being of similar stature, like a demon or archfey. This may be taken up to five times.

Sidhe (150) Whether by ancestry or adoption, you are some kinda elf or fairy. This gives you a wide variety of minor enhancements, plus eternal youth, pointed ears, and a greater affinity for magic. If trained in sorcery, you can access Avalon's magic without needing a specific patron.

The Mechanic (150) You are a professional-quality auto engineer, and can make any number of supernatural additions to cars, and cars alone.

Mr. Illusion (150) You can create convincing audio and audiovisual illusions in the area around you. The fact that they're based on trickery rather than telepathy gives them advantages and disadvantages compared to the psychic variant.

Self-Taught Hedge Wizard (150) You're the type of amaetur mage Gary would be if a cosmological constant didn't want into his pants; you might reach generic cultist levels with a standing patron or a Stygian relic, but neither is included.

Dungeoneer (150) You don't have actual levels, but you're the equivalent of an experienced, third level adventurer from Krynn or Toril. You may choose the edition, or even use a spin off like Pathfinder or DCC. This may be purchased a second time for three extra levels.

Immortal (200) You know, this really ought to be more expensive, but given how often people come back from the dead, it just isn't worth it. Basically, you don't age past your prime, aren't impeded by mechanical damage, and generally won't die when you're killed. Not all immortals look like twenty-somethings, but even physical destruction can be temporary, and there are a number of side benefits, like infinite memory and some regeneration. Pity there are so many immortal-killers around.

Precognition (200) While it's more art than science, you can foresee the manifold paths the future may or may not take, but only the immediate future is truly reliable. Everything else shifts around too much.

Supernatural Beauty (200) Like Angel Eyes, Succubus, and Guinevere, you are disturbingly good looking. Emphasis on disturbing, because being as good looking as you are is borderline mind control. Emphasis on borderline. You'll have people leaping to do your will and all but literally throwing themselves at you - even if they aren't usually inclined towards your sex.

Bronze Medalist (200) Superspeed and regeneration are not the rarest powers, but they are potent. You aren't the fastest or most powerful speedster in this universe, and it doesn't come with any *esoteric* abilities, but your new powers shouldn't be underestimated. Please remember that your body is faster than your brain; people can and will predict your movements.

Brick (200) You are about as strong and tough as Diabloman was during his prime, which is about ten times stronger and tougher than any natural human has ever been.

Flight (200) You can fly up to 100 mph for sustained periods and survive in the upper atmosphere without issue. For half off, this is reliant on a pair of retractable wings.

Telepathy (200) Like a very small number of others, you can hear the thoughts of others as though they were speaking, and broadcast your own thoughts as generally or selectively as you like over short distances.

Insubstantial (200) You can become intangible for brief periods. Those periods get shorter when you use your other powers to affect the corporeal while ghostly. Also, you still need to breathe, and are vulnerable to certain frequencies of energy, as well as other untouchable opponents, though in exchange you can affect said opponents as though they were solid.

Parahuman-Medic (200) You can't help yourself, but your touch can heal others of bodily injury, illness, and even generic disease, to an extent.

Stepping (200) You can teleport yourself and a small group by stepping through shadows-or the Inferno. The former is physically taxing; the latter has no true upper limit, and may access any location where evil exists, but the greater the distance and the more paranormal defenses you bypass, the more of Hell's torments your mind and soul will endure. You'll have some protections from it, but your passengers won't. You may take the second type as well for an extra 100 MP.

Imposter (200) You can shift your shape and transform your clothes to imitate any human being you're sufficiently familiar with.

Telepyrotic (200) You can light things aflame, WITH YOUR MIND. You can also control that fire by the same means, and correct people's Latin. If you want.

Sponsorship (200) Like gods and Crowbar, you can give a small number of others access to lesser copies of your abilities, including perks and altforms. The more you share the less it reaches, but they may be withdrawn at will.

Cryokinesis (200) You can conjure and control ice as well as frigid temperatures.

Electrokinesis (200) You can sense, generate, and redirect electrical forces psychically.

Soda (200) You can generate jets of soft drinks with the force of a firehose, which you may also manipulate with a sort of specialized hydrokinesis.

The Incredible Shrinking Jumper (200) Like Damselfly, you can shrink yourself down to a tiny fraction of your natural size, while retaining your normal durability and strength.

The Siphon (200) You can temporarily strengthen your body by absorbing one form of energy, such as heat, radiation, or Ultra-Force. Normal users require contact, and there's such a thing as overload, but it's quite potent, situationally speaking. This may be taken multiple times, but draining magic costs double.

Persuasive Man (200) You can imbue your voice with mind-controlling properties. Anyone who hears it feels compelled to obey your words and believe your lies. Unfortunately, the more you use it on someone, and the more they interact with you, the more of a tolerance they develop.

Modern Day Alchemist (200) You have the knowledge and ability to brew potions and concoctions to achieve a wide variety of effects, including lycanthropy.

Shaman (200) You have the lineage and training necessary to defend a town from evil spirits. Your magic is generally limited to coincidence or the spirit world, but you get most psychic powers as part of the basic package.

Amazon (250) You are descended from the Greek god of war and cowards, which grants you some of his super strength, invulnerability, and magic. If you'd rather relate to some other demon or deity, you may reflavor as applicable; the results are equivalent.

Guitarist (250) You can manipulate sound to create and control countless kinds of crude constructs. You can also fire blasts of the same. You'll need the upgrade to armor yourself, fly, or create sonic booms like Southern Belle, but you can swap it out for another form of energy if you prefer, even if it isn't native.

Barbarian Princess (250) You've bought into Cindy's homebrew, if not Gary's Network, and now have several levels in Barbarian Princess, giving you a supernatural physique and a variety of "barbaric" skills. It's a fake class, so you can imitate another swords and sorcery system instead, if you prefer, though you don't get an interface without the MMOS.

Unhappy is the House (250) You know the basics of a magic system from outside the Garyverse, like the sorts practiced in Wraith Knight, Cthulhu Armageddon, and possibly United States of Monsters, though I'm not sure if that's distinct. Anyway, it can't be blatantly superior to the local type, but this may be taken up to four times, and you personally will continue to experience its context or cosmology wherever you go. If your magic of choice isn't competitive in a superhero verse, you may purchase it for 100 MP less.

Spooktacular (300) You can perceive, summon, and to some extent control ghosts, which exist in every world, whether or not they realize it. Your presence quickens their minds and strengthens their spirits, allowing them to fight fiercely in your defense - and drag your enemies to Hell. Many of them will.

Psychopomp (300) Not only can you see various kinds of ghosts, you can imbue your attacks with the ability to forcefully send them to their rightful afterlife. Ditto for imprisoned souls. If upgraded, this will make you the puniest death god imaginable - but a death god nonetheless.

Weredeer (300) You are a deer-related shifter, with all the strength, senses, regeneration, and alternate forms that come with it. Weaknesses include silver, starvation, and the full moon. If you're not jazzed about the Cervid, you can be a werewolf or so on instead. You also may choose between the Earth-USOM and Earth-A variants; the former are psychic punsters, but the latter can turn humans.

Backwoodsman (300) You are super strong, super tough, and do not age past your prime. It's not a complex powerset, but it is effective in most scenarios. Most Supers in North America are actually descended from the namesake.

Telekinetic (300) You are an extremely powerful telekinetic, and can lift and hurl many tons of material at combat applicable speeds.

Old One (300) You are a bicentennial vampire or were directly transformed into such magically. This gives you a wide variety of powers, including immortality, night vision, and

super strength. Sunlight will make you lethargic, but you're old enough to survive it and create new vampires, albeit at a cost. Still, while most vampiric weaknesses have lessened or vanished, not all are gone. The classical vulnerability to holiness in particular will never fully go away. You can be one of the Fangeton type if you'd prefer, though you retain your entire soul and identity either way.

Multi-Ninja (300) You have the ability to split into multiple bodies, and exist as a hive mind. You can survive as long as one of your bodies exists, but the more you create the more your strength is split, and the longer it takes to recover from casualties. Additional strength not included.

Psychoslinger; the Slinger Who Psychos (300) As a being of psychic energy, you have no neurology or organs to disrupt, and may reconstitute yourself from most forms of death. You can also conjure and control simple, handheld objects, like machetes or boomerangs sharp enough to dismember people. If that's too much effort, you can just shoot psychic bullets out of your hands.

Dragon (300) By conversion or ancestry, you are a dragon. It can't be beat for destructive power, but there are three types to choose from; the inelegant, fire breathing lindworm of a Beowulf monster which Dick Gleeson became, a legally distinct Godzilla ripoff named

Smog, and a deliberately stereotypical sort found in the World Between. Of course, Smog was an extreme example of an alien dragon.

Silver Lightning (300) You can transform yourself into living electricity, allowing you to travel as lightning, hurl bolts, and electrocute anything you touch. If you prefer, you may select another elemental form such as mist or flame, though you probably won't be able to fly or blast as water or iron.

Sorcerer (400) You are a fully trained, B-tier magician, having forged a permanent connection between your brain and a creature described by Lovecraft or Gaiman. This gives you the ability to cast spells, plus side benefits befitting your patron's nature, though some choices are better than others. Comes with a free purchase of Covenant.

Mad Scientist (400) You have the knowledge and ability to construct and modify objects with uncertain supertechnological properties. In other words, you can do all kinds of science that normal scientists can't yet replicate. You do have a theme, and it comes with a mundane doctorate, but that's just your starting point, not your potential.

Cognition A.I. (400) You are a sentient program that can infinitely expand your processing power. Or rather, you have the power to connect to electronics with your mind, and the abilities of one of the aforementioned super-intelligences, which are banned by some of

the few international treaties people generally respect. In cyberspace, you're basically untouchable and potentially all-powerful.

Super-Duper Splotch Man (400) You are empowered by the inky black energies of obscuromancy, which means you can create and control crude constructs of contoured clouds. Energy blasts and extra limbs are also on the table, even without your enhanced body.

Janeway (600) Thanks to sixteen levels of Dungeon magic, you have a dizzying array of powers, plus mod privileges on the Network which fuels it. As a moderator, you can also access a temporally confused demiplane and dimensional shortcut called the Merciless Zone, where you have your own isotype. The A-List version makes you an *admin* with total control over your own version of the Merciless Magic Operating System, and the ability to weave the raw stuff of magic - local or otherwise, by any name - into new forces and systems which allows ordinary people to use it, or makes other uses safer, easier, and more consistent. You can even make multiple networks in different worlds, though it is easiest to knock off magics that already exist, and the Dungeon magic will always be shareable.

Kaijufornia (600) You may freely swap between your human form and the shape of a Godzilla-like monster, complete with laser breath and super toughness.

Astronomer (600) Like Captain Ultra, the Starlight Maiden, and certain others, you are the cut-rate version of Ultragod. You may be related to him, and possess much the same powers, but at a far lesser level. See below for specifics.

Aeon (600) Rather than having the power to rewrite or substitute the laws of physics, you are simply so intelligent that you could be mistaken for a mad scientist. This doesn't affect all aspects of your intellect, with personal and predictive skills being mostly-unchanged, but you can pick up whole branches of science overnight, and design your own technically-mundane clarketech within a few years. Unfortunately, while that opens the door to mass-production and reverse engineering, it also means your creations will need serious research to function in most other jumps. Yes, even by your standards.

Somewhat Primal (600) You hold a spiritual office which echoes those of Fate and Destiny, albeit on a far lesser scale. You're not a god, but you are similar, and an immortal incarnation of free will, or perhaps choice, which grants you vast magical power. It is your right and duty to defend and further free will throughout the multiverse, or even introduce and draw power from it, which allows you to whisper to the righteous and the unrighteous, make cruel offers, arbitrate spiritual law, enforce taboos, grant or oversee mystic trials, and display vast knowledge of your sphere. You can also shed physical form and appear in many places at once, but unfortunately, while they are vague, you are triply bound by ancient compacts, cosmic laws, and your own concept; you cannot interfere with

the universe except in vague but measured ways or circumstances, and you have a hard time playing favorites. You can bypass these restrictions by setting aside the bulk of your primal knowledge and power, though you can return to your throne at will.

Olympian (1000) When a wizard doesn't want to serve a god, they can "embody" one instead, gradually gaining their attributes. Eventually, the original personality vanishes, and they "become" their interpretation of that god. You are the result of one such apotheosis, equal to the Odin who reigns over the Hollow Earth. The benefits are too many to list, but in short, you've gained immortality, superhuman strength, and divine magic with particular power over three domains of choice. Your soul is a physical place people can enter, worship strengths you, and you can kill other gods in ways they usually don't come back from. You can also hear prayers and grant magic.

Ultra-Force (1200) You are imbued with the same incredible power as Ultragod, making you something like a Kryptonian Green Lantern with mind control powers, who can also hear ghosts. You may or may not have eternal youth; sources conflict, but personally I think not. Immortal or otherwise, you have a reasonable chance against the Society of Superheroes as a whole, assuming the big three aren't there to stop you.

Companions

Normal Rules. 50 MP for one, 300 MP for eight, which is the maximum. They get 600 MP to spend and can take drawbacks. You may take canon characters for 100 MP each, but you need to convince them to come along with you.

Random Alternate Cindy (100) An alternate version of the local Harley Quinn character, such as Good Cindy the pediatrician, or those blonde bioroids the Nazis were selling for awhile. There's probably a Shoot-Em-Up knockoff out there somewhere as well. Most of them are probably werewolves, especially the one from Earth-USOM. In any case, the two of you have a deep, profound, and technically not necessarily sexual bond.

Obvious Expy (Variable) You may take a local knockoff of any fictional character you like by paying half the MP their total power cost would be on this document, assuming such a thing is possible. If it isn't, you're out of luck. This can be taken up to three times; that seems like a good limit.

Drawbacks

Take these for extra Mercy Points. No maximum. All except A Touch More Lovecraftian are removed after the jump, and that one only affects this multiverse.

Trademarked (+50) You have trademarked your codename. And at least occasionally, you will point it out. It's dumb and everyone knows it, but that won't stop you.

Huge Dork (+50) You are one - and you love it. And while that's good for you, it doesn't get you a lot of respect for the people around you.

Like it's the Sixties (+50) Great scott! It is not common to find one who is so willing to indulge in the manner of communication Sunlight has favored these last several decades. But you shall for the next ten years, at least while in your unusual persona. And you'll see nothing wrong with the campy and bombastic manner of speech you have elected to employ during your time here, which shall of course not be left uncomplete and without the appropriate accompaniment of unironic, dramatic speeches and declarations.

Dated Jokes (+50) You have trouble with pop culture, at least moment to moment. Other people's references often fly over your head, and you have trouble recognizing most things which are less than five years old.

Rise of Skywalker Voice (+50) There is some franchise or author whom you used to adore before some event or revelation left you feeling dramatically disappointed or betrayed. It's not all consuming, but you'll never quite get over it. This is worth triple points if it's Neil Gaiman.

We Keep Coming Back to the Cannibalistic Pimp (+50) Your in-jump identity has counterparts in many parts of this multiverse, even if you don't have an in-jump identity. Most of the ones you'll encounter are people who disgust you.

Just Nod and Move On (+50) Time travel flatly doesn't make sense in this universe, but you have trouble letting it go, and keep trying to understand it. Prepare for many headaches, particularly since different methods aren't always consistent with each other.

Literary Non Sequitur (+50) You have a habit of drifting into fiction-related arguments and digressions, which tends to distract you from more pressing matters.

Multiverse Theory (+100) Of all the fields of study which aren't definitively known to be cognito-hazardous, the multiverse is the most likely to drive a person mad. Some of that is probably for personal reasons, but there are enough incongruities and illogical consistencies to drive anyone insane with sheer frustration. Pity you find the subject fascinating and intend to research it in-depth between other matters. Time-lost Acheron might be a good place to start, but those tombs are shadow-haunted and still demon-ridden.

One of *Them* (+100) You are an artificial being like a bioroid or clone or gene spliced test tube baby created without the donor's consent. This has little to no effect on who you are and what you can do, but it makes you the subject of certain prejudices and traumas.

Second Generation (+100) You are closely related to a well known superhuman of your choice, like the Nightwalker or Tom Terror. They are more famed, more feared, or more beloved than you are, and their reputation always seems to overshadow yours, even if their accomplishments don't.

Failed Biology (+100) Like many racists and also the O-Men, you labor under certain misunderstandings about evolution and how it works. You won't remember it, but it bears repeating that evolution does not come in *levels* and does not have *stages*. There aren't straight lines, and so long as they can interbred, Supers are humans with mutant abilities, not a separate species. You're not necessarily the kind of person who cares or abuses people over it, but this mindset is foundational to Human Replacement Theory and the stupidity that comes with it. Just try to remember that most Natural Supers are the children of ordinary humans, so if Supers (or "Evos") become commonplace, it'll probably be because normal humans had more Super children than not.

Single-Minded (+100) Like most superheroes and villains, you often fail to think in layers or redundancies. Sure, you might have a failsafe, but you wouldn't usually think to create a failsafe for your failsafe and so on. Nor would you expect others to.

Pathologically Incapable of Taking Things Seriously (+100) You have a mouth that does not know where, much less how, to stop. Only in the very worst situations will you stop cracking jokes and snarking, no matter how high the stakes or grim the circumstances.

She's One of My Best Female Friends (+150) You have a close, personal relationship with Cindy Wakowski, who is best described as a disaster in human form. I can't really blame her, given where and how she grew up, but yeah. If the friendship falls apart, it'll scar you both for years if not decades to come.

Tragic Backstory (+200) Beforehand you would have been relatively well adjusted, but it turns out that you're genuinely traumatized by something in your past, whether it was a kidnapping or a loved one being murdered in front of you. The nightmares haunt you still, and will for the rest of your time here.

The Ex and the Other Ex (+200) No matter how hard you try, none of the romantic relationships you have here are going to go well. Sorry. Alas, you will keep wanting them. Also, you forget you took this drawback.

Cosmic Balance (+200) Your powers are now entwined with reality's deeper levels, and neglecting to use them daily has serious consequences - not for you but for the world. For instance, the departed may reanimate as flesh-eating ghouls throughout an entire city somewhere, with the innocent rising as mindless monsters while the corrupt retain their sapience. Just as an example. You may select another, equally heinous issue, if you prefer, and are given a particularly useless type of superpower in lieu of any others.

Parenthood (+200) You have a kid, which narrative convention says is probably but not necessarily a daughter. Roll 1d12 for age. You have a strong urge to be a good and involved parent. Your definition of good may not extend to morality, but will probably put a damper on any plans to destroy the Multiverse. In any case, there will be a great deal of parental hijinks in your future, possibly including life-threatening danger. Your child gets 600 Mercy Points worth of perks and powers, plus an origin to grow into, and can become a companion at the end of the jump if they survive. If you do choose to make them a companion, they can be imported into all future jumps for free, without taking up a slot. You may give them extra MP at a 1:1 basis, if you want. This may be taken up to three times.

Accurate Superpedia (+200) The public maintains a website of all openly available information on various Supers. You have a page now; and it cannot be defaced. It doesn't

have any information from outside this world, but it updates with frighteningly speed and alacrity as soon as it justifiably can.

Jumper Douglas (+200) You are a member of the Douglas family. Good news; they're rich. Bad news, most of them are evil cultists who habitually sacrifice their family members to one of the Great Beasts. Also, historically not great parents. Oh, and your personal part of their fortune is pretty small.

They Can't Know! (+200) You may be an antivillain who saved the world, a heroic one-time wife beater, or a superhero whose villain arc involved clones, gene splicing, and the multiverse. Or maybe you sold your marriage to the devil, and so on. Whatever the details, you have some kind of history you dearly wish wasn't public knowledge - but it is, and it's the primary thing people associate with you. Feel free to determine it for yourself.

Round Three (+200) After a century of horror, Omega and Other Gary turned back the clock. Then they did it a second time. It was a bummer both times, and now you remember it, as well as all the psychological trauma that comes with seeing the world murdered twice.

Combat Fatigue (+200) You don't have PTSD, but you've been in this fight for a long time, and you're emotionally and spiritually exhausted. You're burned out, and you need a long

vacation. Yet you feel the pressure to keep on keeping on, or get dragged back into it, for whatever reason. You poor bastard.

Unstable Temporal Universe (+200) Time travelers, reality warpers, and meddling gods have twisted history into such a pretzel that it has started changing of its own accord. This is hopefully repairable, but in the meantime the past is unreliable. These changes always seem to catch you off guard, and often happen to your detriment, though it won't lengthen your jump. For double points, even fixing the Big Time Disaster won't stabilize your personal timeline.

Roughly Estimated (+200) Your enemies have a distressing habit of accurately grasping your capabilities in comparison to their own.

Splotchmergency (+200) As Cindy once put it, once you're part of the super world, your life is nonsense. She's right, but the Splotch legacy has it particularly bad, and it seems you're part of it. No matter what you do, the universe will conspire to meddle with your personal life, weird, unexpected hijinks like temporal drift, multiversal journeys, body swaps, reality retcons, and at least one water clone, courtesy of the Water Elemental. I'm not really sure how it does that, but he's gonna.

Natural Abhors a Vacuum (+200) Killing or permanently sealing a god or great spirit will always have proportional negative consequences. This could mean anything from an uptick in violent ghosts to a decrease in the global effectiveness of medicine, depending on who or what you kill, but it'll always be bad.

Multiverse Fatigue (+200) You are one of the unlucky supers who are consistently dragged into tours and adventures in parallel universes, alternate timelines, and so on. When you aren't, they come to visit you. You've probably already met evil Ultragods, heroic Terrors, and both types of sane Mercifuls, not to mention a wide variety of confused doppelgangers for your loved ones.

Other Jumper (+300) Before the Cataclysm, there was another version of you here, with all your powers, perks, items, knowledge, and then some. Unfortunately, they're either insane or have the opposite morality, and they're going to take it out on you.

Patronized (+300) Your abilities are now at half strength, if not a third. The rest of your power now belongs to a supernatural entity of some description. As long as you do their bidding, they're more than happy to give you some or all of that power back, and their agenda is nothing you'll find overly objectionable, but it sucks not being your own boss. Enslaving or usurping that entity may or may not be possible, but it will certainly be extremely difficult.

Conspiracy to Take Over the World (+300) You saw the world from space, and now you really want to own it. You may be able to suppress this urge, but it will always be there and you will always be sad that you don't rule the planet.

Cloak (+600) You have recently died of old age, I am sorry to say. Fortunately, your soul was conveniently bound to a magical artifact, which is also now bound to a living person, providing them with all the power you purchased in this world. There may be a learning curve. Unfortunately, while they aren't the last person you'd want to have it, they aren't anything like your successor of choice. Still, they aren't all bad (or good) and you will likely come to care for them, if only because you literally cannot leave their presence. Try to guide them well; few others can hear your words, and you can hear some of their internal monologue.

A Touch More Lovecraftian (+800) You've landed in a less optimistic multiverse. Each Great Beast and Primal is henceforth beyond all reckoning - even yours. Each is at least the equal of your Benefactor, and can never be slain, controlled, or anything of that nature. Attempts to imprison, usurp, or permanently banish their true selves is even more doomed. No number of wizards or post-singularity civilizations is ever going to be able to change that or rival them. Furthermore, I am going to confirm for you that this is not merely the second multiverse. Not even close. The good news is that it matters little in day-to-day

life. Individual facets can still be destroyed or imprisoned, severing them from a given person, society, or universe, but that is a temporary, imperfect solution. Death will ensure Gary's mind blocks out enough of his ill-thought out brush with Zul-Barbas, but this is a foolish whim to indulge in, even for power.

Ending

After spending a subjective decade here, you have the options Go Home, Stay Here, or Move On to another jump.

Notes

Nothing is fully consistent in this world, particularly not magic, so you can feel free to run with your explanation or description of choice, even if it's not the one I used.

Re; magic.

https://web.archive.org/web/20170111162101/http://roninarmy.com/threads/2452-The-Rules-of-Supervillainy-verse/page3?s=7479082a068599327c82d2feeff9558d

In this age, being a major figure in ongoing mythology means superhero or villain. In other eras, it would have made you a legend or a myth.

Anarchist Arcana is fundamentally opposed to nepotism and corruption - but not necessarily hierarchies and institutions. It can strengthen those you favor, even as it cleanses them. The perk can also be applied to magical groups or systems you import.

If you knew a series of protective glyphs, Power Creep could make it more expansive and specific. If you had a ridiculous skill, Power Creep could let you match it with others. If you had fiat-backed Cybernetic items, Power Creep could make them count as perks. And so on.

In case it wasn't clear, bundled powers are just as potent as the piecemeal versions, and often more so; they just have markdown for buying in bulk.

While the benefits are equivalent, OC or crossover patrons are accepted, so long as you don't go crazy with it. Ditto for divine ancestors. I don't mind if you're Pelor's grandson or the Watchman's hand, but your Cure Wounds and soulfire will be balanced in other ways, and it shouldn't be your whole build. Also, your Benefactor will ensure all patrons are adequately compensated, and will not run out of energy due to your actions.

As for the benefits of a patron, Hecate's champion doesn't need proper tools or incantations, Death's servants are psychopomps with necromantic talents, and Diabloman's

demonic masters give him incredible strength and a bevy of servitors- which almost compensates for the fact that their infernal energies are slowly killing him.

Anyone who supports the Open Gaming License may build their Dungeoneer with third party content.

With the Red Pelt, you could trade Amazon powers or similar for the magic of another god you're also descended from, even if it's through Small Universe Syndrome and said god has powerless or no children. You can do the same with the Mirror of Erised from Harry Potter and the Natural 20.

Full disclosure, I mostly wrote Barbarian Princess the way I did so I'd have an excuse to play around with Atlantis the Second Age mechanics, even though that's a whole other system.

You can take Dungeoneer, crossover Covenants, or Unhappy is the House without twisting your purchases with Supervillainy logic. In any case, the realities that the last carry with them are real enough to become objective via my Sire jump's Worldbuilding. Anyone brave enough to buy old and unflashy magics like Tolkien or Crowley will find that they and their cosmology can scale upwards to context. Also, demarcation is a recent phenomenon. Take that as you will.

The MMOS is canonically fueled by Death's black magic, but you can align your version with other primals or powers with the appropriate connections.

With the revelation/retcon that the dichotomy Fate and Choice (or rather, Fate and Destiny) is a not a conflict between predestination and self-determination but rather a between good and evil, I was inspired to create Somewhat Primal to represent choice in an abstract, amoral/fundamental sense, with a Gaiman-esque base and elements of Dishonored's Outsider, PJO's Janus, Dresden Files' Uriel, Aeschylus' Orestia's Athena, Berserk's Godhand, It's a Wonderful Life's Clarence, October Daye's Luidaeg, A Christmas Carols' ghosts, Hellenism's Nemesis, YuYu Hakusho's Koenma, Pale's Judges, ASOIAF's Faceless Men, Death Note's Ryuk, Faustus by Marlowe's good angel, the Scottish Play's Weird Sisters, Aladdin's Fasir, Mystic Force's Tribunal of Magic, and Angel's Cahair Binse. Less-supernatural comparisons could also be made to advocates for climate change, nuclear disarmament, religious freedom, and free speech. If life's a game, you're not playing; you're making sure it remains playable. Part of that is maintaining the board, part of it is explaining options and arbitrating rules. You're Rob Mandred, not Aaron Jones or Francisco Lindor. In any case, this will not prevent you from buying a contract with or being a sorcerer of the original interpretation of Choice as a Primal.

Changelog from 1.0 to 1.2, AKA Fixed My Stupid Bullshit Edition.

- Volume 1 removed
- New blurb. Changed Choice Points to Mercy Points. I considered Villainy Points, but VP didn't have the same ring, and this way spending them all will make you *merciless*.
- Added a stipend for Antihero and price for Antivillain.
- Fixed Audacity's wording. Fixed the wording of a lot of perks, actually. Artemis Slasher got a total rewrite, though it's only slightly buffed. Edgelord can now meld with your powers.
- Corrected Nine Lives's discount.
- Added Auto-Tune, iThemeMusic, The "True" Thundergod, Multilingual, Beat Cop, Anarchist Arcana, Executioner, The Plural of Apocalypse, Cross Pollination, The Jumper Who Didn't Like LitRPGs, M.D., The Quote-Unquote "Real" Type of Doctorate, On-Theme, Experience is Its Own Trainer, Necromancy License, Tales Across Timelines, Friend Upstairs, Ultra-Negative, Mortal Meals, A Goddess is Shaped by Her Worshiper's Prayers, Mutant Vampires Psychic Cyborgs and Alien Wizards, Preincarnation, Universal Adaptor, Continuity!, Harry Potter versus Godzilla If Godzilla Were Also a Wizard, Original Research, Anarchy Arcanist, Simulated Specters, A Generous Patron, The Star Wars School of Balance Between Good and Evil, All of That Plus Drugs, and It's Like Star Wars Out There general perks. Not So Ordinary is now Small Universe Syndrome.
- Added LOTR, ASOIAF, Star Wars, Prison Eggs and Cheese in a Can, Gizmotech Phone, Spectrum Weapon, Lightsaber, Slasher Movies, Starship, Retroactive Birth

Certificate, Orichalcum, Prism Pen, Heavenly Crystal, Girdle of Nimue, the Jumpernomicon, Becky's Crystal, Mug of Infinite Cocoa, Unlimited Character Sheets, Cloning Vats, *The Thing I use to Steal Cookies*, The Book of 3 AM On a Tuesday, Nightcar, Pinocchio Wand, Handheld Death Ray, Jet Pack, Cybernetic Brain, Healing Potion, The Boombox of Destiny, Extradimensional Picnic Basket, Orichalcum Supply, Time Quack App, Shrink Ray, Secret Identity Glasses, Black Ultranite, Pitchfork, Get Out of Hell Free Card, Turf, Device of Time Journeying, Teleporter, Anti-Time Molecules, Camp Blood, Falcon, Wand of Plane Shift, Hazard Room, Red Pelt, White Ultranite, Merciless Magic Manual Fifth Edition, *The Book of Midnight*, and Primal Orb items. Crimebay and Heistbay Accounts is now Crime Media Empire. Astral Artifact has been replaced with Reaper's Cloak. Evil Lair has been replaced with Londinium University of Evil, since it was basically just a dark-flavored JumperTower anyway (albeit with goons). Buffed the Merciless Gun. Cash is now in general rather than AV; it has been replaced by Club Inferno.

- Renamed Midseason Upgrade to Power Creep. Renamed Unorthodox Usage to Exploitation. Renamed Secret Plots to The Great Lie. Made It! Is now Doctorate in Superpowered Thievery.
- Added A-Lister, Superhuman Time, Eldritch Energies, Omnilingualism, Human Taser, Tri-Dimensional DNA, The Sight, Thrice-Great, Faux Freelancer, Look Before You Leap, Enhanced Reflexes, Empathy, Portfolio, Mage Hand, Atlantean, Merrow, Space Station, Supervisor, Technopathy, Bullet Resistant, Second Self, Rabbi, Dhapmire,

Sparkler, Levitation, Psionic Resistance, Magic Potential, Undifferentiated Nervous System, Healing Factor, Retroengineer, Mistform, Sidhe, Insubstantial, Telepathy, Hydrokinesis, Latency, Pop Princess, Parahuman-Medic, Imposter, Guitarist, Mr. Illusion, Sponsorship, Dungeoneer, Unhappy is the House, Cryokinesis, Electrokinesis, Amazon, Karkofsky, Somewhat Primal, The Incredible Shrinking Jumper, Stepping, Soda, Self-Taught Hedge Wizard, Barbarian Princess, Covenant, The Siphon, Obscuromancy, The Mechanic, Persuasive Man, Modern Day Alchemist, Silver Lightning, Psychopomp, Shaman, Dragon, Super-Duper Splotch Man, Kaijufornia, Astronomer, Multi-Ninja, Cognition A.I., Janeway, Aeon, and Olympian powers. Increased price of Ultra-Force. Split Flying Brick into Flight and Brick. Renamed Spookseer to Spooktacular after considering I See Dead People as well as Medium, and rewrote/expanded it to include the eventually-revealed fact that Kerri can summon and command the dead when she wants to (which she never does). I See Dead People was eventually added on its own. Decreases cost of Telepyrotic. New Old One and Weredeer options. Completed Immortal and expanded Psychoslinger.

- Added Obvious Expy and Random Alternate Cindy.
- Added Dated Jokes, Literary Non Sequitur, Coming Back to the Cannibalistic Pimp, One of *Them*, Rise of Skywalker Voice, Single-Minded, She's One of My Best Female Friends, Second Generation, Failed Biology, Pathologically Incapable of Taking Things Seriously, Splotchmergency, Multiverse Theory, Just Nod and Move On, Multiverse Fatigue, Natural Abhors a Vacuum, Cosmic Balance, Parenthood,

Combat Fatigue, Unstable Temporal Universe, Roughly Estimated, Round Three, Conspiracy to Take Over the World, Jumper Douglas, Accurate Superpedia, They Can't Know!, and Patronized. Slashed value of Trademarked, Huge Dork, and Like It's the Sixties.