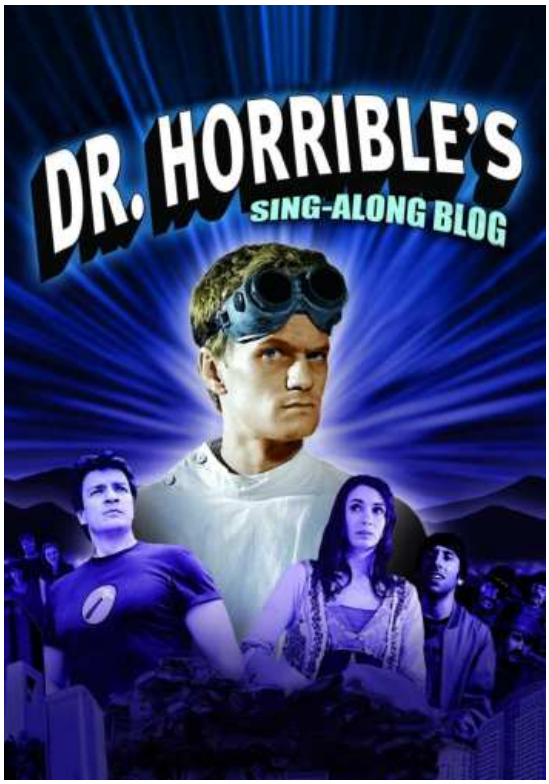
DR. HORRIBLE'S SING-ALONG BLOG JUMPCHAIN



Welcome to the fantastic and wondrous realm of Los Angeles! This world is much like the one you come from, but with one key difference: Superpowers. The great heroes and villains of the world are constantly battling it out for control of the world. Whether you join the fight on either side, or just try and keep your head down, you'll be in this world for the next 10 years. You'll arrive just after Dr. Horrible's ill-planned bank heist. But don't fret, here's 1,000 Choice Points to purchase perks, items, and companions to help you out for your decade here.

+1000 C.P.

LOCATIONS

Roll 1d6 for location, or pay 50 CP to choose.

1. Secret Lair: Your own secret lair if you've got one, or perhaps you've accidentally stumbled your way into someone else's lair. Either way, try not to press any big red buttons.
2. Laundromat: A local laundromat with cheap coin operated washers and dryers. A good place to meet people, if you're in need of someone to talk to.
3. First National Bank: Are you here robbing the place, or just making a deposit?
4. Homeless Shelter: A bit run down, honestly. Hopefully someone can find a way to improve conditions around here, but you'd need a lot of signatures for that.
5. City Park: A perfectly nice local park with boat rides, frozen yogurt, and ducks to feed. Just be careful with any battles nearby; kids play in the park.
6. Free Choice

ORIGINS

Supervillain and Superhero start at age 25 + 1d6. Drop In remains the same age as before. All origins are the same gender as before. Pay 50 CP to choose both.

Supervillain: One of a large number of villains in the LA area, you're seeking to overthrow the status quo, whether for your own gain, or maybe you have some benevolent motives as well. Maybe one day you can even join the Evil League of Evil, though you'll have to impress their leader Bad Horse to do so.

Superhero: A hero dedicated to saving the lives of the people in the LA area, or at least that's what your public image is. Maybe you've even got a corporate sponsorship. With luck, you might join the Council of Champions, of which Captain Hammer is a member.

Drop In: You arrive into the world with no new memories, no new connections, and no new identity. From here, you could do anything, and hey, it looks like the local Henchman's Union is recruiting. Might be a good start.

PERKS

Sing-Along (Free for everyone): This wouldn't be a musical if people couldn't actually sing, now could it? With this perk you can easily bust out into song, even in the middle of a fight, and expect others to join you in song. Even regular people can get in on the action, contributing parts to a song. Post jump this can be toggled on or off, depending on how musical you're feeling.

Evil Laugh (100 CP, Free Supervillain): A good villain needs a good evil laugh. It's about standards, really. You've got a laugh that instills fear into the hearts of your enemies and lets people know that you mean business.

Can Take A Punch (200 CP, Discount Supervillain): Sure, the heroes might beat the crap out of you and dislocate your shoulder…again, but that's not enough to keep you down! You get right back up after you've been defeated, maybe with a black eye or a bloody nose, but not much worse for wear. Of course, this only works if an opponent isn't actually trying to kill you, and nothing stops you from getting beaten up in the first place.

Mad Scientist (400 CP, Discount Supervillain): Have you ever wanted to make an exciting array of rays? Then this perk is for you! You have the technical skill and know-how to make all manner of inventions and gadgets, provided you have the right materials. Anything truly special is going to need some Wonderflonium to operate, and you can't find that just anywhere.

Horsepower (600 CP, Discount Supervillain): Just like the master of the Evil League of Evil, Bad Horse, you are, well, a horse. Of course of course this upgrades your Evil Laugh into a terrifying

Death Whinny, as well as giving you the strength and stamina of a horse. Will you be the new Thoroughbred of Sin? Or will you become a shining example of horse based justice? That's up to you. Also, you can still speak English as a horse. In future jumps this becomes an alt-form.

Corporate Tool (100 CP, Free Superhero): Sure, they might call you a corporate sellout, but you've got connections where it counts. Expect sponsorship deals from companies looking to put your face on products, or maybe the mayor will ask you to speak at a memorial bridge dedication. Either way, expect to be paid handsomely for your efforts.

Good PR (200 CP, Discount Superhero): Sure, you might get a little rough with the civilians as you save them, but who cares? They should be happy you saved them at all. With this perk, they will be. Anyone you save, rescue, or otherwise help out will be more grateful to you, and the news outlets will just lap up anything you do. Hell, even if you went so far as to actually kill a villain, the news will likely just paint you as a bigger hero.

Super Strength (400 CP, Discount Superhero): The classic hero power, this allows you to throw cars and steel beams with ease, as well as leap far distances, paddle boats really fast, you name it! You're also fairly muscular, and never need to hit the gym. You can still control your strength to not accidentally crush things, as well.

(Almost) Invulnerability (600 CP, Discount Superhero): Much like the hero Achilles, you find yourself invulnerable to most harm, and without a lame weak spot like that nerd had. Shrug off blows and bullets like it was nothing. Why, it would take an exploding Death Ray to get you to actually feel any pain at all!

Moist (100 CP, Free Drop In): With your mighty powers you can make even the driest of substances slightly damp! You can, at will, become coated in a layer of moisture. That's it.

Minion Ability (200 CP, Discount Drop In): You're always ready to lend a helping hand to the real heroes and villains. Whether that means driving the getaway car, getting your mail, or even being a test subject for some crazy new gadget, you've got the skills to pay the bills. Quite literally, as this perk comes with membership in the Henchmen's Union.

Wingspan (400 CP, Discount Drop In): You've got a pair of wings that you can use to fly with grace, flight being a fairly rare superpower in this setting. Try not to fly into any buildings.

Flames (600 CP, Discount Drop In): Even if your name's not James, this power lets you control flames. Typical pyrokinesis stuff: blasts of fire, melting things. You could thaw out a completely frozen water main for a large city in just a couple hours.

ITEMS

Gold Bars (50 CP each): Simple enough, each purchase of this gets you a solid gold bar weighing 1 kilogram, worth about $60,000. Though maybe don't try to sell it too soon, the bank did just lose a few gold bars.

Villainous Costume (100 CP, Free Supervillain): This stylish costume is sure to strike fear into the hearts of your enemies, even if it doesn't have any actual powers. It can take a beating quite well without being torn up, however.

Trans-Matter Ray (200 CP, Discount Supervillain): This dastardly device is capable of stealing from even the most heavily guarded of vaults…provided that you don't actually care about whatever it is that you're stealing. See, the molecules get a little jostled during the teleportation process, so you usually end up with a puddle of brown goo rather than whatever you managed to steal. But remember, it's not so much about the getting, as it is about the taking.

Evil Lair (400 CP, Discount Supervillain): What supervillain would be complete without an evil lair to plot your nefarious schemes in? Comes complete with all sorts of mechanical equipment for manufacturing your gadgets, as well as a decent webcam for blogging.

Freeze Ray (600 CP, Discount Supervillain): With this freeze ray you can stop the world. It's not a death ray or an ice beam, but a gun that actually freezes time for whatever you point it at. Be warned, it takes a few seconds to charge up, though.

Heroic Costume (100 CP, Free Superhero): This stylish costume is sure to strike fear in the hearts of your enemies, and inspire hope in those that you defend. Beyond looking cool, it has no actual powers, besides maybe being more durable than normal.

Hammercycle (200 CP, Discount Superhero): A cool motorcycle styled after your super persona. Never runs out of gas or breaks down (barring crashing or being attacked).

Command Center (400 CP, Discount Superhero): Every superhero needs a command station, a place to store all of his cool vehicles and trophies from defeated villains. Comes with state of the art computer systems to monitor crime throughout the city, working with the LAPD computers.

Hamjet (600 CP, Discount Superhero): Just what it sounds like, this is a private jet styled after your super persona. Never runs out of gas or breaks down (barring crashing or being attacked).

Letter of Condemnation (100 CP, Free Drop In): This letter of condemnation from the mayor of LA is sure to get you a foot in the door at any villainous organization that you wish to become a part of.

Getaway Car (200 CP, Discount Drop In): Sure, it may not look the flashiest, but this car is perfect for quick getaways, and being so plain looking means that you're more likely to avoid notice. Never runs out of gas or breaks down (barring crashing or being attacked).

Ice Beam (400 CP, Discount Drop In): Your classic ice beam, it fires a ray of freezing energy enough to instantly freeze solid most things. Why, aiming it as an exposed water main could freeze half the water in the city for several hours!

Time Ring (600 CP, Discount Drop In): This amazing ring was used by Hourglass to see the future, and potentially even travel through time. Be warned though, overuse or any form of time travel will have Time Worms come after you, and that's bad news.

Wonderflonium (600 CP): This powerful and wondrous material is the source of almost all high powered super gadgets in this universe, and you've got yourself a chunk of it, enough to make one special gadget like the Freeze Ray or the Hamjet, provided you have the right know-how to do so. Each jump you receive an extra dose.

COMPANIONS

League (200/400 CP): What good is a superpowered person without their trusted allies to watch their back? For 200 CP, you can create or import 4 companions, giving them each 600 CP to spend on Perks and Items. For 400 CP, you can make or import 8 companions. You can also take a character from in-universe, but they don't get any additional CP to spend.

Bait And Switch (600 CP): You've got your very own twin! Well, a slightly (or not so slightly) uglier twin, but still! They share all of your powers, but do not receive CP to spend the same way you do. If you want to bring them into future jumps you'll still need to import them as normal.

DRAWBACKS

Horrible Catchphrases (+100 CP): For whatever reason you just can't come up with a good catchphrase. Now, this won't stop you from trying to use all of your ill thought out catchphrases whenever you can. Maybe you could try…"Jumper is here to jump on evil!" Something terrible like that is what you're going to be using.

Painfully Shy (+100 CP): Something about other people just makes you nervous, making it really hard to talk to others. With time and exposure you may open up to people a bit, but it'll take a lot of effort.

Bully (+100 CP): You like pushing people around, especially those smaller than you. Any nerds or dorks are going to be cruising for a bruising with you around. Just make sure you've got the muscles to back it up. Never know when that nerd you gave a wedgie to is going to invent some sort of raygun that makes you allergic to cilantro or something.

Aversion to Cilantro (+200 CP): Either you were born like this, or perhaps you've fallen victim to an Aversion To Cilantro ray. Whatever the case may be, you can't stand to be near the stuff. Never mind allergies, the sight of it alone will have you running away in fear. Hopefully no one

knows about your super weakness. Maybe somewhere out there you can find an Anti Aversion To Cilantro raygun.

No Empathy (+200 CP): It's impossible for you to see other people as deserving of respect. Even if you're a 'hero', you still inherently think of others as lesser than you, though you might still help them for the PR. Expect to spend a lot of time talking down to people and pointing out how great you are.

Is This What Pain Feels Like? (+300 CP): You have an incredibly low tolerance for pain, breaking down into tears at the first sign of it. Without some kind of invulnerability power, you're probably going to need a lot of therapy to psychologically deal with this.

Civilian (+300 CP): You arrive in this world with no out of jump perks, powers, items, etc. Aside from what you purchase here in jump you're a perfectly ordinary civilian.

Time Worms (+600 CP): Regardless of whether or not you actually messed with the timeline or not, you'll be harassed on occasion by Time Worms, massive, toothy, serpentine beings the size of a slim winnebago. Even with super strength they're pretty hard to beat up, but they can be shoved back into the time vortex from which they came.

ENDINGS

Stay Here: Maybe all this hero and villain stuff isn't so bad. There's a whole world out there to conquer or save, after all.

Go Home: Maybe spending time in a reality so similar to your home has made you nostalgic. You head back to your Earth, keeping everything you've gained in your chain, but ending it.

Continue Forward: Why stop at one world when there's a whole multiverse out there just waiting for you to conquer! Or save. Dealer's choice, really. Just be careful, this setting is on the low end of the superpower scale, so don't try and punch above your weight class too much.

NOTES

Version 1.0: Jumpable
Version 1.1: Fixed Trans-Matter Ray perk. Further clarified Horsepower perk in Notes.

What does Wonderflonium actually do? Well, consider it like any other comic book plot device supermaterial. We know it can be used to build a Freeze Ray and a Death Ray, but there isn't much else to go on. So probably say that it can build a super's signature gadget, but not blow up a city or anything. Basically, think of something on the same level as the Freeze Ray or the Ice Beam and say it's powered by Wonderflonium.

Is Horsepower worth it? In setting, Bad Horse is considered to be the most feared of all villains, his name whispered in hushed tones. Despite being a horse. So yes, in setting, being a horse makes you a top tier powerhouse that even other villains fear. Maybe in another setting turning into a horse isn't worth 600 CP, but this is a parody setting, so it's a 600 CP power because it's the strongest villain power.