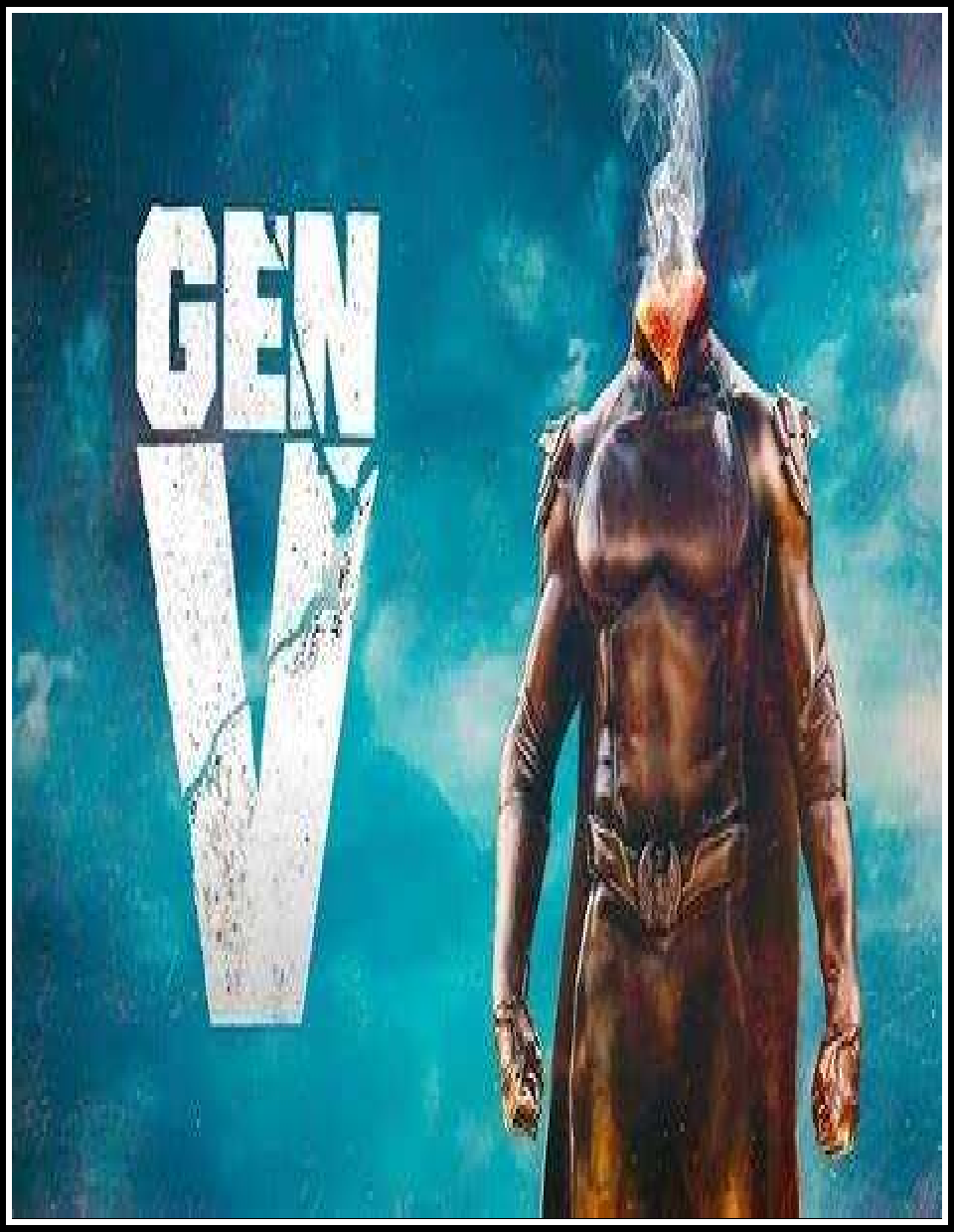

GEN
V

By: PriorPossible834

Godolkin University, a premier university for Superhumans run by Vought International, training these young heroes for either crime prevention or celebrity status. Coming here is without hyperbole the dream of hundreds of young people- and you in some way or another are getting the rare opportunity to visit for yourself! In fact you'll be spending 10 years in this world- just so we can see what you make of yourself after graduation! I can't wait to see your potential.

But... this wouldn't be a college if we didn't put some kind of... numbered metric to represent your potential... to quantify and categorize you in some way... so we'll give you these **1000 CP** to spend on Perks, Items, and even People from this world!

(Companions are legally distinct from slavery right? Because the last thing we need is to lose more of the young people...)

Have fun! Remember to put yourself out there!

Origin

So… now that orientation is done who the fuck are you again? You're 18-19 if you're a student… I don't really care how old you are if you're a staff or a parent but try not to make it weird. Also what's in your pants doesn't really matter to *me* but being Trans is hip right now so if you want to change your gender you can do that for free.

Also both of the Student Origins are naturally going to be Supes, Vought thinks the whole 'unpowered hero' angle is too much drama for not enough payoff so you're out of luck on that front.

Orphan Girl

One or both portions of that description might be wrong… but basically you're a nobody, you've got no established reputation or connections and you'll be starting fresh in this world. If you're the right age for it you were accepted into God U though- good for you, I can see the higher ups loving the rags to riches angle.

Top Student

You're a little more established than your… loser peers like the Orphan Girl, you've got a good record, some staff who like you, and a bright future ahead! Also probably more than a little nepotism but what are you gonna do?

Staff Member

You're one of the professors or possibly part of the administration team- in other words you're one of the non-powered people employed by the school to educate the next generation of hormonal superheroes. This is… a pretty stressful job, most people don't realize that until a person capable of shattering concrete with their bare hands is angry about a bad grade you gave though…

Parent

You're one of the parents, reaping the benefits of dosing your child with a radically unsafe drug when they were just a baby granting them superpowers. You're part publicist, part agent and you're very keen on your little angel reaching their full potential… and naturally paying mommy and daddy back a little for years of nurturing.

General Perks

People don't always fit in such neat little boxes though... despite how convenient it would be if they did. This section contains General Perks, these are relatively useful things that you can buy however you don't get any discounts here.

Compound V (Free for 'Orphan Girl' or 'Top Student'/ 200 for 'Staff Member' or 'Parent')
If you chose one of the two Student Origins you are a Supe, a human dosed with Compound V giving access to some kind of superpower (and making you the legal property of Vought International) while the specifics of your Powers will be decided later you will gain **500 PP** to spend in that section. If you instead pay the necessary Surcharge you can become a Supe even without being a member of one of the two primarily Supe origins.

Stress And Pressure (Free/Exclusive To Compound V)
Your powers as a Supe aren't fixed, by enduring pressure you can grow and reach a level of potential far beyond anyone's expectations. The more you endure while on V the greater those powers will become but this will only work if you *suffer* Jumper, real sacrifice is needed for this kind of growth.

Genetic Lottery (100)
No that doesn't mean superpowers, why would you think that? You're hot Jumper, straight up beautiful even. This is roughly half of the requirements to be a successful superhero so lucky you!

One Of The Good Ones (100)
You know how even the rabidly racist Vought and its equally bad base can't seem to get enough of Marie and seem to be throwing themselves on chances to support her? Well... you're very similar, bigots just don't bigot when it comes to you and you specifically. They'll be just as racist, sexist, or transphobic as they normally would be- but you're the exception in their eyes. Great for you, just don't expect to be able to help your community at all with something like this alone.

Suped Up (300)
You have received regular blood transfusions from a Supe for many years, if you are a Supe yourself this gives you another **1000 PP** to spend in the Power Section, if you are not your body is simply enhanced to the peak of ordinary human ability.

Origin Perks

Now we're talking! Nice, predictable, and most importantly marketable abilities based on your background and history within this Jump's world. All Perks associated with your origin are discounted for you costing **50%** of the listed price. 100 **CP** perks that are discounted are free instead.

Orphan Girl

Jumanji (100)

You eventually bounce back and recover fully from any non lethal damage to your person as long as nothing is fully removed- be careful not to use this as much as that silly bastard Rufus there's only so much damage your balls can take before you wish the blood loss kills you.

A Chance (100)

If you want to be a Superhero, a real superhero you're up against some stiff competition. The performing arts program in the academy has no limits on enrollees but the crime fighting department has extremely high standards of admittance... for everyone else at least. For some reason you'll find that any kind of educational institution and/or mentor will be willing to give you a chance to learn regardless of your lack of resume. This doesn't stop them from kicking you out if you're bad at it- but you'll at least get a fair shot.

Interesting (100)

Your potential is interesting to people, the more of it you have the more they'll be willing to go out of their way to try and tap into it. If you were to have the potential to become the most powerful Supe the world has ever seen for instance there would be few lengths Vought wouldn't go to push you, and few indiscretions they wouldn't forgive.

Extra Credit (200)

In that you get more Credit than you deserve, you'll find that when you're involved in any kind of situation that gets public attention you'll get a lot more of that attention than your contribution would suggest. This could be good or bad depending on the public reaction to said event but it is a good way to con your way to the top if you hang out with the right people.

Public Figure (200)
Oftentimes those orphans like you who don't manage to make something of themselves simply… disappear into Vought adult facilities to be experimented on- you find yourself immune to this process, for some reason people can't get rid of you quietly. If you are to be attacked or god forbid killed the public *will* know who did it, and they know this on some level too giving them some level of hesitancy.

Far From Weak (200)
You can resist Mindcontrol via Willpower alone, the stronger your mind the more effort anyone will need to expend to force you to do anything and the faster it will wear off.

Kid's A Pro (400)
You naturally come across as marketable- whether it be your attitude, your powers, or even just how darn cute you are it seems like everyone at Vought can't get enough of you, this will open a lot of doors for you if you can leverage it right..

Pushing It (400)
You innately know how much you can use your powers before you suffer exhaustion or health consequences, and you can never go beyond that line accidentally. But by going beyond your limits and recovering you can get stronger being able to push a little further next time.

Just Kinda Winging It (400)
You'll get surprisingly little martial arts training at God U, fortunately you're good at learning to fight on the job. As you fight you'll get better at fighting, the more challenging the battle the faster the rate of growth. This improves your power usage as well as your ability to throw hands but doesn't make your body or your powers any stronger, just more efficient.

Self-Actualization Evolution (600)
Like Marie you'll find that getting over your mental hang-ups causes your superpowers to develop in some way as well. If you were to recover from your survivors guilt and self hatred for example you might unlock some new use of your power that allows you to avoid the harmful side effects it has on you. In addition to this you'll find that these new ways to use your powers are naturally stronger than the default, letting you 'level up' so to speak.

You Could Have Given Yourself An Aneurysm (600)
Sometimes Power comes at a price… fortunately for you it's more like… a subscription service.
You have the ability to add/worsen the drawbacks of your powers causing them to in some way harm you- this allows you to access more strength than you could have on your own but with the potential for permanent health consequences.
Note: Jumanji will repair damage incurred by this perk but it will weaken your powers to a certain degree and for a certain amount of time corresponding to how far you pushed yourself… you may be able to cheat the reaper but he can at least repossess the rewards

Feel It (600)
I know powers can evolve but this feels a little ridiculous… it turns out the actual bounds of your abilities are loose at best, allowing you to expand their purview slowly but surely with stress, pressure, and training. A power that only allows you to control your own blood could evolve to control others, or even heal others by grasping the interconnected nature of the body's cells. Though that last one may take a lot of effort and time.

Top Student

Old Dog's Tricks (100)
You've been around the block a few times and know a few tricks with your powers a less experienced Supe might not- maybe if you have magnetic powers you can create extremely precise and detailed constructs, or if you have superhuman senses maybe you understand human behavior and tells well enough to be a practical mind reader. This isn't anything supernatural, just the kind of stuff anyone with your abilities could figure out with a few years of regular use.

Super-Safe (100)
I get it you don't want to have to think about it- but do you think keeping control of your powers while orgasming is easy? You could do it the hard way and practice control while praying to god you don't rip out your lover's spine... or the easy way and buy this perk.
This guarantees that no harm will ever come to you or your partner as a result of sex or other general intimacy as long as none is intended, this won't protect you from a assassination attempt but it will stop the cute blonde's laser eyes from taking your head off.

Not That Scary (100)
You're relatively unintimidating and approachable, people won't be worried about you lashing out at them with your powers for no reason unless you are deliberately attempting to intimidate them. This will allow you to socialize with non-powered people without them worrying you'll rip their spine out whenever you're mildly annoyed which will surely be good for their mental health.

Party Animal (200)
This is a college after all, you're immune to hangovers and the negative effects of any drugs you take- combine this with your charismatic personality and you're sure to be popular.

Good Student (200)
You're a good student, you learn faster than most others in a lecture setting and you're *fantastic* at time management and studying making you very capable in this setting.

Your Major (200)
At God U Students can specialize in Performing Arts or Crimefighting, as a top student you've already chosen your program and found yourself to be quite talented. If you choose performing arts as your major you'll be a natural talent as an actor and influencer able to get plenty of work in the industry with time and practice. If you specialize in crimefighting you'll get a similar level of talent for martial arts and the use of your powers in combat, letting you become one of the best fighters in the world if you also put in the work needed.

Bully (400)
Naturally it's easier to use your superpowers on people who don't have any of their own, but you take it to a whole new level. The more powerless a person is compared to you the more effective your powers will be when used on them. The further down you're punching the more unfair this becomes, against a normal human you'd be capable of using any of your powers at around 5x their normal level.

Golden Boy (400)
You're actually really good at this whole Superhero thing, you're a highly skilled fighter naturally, but you're also skilled at disaster relief and crime scene investigation. You'll also find that being good at your job consistently will incrementally improve your popularity with the general population. This works faster if you do impressive or newsworthy things, but even just being a good student for your entire school days could be enough to earn you broad support as a member of the Seven.

Not Useless (400)
In a world where our value comes and goes with our powers the worst fear of many Supes is losing the one thing that makes them special. You don't need to worry about that at least as your powers cannot be damaged, suppressed, or stolen under any circumstances.

Born Supe (600)
Needless to say you're special, you were born with Compound V running through your veins, this makes you naturally far stronger than normal Supes, this isn't reflected by an additional stipend but rather by an overall improvement to the quality of all of your powers purchased here.

V-Vampire (600)

Did you know it was possible to improve a Supe's powers using Blood Transfusions from another Supe? It doesn't even come with side effects like straight Compound V even if there are moral dilemmas involved. Any Supe could theoretically have that happen to them using another Supe- you take it one step further however- now not only can you use this method on anyone you share a power or power system with, your gains are increased massively. As long as the person you're using is your rough equal your powers will increase by around 5% of your full capacity with each transfusion- and even with those weaker than you you'll see a notable increase.

Culling Survivor (600)

You're very capable of evolving. When you're pushed to your emotional and physical limits your powers will begin to rapidly grow to compensate, you won't gain any new abilities through this Perk but everything you have can be enhanced through surviving fear and trauma.

Staff Member

Trusted (100)
The Corporate Overlords trust you, they give you a lot of leeway in your job and won't start to investigate your actions unless something goes *really* wrong, this applies to your superiors in future jumps as well.

Fatherly (100)
You are able to affect a parental demeanor at will, this makes it easy for young people to trust you. This is especially effective on people without parents naturally.

You Can't Hurt Me (100)
Physically they very much can, but it just won't stop you. You only feel pain in the vaguest awareness of damage, you can't be hindered by it in any way, in fact you can concentrate better while in pain.

Vengeful (200)
When there's someone else responsible for a personal tragedy in your life you'll quickly find evidence letting you know who you need to get revenge on... or you know you could turn that evidence into the proper authorities, but where's the fun in that?

Professor (200)
You have a teaching degree and a good amount of innate instinct for teaching. You're good at coming up with lesson plans and your classroom management skills are a thing of beauty. You also have a strange quality that prevents any of your students from failing- in fact the lowest grade any of your students will ever be able to earn is a C and even then that would require them to invest no effort at all into the class.

There's Not Much I Don't See (200)
You're a very perceptive individual, no powers required. In fact you seem to always know everything that's going on in a place that could rightly be considered yours. How exactly this manifests depends on your other abilities. Maybe you have cameras set up and always seem to see anything relevant to go that happens? Or perhaps you have some kind of mind reading power? Whatever the case you know... more or less everything.

Expert (400)
The Professors at God U are the best in the world, Vought can afford the best and now you certainly are the best. You can pick any field you like that a mundane earth has access to, you're now a world class expert at that specific subject, to the point that you count in the top five in the world.

Brinkmanship (400)
You're a master of the subtle art of antagonizing superhuman beings without them being willing to kill you. From now on it would require something on the scale of torturing them or a close friend/family member for anyone above human level to even consider trying to deal with you violently. This does not apply if you try to fight them however, at that point they will take whatever actions they consider necessary.

The Bar Was Pretty Low (400)
But you certainly manage to clear it. You have a foundational and encyclopedic knowledge of powers, and you can quickly intuit exactly how a new ability functions after seeing it in action for the first time. More than that you know *exactly* how to push any power to improve.

Psychologist (600)
You're an incredibly adept psychologist with a speciality in adolescents, this not only allows you to help them through their mental hang-ups and traumas it also makes you *excellent* at manipulating young people, specifically those with some kind of trauma or unmet emotional need. After all there has to be some kind of benefit to Supes being made from experimenting on children right?

Virologist (600)
You're an expert microbiologist with a speciality in creating viruses that specifically target people based on genetic factors. It may require time and effort to refine something like the Anti-Supe virus to a point where it could wipe out the entire population... but isn't that kind of power worth it?

Odessa (600)
You're a genius. An utterly transcendent one of the kind who created Compound V, in addition to the requisite intelligence to advance fields of study by decades in the span of just a couple years you also know how to make Compound V and fully understand how and why it works. With additional time to study you can further iterate on the formula making it safer or more powerful.

Parent

Full Disclosure (100)
Even the parents who were privy to the truth about Compound V weren't told everything by Vought, for example none of the parents know anything about the Woods or the truth about the Vought adult facilities. You have a special relationship with authority, namely you'll be fully informed of anything a government or corporation intends to do that specifically applies to you or your family.

Opportunity (100)
You'll find opportunities to make money and success falling into your lap all the time... but not for you, no you'll consistently find ways to monetize your children. These will be highly lucrative however they will come with substantial risks for their physical or mental health, things such as Compound V or child acting.

Cut Off (100)
Sometimes your children can be a toxic influence asking you questions like 'why did you dose me with an untested drug ?' Or 'why did you tell my Sister I'm a murderer?' In order to avoid those bad situations you have a special ability. When you abandon your dependents they'll never be able to find you again, it doesn't matter how hard they look.

Low Parent Fatality (200)
You're immune to accidental harm from superpowers, as long as the person with powers doesn't want to hurt you they won't be able to no matter how uncontrollable or dangerous those powers are.

Family (200)
Your kids will always have family as a core value of theirs, no matter how you raise them- they'll consider family to be among the most important things in life, this will naturally make them pre-disposed to trusting and loving you, but if you betray their trust they will *quickly* find a new family that cares for them more than you could.

We're Made Of Steel (200)
Your children easily inherit any traits you possess even if they're a result of training, lived experience, or genetic experimentation- if you're a Supe yourself your children will be born predisposed to the same power when dosed with Compound V and similar idiosyncrasies will arise across any power systems you have access to. In addition to this you'll find that any children you create will always inherit at least the majority of your personality, so you don't get anyone too soft.

Toxic Routine (400)
Routine is a powerful force, particularly for you- now once you convince your child to do something once you'll never need to convince them again, they'll simply do it when asked. They may not like it, they may even hate it, but they'll do it without thinking about it or daring to put up a fuss.

Coach (400)
You're an excellent coach/personal trainer able to come up with training regimes even for those substantially stronger than you. As a normal human you could design a very effective strength training for a superhumanly strong Supe.

Why? Because You Never Managed To Impress Me? (400)
Your children and those otherwise under your care will always crave your respect no matter how much they hate you, and if you don't give it they will never be able to bring themselves to kill you or cut you off completely. This endless desire to impress you that you so effortlessly cultivate makes anyone unfortunate enough to get your hooks in them very easy to manipulate.

Need For Love (600)
You're an expert at tactically damaging children, you can cause any children under your authority to develop mental issues that will leave them clingy and dependent towards you, and therefore obedient. Of course if you decide to grow a conscience at any point you can help your child reverse this damage far more easily than would normally be possible.

Familial Love (600)

For some unknowable reason your children think family is about love, and because of that they'll make excuses for you as much as possible, and even if you eventually anger them to the point they cut ties they'll inevitably forgive you eventually.

Father Of The Chosen One (600)

This is... so much more than a mere opportunity, your children are going to be *gods*, every single one of your children will be born with some unknowable 'star quality' befitting a protagonist, if they get powers they'll be godlike- if they go into business they'll be the world's youngest billionaire, no matter where their life leads they'll always be *more* in some very real way. While this doesn't guarantee they'll share the fruits of their success with you by itself... I'm sure you have your ways.

Items

Admittance (100)
While you'll be involved with Godolkin in whatever sense makes the most sense for your origin in this Jump anyway you can keep the same privilege in future Jumps in exchange for a small surcharge. This item will allow you to enter any school or get any job that makes sense for your Origin by customizing your backstory.

Snacks (100)
You've got an endless food stash, perfect for the late nights that will *inevitably* be happening.

Party Drugs (100)
Any variety you care to name, and without the nasty side effects associated.

Vaccine (200)
The fuck... the disease doesn't even exist yet... I won't question it. This Item takes the form of a vaccine for the Supe Killing Virus that will be made by Indira Shetty later on in the Jump.

Dorm Living (200)
This extremely comfortable Dorm/Apartment will be available to you every time you're in a city- comes fully stocked with all the goods you need to survive indefinitely and doesn't cost you a dime. Perfect for the frugal Jumper.

Anti-Supe Frequency (200)
You've got a MP3 of Vought's anti-supe Frequency that will also work on superhumans in future Jumps, causing vertigo and pain.

Compound V (300)
The Strange Drug that grants humans Superpowers... in exchange for an extremely high mortality rate. You get five vials of the stuff every week enough to make five new Supes provided everyone is able to survive which is a tall hurdle. Be advised that this is most survivable for infants- which conveniently also makes it easy for you to manipulate and mold your new superheroes.

The Woods (300)

The Woods are an underground research facility meant to contain Superhumans and study them. This place has the best security modern technology can produce and a highly professional and competent staff of guards and doctors- it's unlikely that this facility could stand up to an assault BUT it should be able to keep escapes to a minimum.

God U (300)

You're very own school, this is a well funded and staffed university with a full fledged Tv Studio... for some reason, it also has a Speaker System capable of broadcasting specific tones all around the campus at a moments notice- and all the dorms can be sealed remotely at the press of a button.

Powers

Jumpers with the Compound V Perk receive a **500 PP** Stipend to spend in this section alone. Jumpers can convert CP to PP at a 1:2 rate but they cannot convert PP to CP.

Ability (Special)

Here is where you choose what your power does, it can be anything but its statistics will be determined by the options you purchase below. Powers in this setting are material in nature, they can manipulate or create physical phenomenon, manipulate the thoughts of others, or make a person strong enough to lift a car (or more) but they can't effect esoteric concepts like luck, fate, or anything else that doesn't have some kind of connection to the material and scientifically observable world.

Power (Free/500/1000)

Now to get down to the meat and potatoes... how strong are you exactly? Not every Supe is Seven material after all, there are lots of little wastes of V out there. For **Free** you have a power that's at best a party trick or moderately useful with the right skillset such as *slightly* beyond human physicality, powerful senses like Tek-Knight's or maybe just the ability to turn your feet into hands if you're feeling particularly uninspired. For **500** points you're actually useful having a power on the level of Cate's mind control abilities or Andre's magnetism, an ability that makes you a powerful Supe with the potential to become one of the premier heroes in the country but not enough to let you defeat true powerhouses like Soldier Boy or Homelander in a straight fight. For **1000** Points you have a level of power only matched by Homelander, Marie Moreau, and trailing in a distant third Soldier Boy- it wouldn't be a mistake to call you a God as your powers are practically unassailable to both man and Supe in this world.

Versatility (Free/200/1000)

Compound V is miraculous stuff but some people take to it significantly better than others, gaining a variety of secondary powers, for **Free** you're not one of those people, you *only* have the single main power that you created above and no additional strength or durability. For **500** Points you're one of the rare people who gets a little bit more out of your Compound V but you're one of the more common examples, in addition to your main ability you have a superhuman physique on the level of a **Free** power. For **1000** Points you have a frankly obscene level of versatility that is only matched by Homelander and his son Ryan, you can have up to five distinct abilities, all of which operate at the **Power Tier** purchased above, Homelander for example has incredible senses, X-Ray vision, the power of flight, laser vision, and superhuman physicality.

V1 (200)
A special and discontinued variant of Compound V that trades a slightly higher rate of fatality among those injected for granting them ageless bodies that are completely unaffected by the Supe Killing Virus or similar tools. You were given V1 and as such you will not die by any means short of a violent death. You'll also possess a greater measure of Superhuman Physicality than would be normal for your tier of **Versatility,** your body being improved more by the Prototype V.

Odessa Project (600)
You are a surviving subject of the Odessa Project which created Marie Moreau and Homelander, this won't improve your powers initially but it will give them unparalleled potential, any powers purchased here in this Jump will grow at a truly blinding pace, even without any additional learning booster Perks you could turn an average power at best into one capable of rivaling Homelander within just a couple years of dedicated work.

In addition to this your Compound V granted power is insanely open to interpretation, allowing you to do pretty much anything with it as long as it falls within the vague purview of what the power already did, even the ability to control Blood could evolve into healing or even resurrecting the recently deceased if you pushed yourself hard enough and had faith in your own abilities.

Companions

Old Friends (Free)
You may bring any of your companions into this Jump for free with **600 CP** to spend and an origin of their choice.

New Friends (Free)
Anyone you meet in this world who agrees to travel with you may be taken as a Companion for free.

Know It All (100/Free Orphan Girl)
Perfect grades, perfect hair, terrible personality- the three descriptors that most describe this student other than perhaps 'foxlike'

To tell the truth you'd think she knows everything, and that's because she has a power that increases her intuition to the point she's basically a mind reader, for some reason she helped you get used to your new life in the dorms and offered to help show you around- in fact she seems very eager to be your friend for reasons you can't quite seem to figure out... she also seems to have some connection to Dean Shetty though it's a sore spot for her.

Rival (100/Free Top Student)
Oh god this fucking guy, a Japanese American student with the ability to detonate his sweat for powerful explosions. I know, it's gross- he's gotten it into his head that you're his rival and always wants to fight you, or otherwise prove he's better than you.

However this has somehow matured into a 'no one's allowed to mess with them but me' kind of mentality ensuring that while you may always fight if somebody else comes along and tries to start something he'll have your back... always.

Your Little Princess (100/Free Parent)
Your very own child who just wants to make you proud, a wonderful singer who was also dosed with Compound V as an Embryo as part of some... Odessa Project? Regardless it has given her various almost magical seeming powers, she can summon Glyphs as platforms to jump off of, increase her own speed, or even summon spectral versions of defeated opponents.

Everything was perfect... she was a famed musician and superhero and you were... 'helping' her manage her career and decide what to spend her money on, but then the truth about Compound V came out and she stopped answering your calls.

If you want to get your meal ticket back... you'll need to figure something out.

The Quiet Kid (100/Free Staff Member)
The one student in your class you just couldn't seem to connect with, a Supe in the hero course with the power to control bugs... a bad combo of not-flashy and gross but you've worked with worse-

She has a bad personality for show biz though, always just sinking into her chair whenever called upon, it took you some time to realize why- she was being bullied by a trio of *significantly* more promising students.

Now it's Vought Policy to ignore cases like these and not risk jeopardizing the future value the more popular students can produce... but that didn't sit right with you, so you talked to her after class one day and you listened... really listened and the kid you got to know *terrifies* you.

It took a while for her to warm up, longer for her to let you help her get the Trio transferred to another course, but she's blossomed since, becoming a much more active participant in class and often horrifying you with her... creative problem solving skills as a hero.

Drawbacks

No Credit (100)
You know what they say, all publicity is good publicity... and you? You'll never get any publicity. You'll never be publicly acknowledged for your success or lambasted for your failures- people just... pretend you don't exist.

Hole-y Shit (100)
You have deep sexual desire for holes of all kinds, this will require immense will power to resist and you're unlikely to bother if there's no risk of it harming your reputation.

The Bender Contender (100)
At one point during your time here you'll get involved in a highly televised fight between you and one of your allies, either you or your friend will be hated almost universally around America whichever one would be the most unpleasant to deal with for the person who took this Drawback.

Bad Friend (200)
Bad news you did something really shitty to a friend of yours... think sleeping with their girlfriend shitty- and then they died, people are going to be looking at you really closely if whatever you did comes out and worse comes to worst you might even be a scapegoat.

Forget (200)
You fully trust Cate... that's a mistake as she'll regularly use her power to make you forget- this will work on you regardless of your perks but she DOES care about you and won't go out of her way to harm you.

Did I Do Something? (200)
At some point in your in-jump backstory you did something so shitty you completely alienated everyone you'd want to ally with, while if they really need you they **might** be willing to give you a chance to get back in their good graces I wouldn't put money on it.

The Woods (300)
You were placed into the woods as a child and will be subject to numerous unethical experiments (Yes even if you're a non-supe)

You're All Puppets (300)
Like Sam you'll occasionally see the people around you as well... puppets, you'll find it incredibly difficult to feel empathy for the puppets killing them without mercy if it's convenient. You'll also see regular hallucinations of people you care about even if there's no possible way

Strings On Me (300)
The Good Dean Cipher has his strings in you now, he's using you as his new body in fact, you'll be compelled to watch him puppeteer you until the day he manages to complete his current schemes with Marie Moreau and releases you having reclaimed his own body as Thomas Godolkin. By that point you will have already acted as an incredibly dangerous opponent to the main cast and likely earned their enmity so convincing them to trust you will likely be difficult... but necessary as you are fully susceptible to Thomas' control and confronting him by yourself will simply lead to you being back under his thumb again.

Not The Star, Not In The Spotlight (300)
You will never be able to have a significant impact on the overall 'story' of this world, you will simply be condemned to exist within a 'spin-off' the fundamental story of Billy Butcher and the Boys vs Homelander will not be something you are allowed to interfere with, due to both luck and active sabotage even by the side that would be your allies.

And when any aspect of your 'side story' touches the main one it will become... warped... lesser, people will become flat, lacking personality or redeeming qualities present when you knew them, and they will never have a true impact simply being brushed aside in battle and forgotten as a joke by the 'real' players.

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