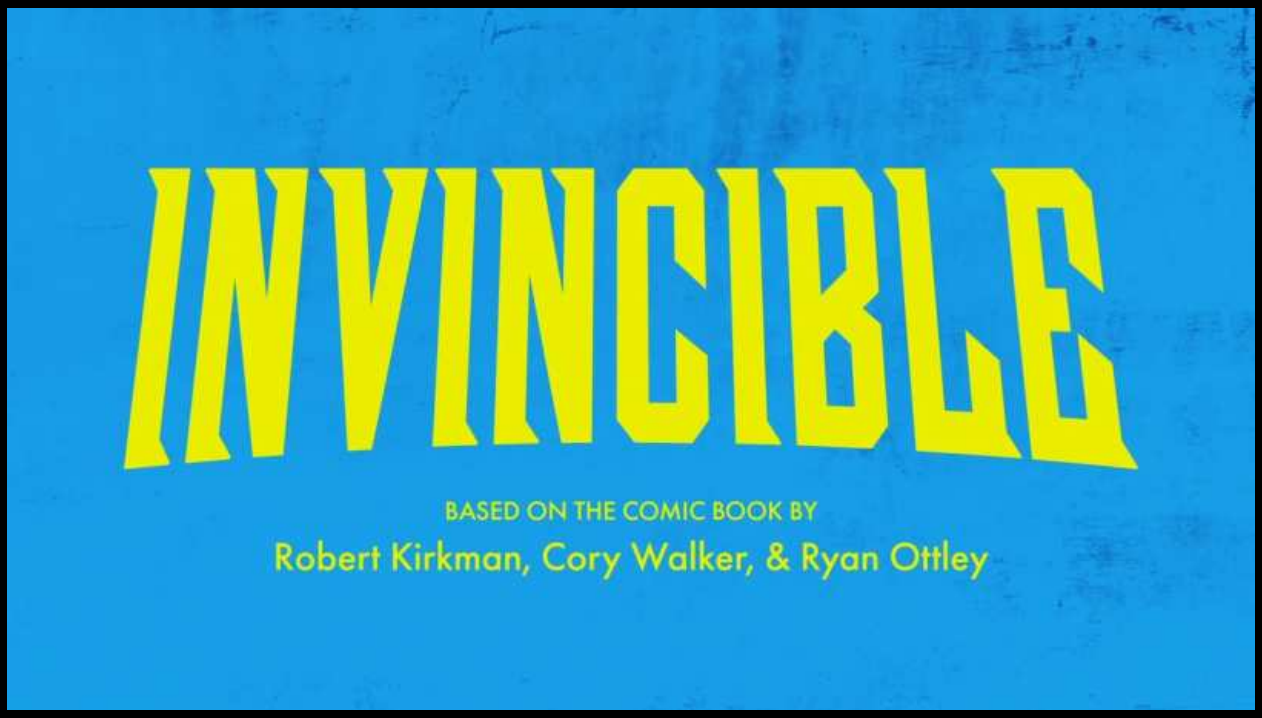


By Pokebrat_J

Humanity has always looked up to those who could be called heroes; extraordinary people capable of doing extraordinary things. And just as many have desired to become heroes themselves, especially in this age of flying men and indestructible women, people capable of truly impossible feats. Though they all fail to realize what trials and tribulations one must make on the road of heroism. In order to walk that road and keep a hold of their heroism, to face the countless grueling challenges and impossible choices, one's spirit must be **Invincible**.

Mark Grayson is a seemingly normal teenager whose father Nolan is the most powerful superhero on the planet, Omni-Man. Shortly after his 17th birthday, Mark begins to develop powers of his own and learns how to wield them with help from his father, who turns out to not be as heroic as he thought, as he hides a dark secret, which starts to slip when he brutally murders the members of the world's greatest superhero team, the Guardians of the Globe.

You will start your time here a week before the Mauler twins attack the White House and Mark begins to develop his powers, and will receive **1000 cp** to help you make your way in this world.

ORIGINS:

Age and gender may be chosen freely.

Alien Visitor: A stranger to this world, you come from beyond the stars, or perhaps from a different version of Earth? The fact of the matter is, you're an outsider looking in on the world of humans, but that doesn't mean you can't try integrating with them, to see what makes this little blue marble so special. Of course, you could simply leave. There's an entire galaxy out there just waiting to be explored.

Concerned Citizen: You aren't anyone special, just a normal person living their life as best they can. Oh sure, perhaps a few of your friends are actual superheroes, or your neighbor is able to shoot lightning from their hands, but that isn't your place. That doesn't mean you aren't important, or that you're any lesser than them, just content to be in the background.

Federal Agent: Some people aren't content to just wait for someone wearing a cape to save the day and take down the bad guy. Having signed up to make a difference, you're an operative of the Global Defense Agency, working to safeguard Earth from all manner of threats, from superpowered terrorists to alien gods to interdimensional conquerors. Your hands may not be clean, but what does it matter so long as your home lives?

Heroic Individual: The world is a broken place, filled with injustice and calamities that threaten countless others. Yet to combat these, people like you have risen up, intent on making the world a better place. Be it to help your fellow man, the attention it grants, or you had no other path ahead of you, the world counts you as one of its many defenders against all that would threaten it.

Villainous Rogue: The world is an unfair place, with some people handed every opportunity to succeed on a silver platter while others had to struggle in order to even be acknowledged. Why should you have to give to a world that has only stolen from you? From here on out, you live how you want to, fight for what you want, and take what you want, and damn anyone who gets in your way.



GENERAL PERKS:

You Can Call Me… [Free]: Everybody wants to be someone iconic, a figure that people can look at and instantly recognise. While you may not start off with that level of global fame, you can at least have people getting your name right. You can designate an alias or codename that others will know you by, and a good amount of people will associate that name with you. Not everyone will do so, especially if they know your actual name, but they'll know it belongs to you.

Comic Book Pretty [50]: Despite what many would think, not all, or even most, heroes are equal to movie stars when it comes to appearances, but you seem to be the exception that proves the rule. Your form is very easy on the eyes, as though you were the sculpted work of a true master. Even the most extensive scars you may gain will develop to become aesthetically pleasing, working instead to accentuate your form.

Soundtrack of Heroes [50]: Music is a truly beautiful thing, something that is enjoyed all across the galaxy and in countless cultures. Should you wish to never go without music, then with this option you possess a mental playlist of music from the Invincible series that you can pull up at any time.

As Pure As A Pureblood [100]: Every parent wants what's best for their child, to give them all the advantages they can. This is especially true for those possessing superpowers, allowing them to share something truly special between each other. Now, not only are you able to pass on any number of your powers and abilities to your children, but they have the potential to surpass even you in time.

I Thought You Were Stronger [100]: The exact power level of those targeting the Earth range from slightly more skilled than the average civilian to entities capable of breaking continents with their bare hands. As such, it can be a bit of a chore to regulate how much power to use on others if you want to keep things non-lethal. Thankfully, this is practically second nature to you, as you can automatically adjust the lethality of even your most powerful, world shattering abilities if you want to avoid killing. This also has the added benefit of automatically regulating your strength and powers, letting you interact with the world without worrying of breaking everything you touch like an egg.

In Five Hundred Years [200]: No man is truly unbreakable, everyone having a breaking point that shouldn't be crossed. And yet, just as some people are easier to break than others, there are those like you who seemingly never reach that threshold. Your willpower is truly incredible, getting up again and again no matter what tragedies may befall you, as not even the passing of the ages will change who you are as a person, not even after millennia have passed.

Trouble in Paradise [200]: Is there nothing greater in life than love? To know that someone can look at you, flaws and all, and accept you in your entirety? And yet for all the great things about love, it is rife with peril and danger, especially for those who wear costumes and capes. Perhaps you are the exception that proves the rule, as your relationships will never break down from a simple misunderstanding, actions beyond your control, or even the machinations of hateful individuals. The care between you and others will only grow stronger with the passage of time.

Unopan Experiment [400]: Much like a certain alien, you were experimented on as a child in order to create something truly extraordinary. This genetic engineering has resulted in you possessing a reactive adaptation, meaning that every time you recover from the verge of death, you'll return even stronger than before, your body far more efficient in how it operates and performs. This not only affects your physicality, but also any powers you may possess as well. Someone that could match a young Viltrumite would return capable of taking on multiple veterans at once, though victory would still be uncertain. This is also predicated on you living through your injuries as well.



ALIEN VISITOR PERKS:

Discounts for Alien Visitor are 50% off, with the [100] perk being free.

Cultural Exchange [100]: Throughout the cosmos, there are countless civilizations to be found, both spacefaring and primitive. Yet despite each being born under a different star, there will almost always be similarities if one looks hard enough. As such, you are able to rapidly adapt to new cultures and civilizations in no time, carving out a place amongst them without ever losing your roots.

Spacefaring Adventure [100]: In the vast reaches of the universe, there are countless worlds and civilizations, innumerable sights for one to discover, should they know where to look. You are one of the premier space explorers in all of the galaxy, navigating the void with the same ease one has walking through a forest. Not only can you find your way to any given planet with time, but you know how to avoid the many hazards lurking amidst the stars above.

Life Amongst The Stars [200]: It is almost inevitable that a civilization will eventually attempt to reach for the heavens and soar amongst the stars, but sometimes they may require some help. That is exactly the kind of help you can offer, as few are better than you when it comes to efficiently uplifting societies. Do know, however, that the higher you wish to raise them, the longer this process will take. After all, it's easier to teach a people who have satellites how to build a spaceship than those who only know of fire and rocks.

Planetary Surveyor [200]: Though it’s unheard of in the galactic community for a Viltrumite to fall in battle, that doesn’t mean that other planets are without champions or potential countermeasures should one appear. You may very well have been chosen for the assessment of these champions, able to accurately get a read on the strength and power of others. Even a moment of clashing would tell you everything you need to know, how you stack up to them, and if victory is even possible.

Galactic Peacekeeper [400]: With countless inhabited planets comes countless cultures, each as varied as the stars that shine upon them. Yet that isn’t much of a problem for you, a person who seems to make friends and allies everywhere they go. Not only are people more likely to trust you and your intentions, but you also gain invaluable insight into how their cultures function and can adapt accordingly, even if their liking of you means you have more leeway than others.

Interstellar Protector [400]: The galaxy is a big place, with plenty of danger around every corner even ignoring the space conquering empire. But that is why you exist, a deterrent against any would-be warlord trying to claim their own slice of the universe. You know some of the most efficient and effective ways to defend a planet and other celestial bodies against outside threats, and those officially under your protection will be far less likely to be attacked unless the aggressors rival or outstrip your power, personal or otherwise.

Coalition of Planets [600]: Such is the power of the Viltrum Empire that the rest of the galaxy has banded together, yet it was just an alliance of convenience. WIth people like you, true peace and cooperation are not merely possibilities, but inevitabilities. Getting others to work together, to unite for a common cause is second nature to you, as is making sure that infighting and friction is kept to a minimum. Problems may one day arise, such is always the case with life, but standing together will leave the galaxy all the richer for it.



Evolutionary Leap [600]: In the war against the Viltrumites, many solutions have been proposed to end their conquest of the galaxy, though none were truly successful. Still, through this the Coalition of Planets learned much about manipulating the body, and you may well be one of their top specialists. Be it applying gene editing to help the general public, creating truly superhuman individuals or developing a virus that is the scourge of an entire species, little is barred from you biologically so long as you have the time and resources to do so.

CONCERNED CITIZEN PERKS:

Discounts for Concerned Citizen are 50% off, with the [100] perk being free.

Best Of Us [100]: It is every parent's desire that their children will avoid the many mistakes they themselves have made, yet so very few are able to make such a dream a reality. Not so for you, such is the strength of your love for your children. It is inevitable that your children will inherit the best parts of you, your kindness and determination, your morality and outlook on life. Even your powers will come to blossom in your children, just as strong as when you yourself first acquired them. And what is all their own will only make them greater than you.

The Human Spirit [100]: When there are people capable of smashing apart mountains with their bare hands, it would be easy to see them slowly lose touch with the rest of humanity. Such a thing won't be a problem with you around, as your presence is more than enough to keep others grounded and connected to their humanity, no matter how much they may think otherwise.

Just Another Face [200]: In a world of gods and monsters, who would want to focus on the life of one of the bystanders, one of the countless members of the crowd that gather to watch the spectacle? This is something you can use to your advantage, allowing you to be overlooked by nearly everyone so long as you don't go out of your way to be seen, ignored in favor of more important targets. Of course, that does not mean you are free from danger, as there are still plenty that would murder random civilians for sport, or massive monsters that don't even know they're crushing people underfoot.

Super Caretaker [200]: Being the parent to a child capable of turning invisible or running at superhuman speeds may sound like a nightmare scenario to many, but you make it look easy. You're amazing when it comes to raising children into morally strong and mentally sound people, as well as managing them even when they could probably knock your house down with a temper tantrum.

Putting The Pieces Back Together [400]: Tragedy can strike at any time for anyone, causing unimaginable pain in one's heart that seems like it may never heal. But heal it will, the raw and angry wounds will scar over in time, and life may once again regain its beauty. Such has been your experience, as you find that your life will take a turn for the better after experiencing such tragedies, proportional to what you have gone through. It may hurt in the moment, but life will continue on, and so will you.

Through The Heart [400]: Does it make them feel good, knowing that you can't physically stop them from doing something, that they're obviously better than you? No matter how much you may love someone, even the nicest of superheroes can be a bit irrational at times. With your razor sharp tongue, you can ask these armor piercing questions to make practically anyone stop and really think, talking them down from being unreasonable or helping them see the irrationalities of their actions.

I Need A Hero [600]: Sometimes it feels like you're standing at the edge of a cliff, and you're the only one who can't fly. While it may be literal in your case, that doesn't mean you are forced to be alone. Whenever you're in danger, or feeling like the world is falling apart around you, someone will always swoop in to save the day right when you need it. While it could just as easily be a good samaritan pulling you out of the way of incoming traffic, it's just as likely a friend stops by to lend a shoulder to cry on during your most vulnerable moments. After all, heroes are here to save people, and you live in a world filled with heroes.



Origin Story [600]: Every superhero was once just like you, an ordinary person exposed to extraordinary circumstances. Should you be gravely wounded or even killed, something will unlock from within you, a power you never even knew you had that will restore you to life alongside something more. You will have awakened your latent potential for superpowers, which manifest as what would be well suited towards surviving the scenario that put you there in the first place. This only works once per decade, with further uses in the same universe or Jump being used to enhance what you had previously gained.

FEDERAL AGENT PERKS:

Discounts for Federal Agent are 50% off, with the [100] perk being free.

Government Spook [100]: It takes a certain kind of person to make it far in this business, and you may very well be the poster boy of scary government agent. Nothing you don't want shows on your face, capable of looking calm and collected even when face to face with rampaging kaiju or insane supervillains. So long as you don't screw up or let your real emotions slip, others may as well be looking at a brick wall.

State Funding [100]: It is hardly a well kept secret that the government does not like to spend more than is absolutely necessary, or will spend way too much on completely frivolous things. So it falls to you to cut through the bullshit and idiotic senators, the one to convince them that you and your projects are actually well worth the loss in tax revenue. Honestly, even ignoring the government, it is surprisingly easy for you to get funding from damn near anyone so long as you make a good enough excuse as to why they should keep paying you.

When We're Through With Him [200]: In this crazy world of ours, a bunch of soldiers with high tech guns just aren't enough to deal with the threats our planet faces seemingly every day. That's where superheroes come in, each one unique in what they do and how they do it, but not all of them really get the most out of their abilities. That's where you step in, someone whose job it is to train specifically those with superhuman abilities, pushing them to be better. Under your careful guidance, they will become greater than ever before, using their powers to their fullest potential

Threat Analytics [200]: Why should you bother waiting for threats to pop up when you can do your damndest to stop them before they even happen? There are few who can match you when it comes to gathering information, allowing you to keep a well informed and constantly updating profile on every notable person that comes across your attention. Sure, they may have some deep personal secret, but you probably won't even let them take a shit without knowing when it happened.

Superpowered Liaison [400]: Everybody wants to save the world, but no one wants to work alongside the people whose job it is to safeguard the world, just because you're working for the government. It doesn't matter, so long as they keep doing good, because they know who really controls things. You are excellent when it comes to keeping others in line, as even superhumans tend to defer to you even if you were a completely normal person.

Unconventional Rehabilitation [400]: They say that everyone deserves a second chance, and that is certainly true in most cases. But what about those who have committed some of the most heinous of crimes, supervillains whose actions have taken countless lives, do *they* deserve a second chance? Even if they don't, you aren't one to let someone with their kind of power go to waste. Under your careful ministrations, it is possible to rehabilitate all but the most inhuman and psychotic of individuals, gradually turning them into either repenting civilians who wish to make up for all the pain they've caused, or useful tools that you can use.

For The Greater Good [600]: You can be the good guy, or the guy that saves the world. Some people may see those as being one in the same, but you know better. You know that you can't passively wait while the world teeters at the edge, reacting to a crisis like a firefighter. No, you prefer to be more proactive in your protection of the planet, making contingencies for all possible outcomes with varying levels of success. Be it a natural disaster or a conqueror from beyond the stars, the more of a threat they are to you and yours, the more effective contingencies you'll be able to devise and implement. Sure, you may be taken by surprise every once in a while, but remain vigilant and even these can be swiftly dealt with.



One Of Our Best [600]: They say good help is hard to find, especially in this line of work. That's why when you're an asset, no one's going to want to let you go. And when you're as good of an asset as you are, they won't let even death stop you from doing your duty. As you'll soon become aware of, others will refuse to let you die in any kind of circumstances, doing everything in their power to keep you alive and in one piece, usually. Whether that means taking you to a hospital as soon as possible or subjecting you to an experimental cybernetic treatment, you can be assured that so long as you haven't experienced full brain death, you'll eventually make it out alive.

HEROIC INDIVIDUAL PERKS:

Discounts for Heroic Individual are 50% off, with the [100] perk being free.

Public Face [100]: Something that every hero is aware of but rarely puts any real thought into is how they appear to the public. After all, when civilians see you saving their lives, it can only help you when they trust that you will make everything better. This isn't something you'll have to put much effort into, as civilians will naturally come to trust you, bringing them a level of comfort and hope in dangerous situations.

Secret Identity [100]: A big staple of superhero cliches is the double life, separating the extraordinary crime fighting persona from the mundane self. That is ignoring just how easy it can be for others to actually find out about your identity should they bother giving it more than a passing glance. Yet when it comes to you, even when you don't wear a mask or any way of disguising your identity, most people won't even bother trying to find out who you are out of the costume.

Crime Fighter [200]: Combating organized crime and corruption is a lot harder than wandering the streets beating up random thugs. Luckily, you've actually been trained to locate actual criminals in the act, beginning investigations and figuring out how to put an end to their schemes. While there are the occasional moments that you legally can't do anything beyond gathering evidence, there are others when you just have to punch the bad guys really hard in the face.

Some Orders You Don't Follow [200]: Things are often different for those on the ground, where the chaos of battle makes it difficult to know what the right decision should be. Despite that, your allies can always look to you for guidance, as you seem to have a knack for making the right decisions in the heat of the moment, and when it would be best for you to ignore the orders of your superiors. Given the benefit of hindsight, few will disagree with your choices.

Pushing The Limit [400]: Even for heroes, there are times when you are in danger, when your life is placed on the line and a single mistake could spill your doom. It is in these desperate situations that you find yourself pushing far beyond what you thought you were capable of, breaking whatever limits you may have had in a moment of pure desperation. Afterwards, you'll find that your abilities will see a notable and permanent increase, though it won't be as drastic as it was in the moment.

Turning Over A New Leaf [400]: Not everyone can be a paragon of virtue and justice, their past filled with many regrets they can't seem to escape from. Yet there is power in redemption, in trying to become a better person. You will find that others are quick to forgive you for your misdeeds, seeing it as water under the bridge. Of course, there are some lines that should never be crossed, some sins that are impossible to forgive, but most would at least be willing to acknowledge that you are trying to be better.

Guardian of the Globe [600]: The entire reason that superheroes exist is to save others from situations no one else could, and there are few heroes out there who are better than you. Not only are you able to keep civilian casualties and collateral as low as it is possible with your abilities, but you'll always find a way to save the day. Be it disarming that city destroying bomb at the last moment, pulling a kid out of the way of a rampaging monster, or beating down a supervillain before they have the chance to hurt anyone else, the people of Earth can rest easy knowing they have someone like you out there to protect them.



No Good Deed [600]: The life of a superhero is not as glamorous or easy as some people may believe. It's a life where you have to put everything on the line, to endure an untold number of hardships, to sacrifice your life for the chance of a better tomorrow. While some may choose to be more selfish, you know that your good deeds will eventually be rewarded. No matter how much you may suffer, what you may give up, take comfort knowing that at the end of it all, the rewards will be well worth everything you've gone through.

VILLAINOUS ROGUE PERKS:

Discounts for Villainous Rogue are 50% off, with the [100] perk being free.

Laying Low [100]: There are times when you can proclaim your intentions to the world, shouting them towards the heavens, and there are times when it's best to keep your head down and keep walking. You are pretty good when it comes to avoiding unwanted attention, keeping a low profile while you live your life and plot your next big scheme without some spandex wearing loser poking around.

Show Some Restraint [100]: The ideal that heroes do not kill, that there should always be a better way than just murder, is a hopeful one, and one that you are thankful exists. Whenever you end up in a fight, most will at least try and pull their punches against you, trying to take you in alive unless you've done something truly heinous. This does not work against those who are more ruthless, however, as they never particularly cared one way or another about the morality of murder.

Out Of Your League [200]: Yeah, you could fight to the bitter end, but it's just as viable a strategy to perform a tactical retreat until you manage to get the upper hand. You seem to have these gut feelings for when you are about to get into a situation you just aren't equipped to handle, or when things are going on that are high above your paygrade. It can be worth it sometimes to ignore these little feelings, and sometimes you won't have a choice, but are you really going to risk it?

Make Them Hate [200]: How is it possible for a mere man to face off against a god? How could they possibly achieve victory over such an overwhelming entity? Why, the answer is simple; make others do it for you. You have quite the talent for turning your enemies against one another, inflaming their mutual dislike or causing situations that lead towards misunderstandings. On top of all that, you can easily turn this talent of yours towards ruining their reputation, turning public perception against them.

Just This Once [400]: The enemy of my enemy is still an enemy, but they are still a lesser evil that can be tolerated. At least that's how your foes tend to think in situations like these. You are extremely gifted when it comes to convincing your enemies and rivals to ally themselves with you, a team up to deal with a larger, more immediate threat. The more this happens, the easier it gets each and every time after that, until this strange relationship could eventually transform into an actual partnership. Whether you stab them in the back afterwards is entirely up to you, but they are at least willing to let you off the hook once the problem is said and done.

I Hope That Hurt [400]: When you're clashing against the defenders of the status quo or those who claim to take on the role of a hero, there's an ugly side of you that just wants them to hurt. As such, you are utterly brutal in a fight, knowing just what to do in order to inflict as much damage to them as possible. It need not be physically either, as you could just as easily settle for emotionally torturing or mentally scarring them. Who cares, so long as you get what you want.

Galactic Conquest [600]: Why is it that such inferior creatures cannot seem to comprehend the power you possess, the mercy you have shown them, throwing it all back in your face while screaming of tyrants and liberation? Such annoyances are not ones you shall tolerate, and never again will you. When it comes to those beneath your authority, you know exactly how to keep them both loyal to you, and accepting of their place on the totem pole. Even entire societies will find themselves incapable of rebelling against you, and few will ever be tempted to betray you or become subverted by one of the many enemies you no doubt possess.



Until We Meet Again [600]: The heroes may have foiled your latest scheme and broke every bone in your body in the process, but you'll have the last laugh in the end. You're like a cockroach to them, simply refusing to die no matter what they may try to do to you. Cheating death isn't all you can do either, as you are just as talented at avoiding the consequences of your actions. Attacking the White House and threatening the President's life would have anyone else put on death row within the hour, but you'll be walking out of jail within the week, even if you have to break open the front door yourself.

POWERS:

You may discount a single power, with discounted **[100]** *powers being free.*

Biological Mutation [100]: Though many people seem to share a number of powers, there are just as many with strange and bizarre abilities that are unique to themselves. You have one of these minor abilities, something that while it won't make you a world shattering threat, is enough to put you above the average person on the streets. Maybe it's something like x-ray vision, or expelling freezing winds from your mouth. This option may be taken multiple times.

Environmental Protection [100]: It's incredible how truly fragile the human body is, as even the slightest change in pressure could result in catastrophic failure. That isn't exactly a problem for you, as your body will remain whole and hearty even in the vacuum of space or the depths of the ocean. You might have some difficulty moving in such environments and still need to breathe, but at least you won't have to fear collapsing into a bloody smear.

Immune System [100]: It could be a bit embarrassing that someone with the strength to move mountains and speed to outrun lightning would be taken down by something as minor as the common cold. Such a thing isn't a fear for you, as you have been rendered completely immune to most forms of poisons, diseases, and even radiation. It would take something made specifically for you in order to bypass this protection.

Peak Condition [100]: Age comes for us all, and even the strongest of us all can be brought low by sore backs and creaky joints. Yet that is not something you have to worry about, as you won't grow weaker over time. Even your skills won't go rusty after years of disuse.

Self Sustaining [100]: They say that self sufficiency is an important skill to have, but you may very well be taking things a bit too far. From here on out, you will find that you require no need to eat or drink anything for sustenance, you will no longer need to breathe, and even sleeping is optional. You can still do all of these, you just no longer require them to function.

Superhuman Talent [100]: In a world of gods and monsters, it takes a special kind of person to seek to stand alongside them, despite not having those advantages. You have taken a mundane skill to such an extreme that you are easily the greatest in the world. Perhaps your martial-arts allow you to take on dozens of goons at once, or a leading mind in the field of mechanical engineering, or your cooking is the envy of the entire planet. This option may be taken multiple times.

Telepathic Implant [100]: A somewhat common implant for species capable of surviving the vacuum of space, you have been granted one of the most useful means of communication in the galaxy. Limited to just one person at a time, you are able to create a telepathic link with another in order to converse with them, all inside your own heads. The range is limited to around a hundred meters, and you need to make visual contact with them in order to first establish the link.

Thraxan Mind [100]: Whether it's the alien blood flowing through your veins, or your brain is just that good at its job, the end result is the same. From here on out, your memory is crystal clear, recording absolutely everything and allowing for flawless recall whenever you need it.

Aquarus [200]: Like the king of the seas, you are someone who can call upon the might of the ocean. You are fully amphibious, breathing water as easily as air, and can move through the water at speeds reaching 500 mph. Most impressive is your hydrokinesis, able to summon, shape, and manipulate water into powerful torrents from your hands.

Best Tiger [200]: Some people are born completely blind, some need glasses to see shapes, and then there's you, who blinds themselves just for the challenge of it. Your senses are so sharp that even if you were to fully cover your eyes, you'd navigate the world as easily as any other person. Combined with your superhuman agility, it would be very rare for anyone to get the drop on you.

Bug-Eye [200]: Zipping through the sky, you've come to rain down justice like a very angry wasp. Thanks to a set of retractable wings on your back, you're able to take to the skies and reach speeds surpassing most formula one racecars. In addition to your gift of flight, you also possess heat vision, projecting a red hot laser from your eyes capable of melting steel in moments.

Cast Iron [200]: While you may not be the only one to take the name 'man of steel,' it's certainly an accurate way to describe you. You are able to turn your entire body into a dark metal-like substance, making you extremely durable and all but bulletproof. There will also be an increase of your strength in this form, letting you easily bend steel girders with your bare hands.

Iguana [200]: Nature cares not for lofty ideals or blazing ambition, only the means of survival. Your body has been blessed with slight superhuman agility and durability, capable of dodging gunfire and surviving a few low-calibur shots with nothing more than bruises. You also possess razor sharp claws and a prehensile, extendable tongue capable of lifting a man off his feet.

Mastermind [200]: Everybody wants to have some level of control in their lives, but you may be taking things a bit too far. You are able to create a field of psionic energy that allows you to project mental commands into the minds of others, compelling them to follow these commands against their will. This requires the targets to be able to hear your words, as well as remain within five hundred yards of you. You can release others from your control whenever you want, though rendering you unconscious would also release them.

Salamander [200]: Survival doesn't care about the methods used, only that the result is met. If others decry you as being unsporting, then they can complain about it to their tombstones. Not only do you possess a notable healing factor, allowing you to fully regrow limbs in a month, but your skin produces highly dangerous alkaloid toxins at will, making the act of touching you a gamble for anyone not wearing actual armor.

Shrinking Rae [200]: Sometimes it's the smallest person who can make the biggest impact, not the ones that can throw entire buildings. From here on out, you will find yourself capable of shrinking your body to various sizes instantly, ranging from that of the average human to the height of an ant. This won't make you any less capable than normal, as even in this reduced state you retain your full human-level strength.

Throwbolt [200]: The power of the storm, contained within your hands. With the same ease as throwing a punch, you are capable of launching bolts of electricity at your targets, with the voltage ranging from that of a taser to actual lightning. You will also find yourself more durable than before, taking blows from enhanced beings with only a cracked rib or two to show from it.

Titan [200]: A true monster of the streets, something that no punk with a gun could ever match up to. At a moment's notice you can coat yourself in a layer of bulletproof stone that in no way limits your mobility. This also grants you a level of enhanced strength, capable of punching through concrete like it were cardboard. Should this layer of stone be damaged, it takes only a moment of concentration to reform.

Darkblood [300]: Your powers are not based on enhanced biology or alien artifacts, but the magic of the infernal. Though these arcane arts grant you a number of small cantrips, the real benefit is your psychometry, allowing you to receive vivid impressions from physical contact with evidence or the remains of victims. Through this connection, one can witness key moments of a crime, particularly the victim's final moments and the manner of their death. However, while these visions offer valuable insight into how a crime occurred, they stop short of revealing the identity of the perpetrator, leaving crucial pieces of the mystery unresolved. Perhaps you could learn to do more with your magic in time?

Embrace [300]: Some say that all it takes is a woman's touch to control the hearts and minds of men, but it is unlikely they were being this literal. When you touch someone with both hands, you are able to possess their bodies, wearing them like a meat suit. While you are possessing a target, you are able to use any powers they may have, though not at the same level of skill.

Furnace [300]: Like a blazing star, you can be too much for others to handle. Made entirely of living plasma, your body maintains a temperature of 400°C, but can increase the temperature around yourself to much higher levels. You can also fire bursts of energy from both your arms and legs in all directions with little control over your accuracy or amount of damage, with these bursts reaching a temperature of 1500°C. Unlike a certain other person, you can enter and leave this form freely, not requiring a suit to keep others around you safe.

Isotope [300]: You're a very busy man, with lots of places to be and not a lot of time to spend on something as pedestrian as walking. You possess the ability to teleport yourself and others to any location you choose so long as it is somewhere on the planet you are on, utilizing green rings that manifest from your hands.

Japandroid [300]: You were never a real person, having been built instead of born. While being made of an advanced metallic alloy offers great durability and the advanced sensors are useful for a wide array of scenarios, being able to modify your body to create additional weaponry is just as useful. This is merely a side effect of your primary function, that being the upgrading of existing technology. Be it turning a parking meter into a rifle or a shitty TV into a holographic display, there is little on Earth that is beyond your ability to upgrade.

Komodo Dragon [300]: Though clever tactics may win the day, there is nothing as useful for survival than being the biggest and the strongest. You are a prime example of physical might, capable of lifting up to ten tons and durable enough to off grenades like they weren't even there. In addition to all this, you possess a minor healing factor and an enhanced sense of smell.

Magmaniac [300]: The burning blood of the earth is one with you, molten rock and primordial heat at your beck and call. At will, you can change your body into a living mass of magma, and can produce torrents of this molten substance. You can elongate your magma form for extended reach and mobility, and can reconstitute any lost mass in this form almost instantaneously.

Magnattack [300]: While you may not have the raw power to call yourself a master of magnetism, you certainly consider yourself a contender to the title. You are able to generate and control an electromagnetic field that allows you to manipulate metal objects around you. It would be well within your capabilities for you to keep nearly a hundred pieces of metal surrounding your body at a constant distance, even in the middle of combat.

Rex Splode [300]: Due to a government experiment, you were given the ability to make any object you touch explode. This ability works on inorganic material and some organic material, with the force of the explosion being determined by your level of focus and intensity. These explosions are precise, allowing you to target specific objects or areas without affecting his surroundings as much. However, the more objects you touch or manipulate, the more energy you expends, limiting how frequently one can use this power in quick succession. You are also capable of enhancing the size of these explosions by increasing your physical exertion, at the cost of quickly draining your stamina. While powerful, this ability requires careful control and concentration to avoid collateral damage.

Shapesmith [300]: Like the people of mars, you possess a malleability to your form that others cannot match. Your metamorphic physiology allows you to shapeshift, changing your appearance to look like practically anyone, or stretching your body to insane proportions. While you also possess great strength, and your durability is greatly enhanced by this elasticity. So long as your core remains undamaged you can heal from practically any wound given enough time, including putting yourself back together after being ripped in half.

Vampire [300]: Few are the creatures of the night more famed than the vampire. Strong enough to throw a man through a brick wall, fast enough to be a blur, the ability to transform into bats and intangible mist, potent hypnotic powers, and an unaging form. Feeding others your blood will empower them for a time, and can even turn others into vampires. And yet, for all this incredible power, there must come drawbacks. Standing in sunlight will swiftly reduce you to dust and a stake through the heart will bind you to the ground, rendering you immobile. But it is the near constant thirst that may drive your actions. Thankfully, the more powerful or unique the individual you drink from, the longer you may go without it.

Wolf-Man [300]: After surviving a freak attack in the woods, you have found that you have contracted lycanthropy, and may transform into a werewolf. Unlike what pop culture may have you believe, you are in full control of your transformation, shifting between man and beast at will during the night. While in this monstrous state, you have an enhanced physicality possessing claws and teeth capable of tearing cars apart like paper mache, while your senses are far beyond those of any human. Should you be injured, you can switch between human and wolf forms during battle to heal, though it is incredibly disorienting. This healing however is hindered by silver, which causes a burning sensation in all wounds it leaves behind.

Agent Spider [400]: Having been bit by a radioactive spider, you woke up one day to find your body changed overnight. While your strength is truly impressive, proportional to that of a spider, your speed and agility allow you to dodge gunfire with ease. You also have the ability to stick onto practically any surface. Yet your most important power may be your newfound danger sense, warning you of incoming danger before it happens. Manifesting as a tingling sensation in the head, the more intense the feeling the greater the danger. It is also effective even if is drunk, blindfolded, asleep, or even stunned, and gives you a radar-like perception of his surroundings.

Brit [400]: Being subjected to a strange serum in your youth, you have been rendered completely invulnerable, making you immune to all forms of damage. Due to this invulnerability, you are capable of using 100% of your body's muscle mass, allowing a normal human to lift many times their own weight, as well as allowing for a greater range of motion without overextending yourself. As an added benefit, you will age far slower than before.

Bulletproof [400]: Due to a lab accident, you have been granted the ability to absorb and store kinetic energy in order to fuel a wide array of powers. The nature of this energy absorption means that all kinetic attacks are useless against you, making you nearly impervious to conventional harm. Strong enough to casually toss cars, fast enough to appear as a blur to the human eye, you are also able to fly up to 750 mph and react accordingly at those speeds. Be careful, as this store of energy can be depleted over time, especially if you overexert yourself.

Darkwing [400]: A dark connection exists within you, binding you to a realm that knows only the fear of the dark. By utilizing any shadows, you are able to access something known as the Shadowverse, a realm of pitch black nothingness with things lurking just out of reach. One can utilize this to teleport over incredible distances, so long as there is a shadow to exit from, and even drag others into this dimension with them. Still, it would be best to avoid lurking here for very long.

Dupli-Kate [400]: Quantity is a quality of its very own, and one that nobody should discount. Due to an ancient curse placed upon your family, you now possess the ability to perfectly clone yourself, with each clone experiencing the same as the others and yourself. Yet to call them clones is disingenuous, as all of them are you, meaning that your original body need not be the one that survives. You are limited to making up to one hundred clones at any given time, but that should be more than enough, especially if you keep one hidden away somewhere.

Ella Mental [400]: Through interacting with an ancient totem, you have been granted the power to control the classical four elements, transforming you into a living natural disaster. Conjuring blasts of fire or torrents of water, creating vortexes of air on par with tornados, and manipulating the earth in truly incredible amounts. Such is the potency of your powers that you would even be able to mimic flight and cause damage comparable to some of the strongest heroes of Earth.

Giant [400]: What little boy doesn't dream of being taller than a skyscraper? Now you can live out that dream, as you have grown to colossal size, being around one hundred feet in height. In addition to your incredible size, you have strength and durability comparable to the average Viltrumite, tearing through buildings like they weren't even there and requiring great levels of power to even begin hurting you. The only downside is that you are stuck at this size, and as such cannot easily interact with the rest of civilization.

Kursk [400]: There is a storm contained within you, one that rages and demands to be unleashed. It would be more accurate to call you living lightning, seeing as you are able to transform into a living mass of electricity to move at high speeds and avoid regular damage. You're also able to generate and store electric energy, generating 1000 volts per minute and can store up to 200,000 volts. You can emit this stored electric energy in any amount, from a single volt to the full 200,000 volts, moving at the speed of lightning itself. In time, you may even learn how to manipulate the electric current in a person's nerves and muscles to control their actions.

Monster Girl [400]: Due to a curse placed upon you, you can now take on the form of a hulking, troll-like monster at will. While in this form, you are superhumanly strong and durable, capable of lifting an excess of 60 tons and rendered immune to most forms of conventional injury, as well as rapidly healing over time. There is a trade off, as the more you use this form the younger you become. Should you intentionally sacrifice your age, you may reach even greater heights of power at the cost of reverting to an infant.

Powerplex [400]: A minor ability enhanced with discs placed all across your body, you have become the bane of all physical fighters around. Possessed of the ability to convert kinetic energy into electrical energy, you have been rendered immune to most physical attacks, on top of being generally more durable than before. This energy can be projected outwards, either by electrocuting a given target, achieving rapid forward propulsion through your feet in order to mimic flight, or unleash it all in a devastating wave of uncontrollable power.

Red Rush [400]: Life can pass by too quickly, but you're even faster. You are one of the premier speedsters in the world, moving so quickly that not even a Viltrumite would be able to match you, with an acceleration and deceleration are so instantaneous and fluid that even those standing inches away struggle to detect your movement from a dead stop or to a full sprint, with the reaction speed to match. Carrying others at these speeds is safe for the passengers, though the intense motion sometimes causes them to become nauseous. You can also slow your perception of time to match your speeds accordingly, letting you perceive the world at superhuman speeds while also enjoying a languid conversation with another person at normal human speeds.

Volcanikka [400]: A remnant of the Fourth Age, when the world was naught but fire and ash, when the seas were molten lava and the skies choked in smoke. In that time, you would have stood proudly as a ruler, your power over the lifeblood of the planet unmatched. Controlling lava and fire comes naturally to you, drawing up and shaping it with naught but your will, but that is not all. Your very body is made up of this substance, such that few can touch you unarmed without losing a limb to its molten heat, and an impressive capacity to reform yourself regardless of the damage inflicted upon you.

Big Brain [500]: Within your enlarged brain resides an incredible power, a psionic force that very few could hope to compete against. Through your telekinesis, you are able to lift objects with your mind, using it for such feats as lifting a hulking brute while simultaneously disassembling their gear or carrying yourself in a mimicry of flight. Your vast telepathic abilities, on the other hand, not only allows you to connect to the minds of others for conversation or sharing memories, but control others like a puppet should they be unable to properly resist you.

Dinosaurus [500]: Within you is a monster waiting to be unleashed, though not one of rage and fury. You are now able to take on the form of a bipedal dinosaur, one that possesses both superhuman biology that gives you the strength and durability to match a young viltrumite, razor sharp fangs and claws that can easily tear through superhuman flesh, and a mind as brilliant as you are strong. Yet this incredible intelligence comes at a price, as you will possess no empathy in this form, no emotions beyond logic as cold as your blood.

Hail Mary [500]: The terrifying remnants of the Second Age, before even the dinosaurs came to be on Earth, the Kaiju remain some of the strongest native creatures the planet has ever produced. As one of these entities, you are utterly titanic, dwarfing entire buildings and flattening them underfoot with ease. It would take the strongest modern heroes working together to bring you down, such is your strength and durability that even Viltrumites would be hard pressed to bring you down. Beyond that, you are an ageless being, one that is as comfortable spending millennia on the ocean floor as the planet's molten core or its surface.

Immortal [500]: Millennia ago, you encountered an otherworldly anomaly that forever changed you. This transformation granted you extraordinary abilities far beyond those of normal humans and even most superpowered beings, including a physicality capable of matching a young Viltrumite. Yet it is not your incredible strength, insane durability, nor even your ability to fly that make you stand out. No, it is that you have been rendered functionally immortal, maintaining the health, vitality, conditioning, and physical appearance of a person in their prime throughout the centuries. You can endure injuries that would be fatal to others, including impalement, decapitation, and disembowelment. While decapitation does not kill you, so long as any major parts of your body like the torso or head are reattached, you will ultimately regenerate and revive.

Mister Liu [500]: You are so much more than a mere man, a mighty dragon trapped within the form of a mortal. Yet at a moment's notice, your spirit can abandon the weak flesh to once again take on the form of the mighty beast. Flying through the air, your draconic spirit is more than a match for even Viltrumite veterans, the nigh-invulnerability and earth-shaking strength supplemented with the intense fires you can spew from your maw. The only downside is that your physical body is left behind, utterly defenseless and comatose while you are projecting, and should it be harmed, you may very well perish without ever knowing why.

Robot [500]: There is no weapon as potent as the mind, and it would be more accurate to call yours a supercomputer. You possess an intellect that surpasses that of every known intellectual and academic on the planet, absorbing new information like a sponge to the point where you could decipher and become fluent in a foreign language within an hour. Yet what shines out most of all is your near infinite ability to multitask, splitting your thoughts along multiple pathways simultaneously. You could mentally direct dozens of drones with impossible efficiency with the right tools.

Set [500]: Standing as a veritable god amongst men, that the world does not bow before you is a mistake they will soon regret. Not only do you possess a superior physicality, tossing grown men around with contemptible ease and taking similar levels of punishment, but it is your very presence that is truly frightening. Any living being within range of you will be placed in stasis, frozen in time and space, rendering them utterly helpless before you. Synthetic life, such as robots, are wholly unaffected, and you are unable to turn this ability off without outside assistance.

War Woman [500]: Hailing from an alternate dimension in a distant age, there are few warriors who can claim to be as mighty as you. The magic that is a part of you offers incredible power, strength enough to bring down titanic monsters and the durability to withstand their blows and resist the mightiest of spells, swift enough to effortlessly catch arrows and intercept bullets, an agelessness that allows you to watch millennia pass you by, and the ability to soar through the sky far faster than any bird. But above all of that is your complete mastery over combat, utilizing any and all weapons in your hands to their fullest potential.

Atom Eve [600]: A government experiment was performed on you while you were in the womb, granting you a power almost unrivalled in its utility and potential. You now possess the ability to manipulate the molecular and atomic structure of matter within your immediate vicinity, allowing you to rearrange and alter the molecular composition of any object you choose. Capable of such feats as making energy constructs, turning a textbook into pure glass, transmuting a pile of rubble into a house complete with wiring and plumbing, these transformations are apparently permanent unless you choose to undo them. The only limit to your power is that you cannot directly affect the structure or create a living, sentient being, human or animal. This does not include most forms of plants or fungus, such as fruit trees or various mushrooms, so you may transmute such things freely.

Angstrom Levy [600]: When life gives you two roads, who wouldn't want to be able to glimpse at the paths not taken? Such a thing is more than possible for you, as you are capable of opening portals to an almost infinite amount of alternate realities.This is not to be confused with teleporting, as these portals are placed within the same spatial position as the one that was originally opened, requiring you to move from one location to another the normal way. You can tell exactly where you are in a multiversal sense, and easily locate other, more specific dimensions with the same accuracy as navigating a city; so long as you have visited it at least once, you can find your way there again. The realities you have access to will be limited to the local Multiverse until you acquire your Spark, or when your Jumpchain is over.

Battle Beast [600]: Afflicted with a terrible, alien curse, you are a warrior without peer, a galactic hunter constantly searching for your next battle to quell the rage within. In terms of sheer physicality, only the Grand Regent of the Viltrumites would be considered your equal, as each of your swings could break mountains, your durability shrugging off many of earth's mightiest heroes, and a deceptive speed that few could match. While you also possess fangs and claws capable of tearing through Viltrumite flesh, your movements are incredibly efficient within a fight, no effort wasted as you tear apart all within your path. In addition, you also possess heightened animalistic senses, including a powerful sense of smell, sharper eyesight, and improved taste, allowing you to track targets and read environments more effectively.

Viltrumite Blood [600]: You are not from this planet, and are instead one of the nigh unstoppable warriors from the planet Viltrum. Capable of living for millennia and only growing stronger as they age, they are capable of incredible feats of strength and speed, and are highly resistant to most forms of damage, including high-impact collisions, ballistic weaponry, bladed attacks, and powerful energy blasts, and are unaffected by being exposed to the vacuum of space, searing heat, or catastrophic explosions, They can hold their breath and go without sustenance for weeks at a time, fly through the air, possess extraordinary levels of stamina to fight for extended periods without fatigue, and superhuman hearing as well as sight. The only real weakness they have is that certain high-frequency noises can have harmful effects on the ears of Viltrumites. It disturbs their balance, restricts their flying capability, induces severe pain, and could potentially lead to their death. The frequency's intensity dictates the degree of pain felt. You start off at the level of the average Viltrumite warrior, such as Thula or Lucan, but with time and intense training, you may even grow to be on par with the Grand Regent himself.

Omnipotus [1000, No Discount]: A threat beyond any that the Earth has ever seen, the scourge of entire dimensions, your power is otherworldly. While your strength and durability are barely beyond that of a young Viltrumite, it is your ability to absorb energy that truly makes you a threat. By absorbing the energy from matter you destroy, you are able to shape reality around you as you see fit, controlling matter at the molecular level in any way you desire. You could also use this energy to further enhance your physical abilities, elevating you into an existence that would require the entirety of Earth's heroes to even stand a chance at victory. This absorbed energy may be expended in time, but so long as you continue destroying all in your path, there is no limit to the power you could one wield.

ITEMS:

All Origins receive an additional **[300]** *to spend in this section only. You may discount one item from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Iconic Suit [Free/50/100/200]: If you want to stand out amidst so many heroes and villains, you'll need to look the part. This outfit is completely up to you to design, and fits you like a second skin. For **[Free]**, it's just a standard costume made out of cloth or spandex. For **[50]**, though, this will provide you with some actual armor, enough to protect most of your vital organs at least. For **[100]**, you will receive one of the battle suits used by GDA special forces, composed of molecules that are flexible in normal use but becoming rigid when struck, offering full body protection from small-arms fire. And finally, for **[200]** you will have your own set of high-tech power armor on par with Robot's, granting a number of technological benefits alongside incredible protection. Strangely, no matter what kind of armor you get, it always manages to protect your modesty when ruined.

Art Supplies [50]: Everybody needs a hobby, and you just so happen to have the perfect outlet for your stress. This wide collection of pencils, pens, brushes, paints and more are all perfect for any artistic endeavor you wish to pursue. You may not be able to pen an entire comic series at the start, but given time you'll get to that point.

Basic Weapon [50]: Some people may not think that a baseball bat or knife is as useful as a cutting-edge laser rifle, and they may be right, but it's the best you've got. By taking this, you will receive one mundane handheld weapon of your choosing, ranging from a pistol to a crossbow to a crowbar to even brass knuckles. They may not be very fancy, but they get the job done.

Civilian Identity [50]: Though it may be rare, there is a precedent for people showing up out of nowhere. You may be the same, in which case you're missing some paperwork that is sadly very important in this day and age. Well, you would be, had it not been for this. You now have all the paperwork needed to make you appear as a native citizen for almost any country in the entire world.

Ear Comms [50]: Communication is essential in this field of work, especially when working on a team. This set of nine wireless communicators can fit perfectly into one's ear, appearing to the average observer like they aren't there in the first place. These will allow you to communicate with the other comms as clearly as possible, even if you're halfway across the globe from one another.

Fitness Guide [50]: If you want to make it in the super powered scene, then you can't really be a lazy couch potato. Thank your lucky stars that you've got this helpful little book, filled to the brim with exercises and workout plans needed to bring someone to peak physical condition, with a main focus on endurance, lasting far longer than one should. This includes how to maintain such a heroic figure, and tips and tricks for how one may supplement their physical prowess with possible powers.

Heroic Plushies [50]: While you may not be able to get your hands on any official merchandise, you've got the next best thing. These high quality plushies are made in the image of all the notable characters that are present in the setting, as well as versions with different outfits, and you will find more appearing as you continue traveling to new worlds.

Iconic Wardrobe [50]: There are so many colorful and unique outfits worn by those found in this galaxy, that it can be a bit hard to choose your favorite. Well now you don't have to, as this wardrobe is filled with a copy of any and all costumes and suits to be found in this setting, perfectly tailored to fit your frame. It should be noted that the armors are not at all functional, only about the level of a high quality cosplay.

Source Material [50]: It may very well have been a while since you've experienced the story about to unfold and need a refresher, or this is wholly unfamiliar territory for you. Either way, not only do you now have a DVD collection of the **Invincible** show, but a box filled with the comic books as well, which include issues following characters who aren't Mark Grayson, such as the Astounding Wolf-Man or Tech Jacket.

War Amulet [50]: An enchanted item from the Isle of Amazonia, for when it is time for a warrior to be called to battle in a moment's notice. This amulet will magically store a set of armor or costume within until called upon, where it will be automatically placed on your body, replacing whatever you were wearing before. When the conflict has come to an end, simply touch it once more to swap out your apparel.

College Application [100]: It's admirable to pursue a higher education, even while you go about your superhero life. Should you wish to pursue an education, you can use this application to formally sign up and attend any academic learning facility. You will be automatically accepted, and can take any classes you want, so long as the school in question provides them. This can only be used once per Jump.

Burger Mart [100]: The most popular fast-food restaurant chain in all of America has decided to give you a special offer. By taking this option, you will be given your very own Burger Mart restaurant, fully autonomous and with replenishing stock to ensure that there will never be a food shortage. You and any of your Companions and Followers are allowed to eat here for free, enjoying the quality burgers that Americans love.

Dark Gadgets [100]: In order to stand alongside the most powerful heroes in the world, the original Darkwing created a wide array of gadgets to ensure he could better contribute to the team when things got rough. In addition to a sleek hoverboard, you also possess a grappling hook gun, magnetic handcuffs, smoke bombs, and a belt with four extendable attachments that can support a great deal of weight. And yet, such tools are worthless had the man not been as skilled as he was.

Home Sweet Home [100]: Home is where the heart is, and you can't find anywhere you'd rather spend your free time in. This quaint suburban home has everything one needs for the modern age, from a well stocked kitchen to working plumbing, running water, electricity and AC. With four bedrooms and two bathrooms, it's fully furnished to your preferred style and ready to be moved into. Additionally, you'll never have to pay for utilities.

Kaboomerangs [100]: The iconic weapon used by Australia's number one hero, you now have a replenishing collection of these high tech boomerangs. Not only do they explode with a level of force comparable to a grenade, but you are able to alter their trajectory mid-air, performing impossible maneuvers and ensuring that they always hit their target.

Restful Liquid [100]: Some people are just too busy, have too much riding on their shoulders to allow themselves such a simple luxury as sleep. Much like the director of the GDA, you now own a large vat filled with a mysterious liquid large enough to fully submerge a bull. With just a few minutes of soaking in this liquid, it has an effect on the body similar to that of a full night's sleep. This ensures that your body and mind are refreshed in no time at all, allowing you to get right back to work.

Shifting Belt [100]: While many look at superpowers with awe and wonder, they often don't see the drawbacks inherent to them. This belt was created with the intent of helping one of these heroes suffering from their power, allowing one to better control their transformations without any consequences. This will work the same for you, granting better control over any form changing powers you may possess, while limiting the downsides.

Trust Fund [100]: Why would you waste your days slaving over a grill for minimum wage when you could be out there saving the world, doing something that actually matters? If you don't want to spend your valuable time doing such banal jobs, then this is the solution for you. Every week you will receive $5,000, either in cash or in a bank account of your choice, and no one questions its origins unless you actively point it out.

War Weapon [100]: A weapon of some kind of arcane metal, do not let its bronze appearance fool you. This enchanted weapon, whose exact specifics are up to you to decide, is supernaturally durable. It is more than capable of harming something as strong as a Viltrumite and enduring even their blows, though how much damage you actually deal depends on your own strength and skill.

Cloning Machine [200]: The staple technology of the Mauler Twins, you now have the opportunity to make a perfect clone of yourself and others. These clones will have all the memories, skills, abilities and powers of the original, though the knowledge of who between the two of you is the clone is optional. You could also make alterations to the clone while it's in the middle of being made, such as gender or appearance.

Energy Storage Disks [200]: Developed by the GDA and later stolen by Scott Duvall, these disks can be used to safely and efficiently store a large amount of energy. While you could use them to power a device like a very expensive battery, they can also be directly inserted onto someone to greatly increase the amount of energy they can safely store and output, so long as they have the abilities to make use of them, that is.

Full Body Prosthesis [200]: The medical advancements of space faring civilizations are leagues apart from those on earth, as seen from this piece of tech. Taking the figure of a standard bipedal entity, this is able to be piloted through neural implants. Thanks to it, you can use it even when reduced to a head and a handful of organs, keeping you alive and mobile even when you really shouldn't be. It could alternatively be used to house an AI, giving them some actual physical presence.

Helmet of Set [200]: A mask made of some silver-like material, its blank face perfect for reflecting your enemy's terrified faces back at them. Not only are you more intimidating while wearing this helmet, but it will allow you to toggle any powers and abilities you have on or off. A useful thing if your powers are an active hindrance for your daily life, or you are compelled to work under a certain restriction.

Knockout Gloves [200]: Worn by one of the heroes with Capes Incorporated, what may seem like ordinary boxing gloves actually have the spirits of dozens of professional fighters stored within. They will greatly increase the physical attributes of whoever wears them, allowing a normal woman to stand toe to toe with many of the superpowered brutes to be found here and have a good shot at victory.

Nervous System Disrupter [200]: A weapon developed to deal with those whose durability makes conventional weaponry all but useless, this sci-fi weapon doubles as a great way to take down a target non-lethally. Getting shot by its laser will temporarily paralyze a target so long as they possess a nervous system, making it effective against even Viltrumites.

Secret Lab [200]: Every mad scientist needs a place to do their mad science, and you're no exception. Filled with state of the art tools and equipment, you'll find that this is the perfect place to get started on your scientific endeavors, whether that's building a suit of power armor, high-tech gadgets, rocket powered motorcycles, or a virus capable of wiping out half the population.

Skycycle [200]: Designed by Robot to assist Teen Team's members incapable of flight, this ten foot, warm-fusion based, three person transport has true VTOL and hover capabilities up to an altitude of 22,000 feet. Installed with an autopilot function and Suggestion Control features, it also has a full entertainment package for extended flight, including such things as food strips, water collection unit, environment paper suits with supplemental sleeping cushions and unisex toiletry for long-duration flights.

Tether Harness [200]: An alien organism that seems to have found the perfect host with you, this harness allows one to create and control up to thirty strands of an unknown material. Not only can these tethers stretch at least six meters, but they are highly resistant to harm, and capable of lifting far more than the host ever could, able to dent steel with ease or hold back beings with super strength.

Draskula [400]: Forged from the broken off tusk of a galactic tyrant and enchanted by a mighty witch, the Forever Blade holds within it the ancient Colossus' power. With the regeneration seen in his species, no matter how often the blade may be broken, it will repair itself in seconds. Though, that may rarely be an issue, given that it is sturdy enough to handle the might of Battle Beast and slice through the most durable of enemies with ease. Wield this blade into the most glorious of battles, and may it only leave your hands upon your death.

Earthquake Gloves [400]: Created by the political activist supervillain Doc Seismic, these technological wristbands allow one to generate and release powerful shockwaves. These shockwaves can be used for all sorts of things, from mimicking flight by propelling you through the air, or more devastatingly, causing localized earthquakes.

Green Ghost Orb [400]: A strange green rock you found on the side of a hiking trail one day, one that will grant you the powers of the Green Ghost! The main ability is being able to change your density from that of a normal person to practically weightless, allowing you to fly through the air like a bird. You will also be able to phase through objects, and can extend these properties to anyone you're touching. Thankfully, you won't need to swallow this one to activate its abilities, only needing it to be on your person.

Molten Crown [400]: Eons ago, a demon rose from the blackened ash of the Reign of Chaos, claiming for himself the Infernal Throne. Forged from pain and imbued with the souls of the vanquished, there truly is no artifact greater in the Under Realm than this blazing crown. When placed upon one's brow, the effect is as simple as it is potent, as it increases the potency of one's physicality and magical prowess. It can make an ancient, withered old man strong enough to rip apart beings made of rock and magma with ease and survive impalement, with their magic transforming from slowly healing over the course of days into a near instantaneous thing.

New Mjolnir [400]: Centuries ago, after the god Thor lost his hammer, a mortal blacksmith went about crafting a replacement weapon for the god of thunder. The one holding this hammer is imbued with the might of Thor, granting superhuman strength, speed and durability. Yet the truly miraculous ability of this weapon is its ability to resurrect the owner when placed within their hands. This will only work once per year, so don't get too reliant on it.

Quantum Probability Upgrade [400]: While this high-tech computer chip may not seem like much, it is actually a potent piece of cybernetics meant to be installed directly into the brain. With it, you are able to see a number of possible futures, predicting the likelihood of certain events with reliable accuracy, so long as you limit it to within the next month.

ReAnimen Facility [400]: Much like DA Sinclair, you have looked at humanity and found them wanting. This facility was hand crafted to assist in the goal of uplifting humanity into true mechanical perfection. Not only is it the perfect place to produce highly advanced cybernetics, but also a medical area to help with installing these mechanical body modifications onto your patients.

Staff of Leadership [400]: The ultimate weapon of a far off world, and their only hope for salvation. Capable of absorbing and storing all forms of energy, one can either use it to send out powerful blasts capable of stunning viltrumites, as well as granting the wielder enhanced physical abilities. This is all on top of giving them the ability to fly and survive in the vacuum of space.

Tamed Rognarr [400]: A savage beast from a savage planet, the Rognarrs are some of the most dangerous beasts to ever exist in the galaxy. Capable of tearing apart Viltrumites like a bear would a human, this one is unique compared to the rest of its species. This uniqueness comes in the form of the total docility and obedience the beast has towards you, acting more like a well trained hound than an uncontrollable beast.

The Hammer [400]: Built by the GDA, this satellite was built to take down the strongest entities that would threaten the world. The laser it employs packs the punch of a small nuclear bomb, and can accurately hit a human sized target even while they are moving at superhuman speeds. This has a secondary function of being able to teleport one person at a time anywhere around the world.

Correctional Facility [600]: It can sometimes seem like prison is just a revolving door for some superpowered crooks, merely a temporary respite before going back into the world to continue their nefarious schemes. As such, facilities like this are a balm on the average citizen's soul, capable of housing and containing even the most powerful empowered beings. The staff present will not only take care of the prisoners, but will also work towards rehabilitating and redeeming all but the most psychopathic and unhinged individuals, with a surprisingly reliable rate of success.

Flaxan Gateway [600]: This device opens up a portal not to another place on Earth, nor even another planet, but a different dimension entirely. Illuminated by the light of a red sun, this empty world is unique in that it has a time fluctuation ratio of 1:3000 compared to your original dimension, meaning that for every day that passes here, more than eight years pass within this alternate dimension. Time spent within will not count towards when you will be able to end your time in this setting.

Guardians Headquarters [600]: If you want to be part of a global superhero team, then you'll need a base befitting of the duty. Built inside a hollowed out mountain, it houses dozens of sleeping quarters, a kitchen with replenishing food stores, fully functional electricity and plumbing, multiple vehicles capable of travelling anywhere in the globe in a few hours, and a training area capable of pushing even the strongest superhuman to their limits. The perfect home away from home, for those who dedicate their lives to guarding the globe.

Interstellar Warship [600]: When you have to travel across the stars, you might as well do it in the most secure way possible. You are now the captain of one of the mightiest warships in the whole of the galaxy, having all the accommodations one might expect from such a thing. In addition to top of the line comforts, from multiple spacious rooms and fully functional food replicator, it has multiple powerful energy weapons, each one capable of devastating a city even from orbit. It takes about two weeks for it to go from one end of the galaxy to another, so you'll be arrive at your destination in no time.

Space Racer [600]: The equipment of a legendary space wanderer who disappeared a century ago, you now have in your possession a bike and pistol that are out of this world. While the hover bike is certainly unique, crossing vast distances of the galaxy as swiftly as any dedicated spaceship, it is the gun that is truly exceptional. The laser blasts emitted from this gun are able to pierce through anything in their path, even powerful beings like Viltrumites. Should the gun ever be taken from you, it will automatically fly back into your hand.

Tech Jacket [600]: Created by a race known as the Geldarians in order to make up for their physically weak bodies, the Tech Jacket is perhaps the greatest weapon the galaxy has ever seen. Not only does it greatly enhance the physical capabilities of the wearer to such an extent that a human would be on par with a Viltrumite, it is capable of interstellar flight, firing powerful beams of energy, project force fields, and morph itself to create additional weapons and defenses. The advanced life support system will automatically remove and destroy all germs, bacteria, and dirt from the user's body, removing the need to bathe, while also letting them survive in the vacuum of space indefinitely.

Universal Data Core [600]: The galaxy is a big place, and its various people have continued to push its knowledge of it to the very limits. This device has the schematics for almost all technological wonders to be found in the Milky Way Galaxy, from spaceships to medicine to alloyed materials to building structures. The only things it doesn't have on record are tightly kept secrets, such as the Tech Jacket, or are one of a kind and completely unique, such as Space Racer’s gun.

Virtual Simulator [600]: A large structure built into an asteroid by the Technicians of an alternate Earth, it is crafted by some of the most advanced technology in the local Multiverse. Within this red and black metal structure, it is able to simulate any and all environments, from a ruined city to the low gravity of the Moon to the crushing environment of the Rognarr’s home planet and so much more. As time goes on, it will be able to simulate other environments you have encountered, no matter what they may be. As an added benefit, the inner walls seem to be nearly indestructible, meaning it is safe for you to unleash your full power. A perfect place to train with your fellows, or just deliver a well deserved beat down.

Planet [800, No Discount]: Many people wish to rule the world, either because they believe that they could make it a true utopia or to satisfy their greed and overwhelming ego. Now you are the undisputed ruler of a world, one suited exactly to your unique tastes. The maximum size of the planet in question is limited to that of Jupiter, though everything else is up to you to decide, from geography to demographics to more. It could be a nuclear wasteland that left few survivors, a primal jungle ruled by titanic lizards, or it could be absolutely covered in strange, otherworldly crystals. It even comes with its own celestial satellite, similar to the Moon you may be familiar with. Should there be a population present, you may freely determine what said species looks like, though they are limited to being around the same level of strength as normal humans, and a similar starting point for their technology.



COMPANIONS:

Jump Team [50/100/200]: It would be almost impossible for any one person to change the world by themselves, so it will come as a comfort that you won't have to be alone. You may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items, as well as a discount on any single power. This could alternatively be used to ensure that canon characters join you.

Guardians of the Chain [300]: Yet with how often the world needs to be saved, threatened by innumerable enemies across the universe, you're going to need all the help you can get. As such, you may import as many companions as you desire into an origin of their choice. Each companion receives 800 cp to spend on perks and items, as well as a discount on any single power.

Jumper Defense Agency [Free]: But while the world looks to superheroes, countless ordinary men and women work to keep the world turning. You yourself have gained the service of a number of loyal people, and if you want to continue employing them, then you may import any number of Followers into this world with this option. Not only will they receive a history in this world, but also new skills to let them be of assistance to you in the coming times.

Fire Breather [Optionally Free]: The son of a human woman and the King of the Kaiju, Duncan Rosenblatt struggles between wanting to live as a normal teenager, and an orange skinned half-dragon whose father wants to follow in his footsteps and conquer the world. He is a caring and kind boy that has lost hope that he could ever live a normal life, walking around with a massive chip on his shoulder and always expecting rejection from anyone new that he encounters.

Elita One [50, Free Alien Visitor]: There is more to this pink automobile than meets the eye, as it's actually a transforming alien robot! Elita One is fearless in the face of the enemy, but compassionate to those who need her help. Though the realities of war can lead her to make hard, even ruthless, choices, she never forgets the ideals of the cause that she fights for.

Savage Dragon [50, Free Concerned Citizen]: An amnesiac whose earliest memory is waking up in Chicago, this large, finned, green-skinned man has become a police officer in order to combat the mutant criminals that now terrorize the city. Though the Dragon wants to recover his memories, signs point towards his past being nowhere near as heroic as he currently is.

ShadowHawk [50, Free Federal Agent]: The latest to bear the mantle, Eddie Collins was a young high school student walking down a street when the helmet literally fell into his hands. The helmet that was called *Nommo* contains the spirits of all people who were, at one time, inhabited by ShadowHawk, the Spirit of Justice. Though his widowed father wanted him to stop, he finds new responsibility to the people of New York City.

Witchblade [50, Free Heroic Individual]: After bonding with a magical, sentient gauntlet, the NYPD homicide detective Sara Pezzini utilized the powers granted to her to fight supernatural evil. A strong, determined and mature woman, her black-and-white view of the world and people has led her to a number of problems, though she's more than willing to face them head on.

Bomb Queen [50, Free Villainous Rogue]: Originally part of a quartet of supervillains called The Four Queens, when all the super-heroes in New Port City were finally defeated or slain, the Queens turned on each other. Bomb Queen emerged as the victor, and took control over the local government. Now she lives her life indulging her hedonism, all while keeping any superheroes out of her city.

Ninja Turtles [100]: A strange band of brothers living in the sewers of New York, these four teenaged mutants learned how to be ninjas from their adopted father. Leonardo's the leader in blue, and does anything it takes to get his ninjas through. Donatello is the fellow who has a way with machines. Raphael's got the most attitude on the team. Michelangelo is one of a kind, and you know just where to find him when it's party time. Together they make one lean green incredible team.

The Darkness [100]: The son of notorious mob associate Danny Estacado and an unnamed prostitute, Jackie Estacado is the latest vessel of the Darkness, a cosmic entity that embodies the chaos that exists prior to God’s light. Raised as a hitman for the Franchetti mob family, Jackie has a penchant for murder and promiscuity. Despite his criminal lifestyle, Jackie follows a strict moral code of trust in those who earn it and fierce loyalty to family and allies.

Youngblood [200]: A high profile superhero team sanctioned and overseen by the US government, they are led by Shaft, a former FBI agent who, despite feeling insecure due to not having powers, will fight for his ideals regardless. Other members include Bedrock, a teenager who was transformed into a hulking brute of stone, Vogue, a world-class gymnast whose father was assassinated by the KGB, Suprema, who gained superhuman powers after being exposed to Supremium radiation, Sentinel, who goes into battle wearing an advanced power Armor, Doc Rocket, the latest speedster to bear the mantle, and Task, who was genetically altered to be insurmountable and unbearable in combat and warfare.

Global Organization [200]: If you really want to change the world, it'll take more than just yourself to make it happen. That is what this is for, a group of roughly a thousand people, all coming from various backgrounds and possessing valuable skill sets that one would expect from an organization such as this. You can decide whether this is more of a private army, a collection of the greatest minds on the planet, a healthy balance of both, or something completely different. While they may all be normal humans, they are all highly competent when it comes to their chosen fields, and who are loyal to you and only you above all else.

Spawn of Hell [200]: Lieutenant Colonel Albert "Al" Simmons was a highly trained CIA assassin, who was murdered by his employer and his former friend, and soon after sold his soul to the demon Malebolgia in order to return to Earth to see his wife Wanda Blake again, which the demon technically did after Al was dead for five years. Malebolgia used Al as the reborn Spawn to do his bidding. Battling against various street gangs and organized crime, and eventually the forces of Heaven and Hell, Spawn finds a new purpose in stopping evil.



SCENARIOS:

Tournament of Mortal Kombat

A mark appeared on your hand one day, a dragon within a circle. You thought nothing of it, until you found yourself transported somewhere that is clearly not Earth. An old man with malicious eyes explains that you have been chosen to participate in the ancient fighting tournament known as Mortal Kombat. This tournament will consist of sixteen individuals. Four from Earthrealm, four from Outworld, four from the Netherrealm, and four from different and random worlds.

Your goal here is to win this tournament at all costs, especially since lethal force is tolerated, if not encouraged. In order to keep things fair, the strength of the participants has been capped, letting victory be possible for even the lowliest of kombatants. Face off against these otherworldly forces, and claim victory by any means.

Rewards:

The champion of the tournament, you have proven yourself to be a truly extraordinary **Mortal Kombatant**. There are few that could match your sheer talent and efficiency when it comes to fighting, especially since you instinctively know the quickest way to take down any opponent, even if their might utterly dwarfs yours. This also has the strange side effects of making you particularly brutal to watch, going for the most dramatic fatalities you can, though that can easily be ignored if that isn't your style.

Within your Warehouse, you will find a stone archway, leading to your new **Kombat Arena**. Capable of creating lifelike simulacrums of any enemy you've previously faced, you can challenge them again and again, keeping your skills sharp as ever. Should it prove too much for you, however, death will be of no consequence, as you'll find yourself waking up in front of the archway, none the worse for wear.



DRAWBACKS:

Invincible Presents: Jumper [+0]: The story of Mark Grayson is not the only one to be told in this world. Should you take this option, you have the ability to change when you first arrive, either when Atom Eve first dons a costume to fight crime, when a younger Cecil Stedman confronts the Order of the Freeing Fist, or centuries ago when Thaedus plots his assassination of the Viltrumite Emperor.

Fancasting [+0]: Have you ever looked at a character and thought that you would be able to play their role better than they could? Be it because you honestly think you could do a better job than the original, or you connect with them so much that you might as well be the same person, you can now insert yourself into the role of any character seen in the show, only with your purchases instead of what they canonically had.

Image Comics Universe [+0]: The world of **Invincible** is so much larger than what it appears as in the show, filled with dozens, if not hundreds of players all going about their own equally eventful lives. As such, you may now incorporate elements and events from all franchises published by Image Comics, making the galaxy feel that much larger.

Because I'm The Best [+100]: You may very well be the best at what you do, but do you really have to say it like that? Suffering from an overabundance of pride and arrogance, it isn't hard to convince yourself that you're always in the right, that you know better than those around you. Be careful, as that could just as easily lead to your undoing, if only because you mouthed off to the wrong brute.

Can't Choose Your Family [+100]: For as wonderful as family is, a network of loving people who would support you through thick and thin, it can just as easily be a chain holding you back. Your family is far from functional, as new drama seems to pop up all the damn time, which wouldn't be too bad if it weren't for the fact that you can't seem to stay away for very long.

Extended Stay [+100]: Ordinarily, you would be spending at least a decade here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it five times.

I'm A Freak! [+100]: Pretending to be a normal human is going to be difficult for you, if not impossible. Whether you resemble some fantasy race or a bipedal insect from beyond the stars, your appearance is very obviously not human, and you have no way of changing that. Sure, you may be able to hide, but eventually someone is going to notice the green man in a trenchcoat walking down the street.

Painful Lesson [+100]: It’s guaranteed that when a fight breaks out, someone is going to get hurt. Most likely you. Whenever you find yourself in a fight, it is inevitable that you end up feeling way more pain than you really should. Even if you’re practically invulnerable, you could have stretched in such a way that you’ve pulled a muscle, or a bullet got lodged in your ear that just refuses to get out.

Deleted Scenes [+200]: Did you manage to hit your head, or were targeted by a vengeful telepath? Either way, the end result is that you know basically nothing of the plot of the series. All knowledge of the comics and show has been removed from your mind, leaving you as clueless as the average US citizen, and what you may have personally experienced.

It’s Not Paranoia [+200]: Some people look at your actions and call you a paranoid man, jumping at shadows and reacting to the slightest provocations. That isn’t exactly fair, especially since there are plenty of reasons to be mistrustful of a world filled with malicious actors and world-spanning conspiracies, and acting accordingly. You’re clearly just ahead of the curve, it's everyone else that isn’t clued in. Right?

Personal Nemesis [+200]: A staple of any good superhero story, there id someone who absolutely cannot stand you, who is a match for you on multiple levels. While others may be able to deal with them for a time, they’ll always find a way to be a problem for you. Even killing them may not be enough, as they could have simply faked their death, or had a clone hidden in case the worst was to happen.

Robotic Mannerisms [+200]: Connecting with others has always been difficult for you, whether it is because of the inherent irrationality of the human mind or having no idea what would be considered polite within society, or even just never having the opportunity. In general, it will be difficult for you to socialize with others, especially if neither party really takes the time to properly understand the other.

To Be Continued… [+200]: For as fantastical as this world of capes can be, it can be just as strange and bizarre, as you are no doubt aware. You seem to be a magnet for this weirdness, as you are being dragged into some new scenario on a weekly basis, scenarios that could very likely end with your death if you aren't careful. You'll certainly be living in interesting times.

Beastly Hunt [+300]: The intergalactic warrior Thokk, better known as Battle Beast, has heard tell of an entity with enough power to give him a proper fight, to finally satiate his thirst for battle. The Jumper, an interdimensional traveler gathering power from across the omniverse. In a week, he will begin his hunt for you, seeking you out with terrifying precision until there is nowhere left to run, and combat to the death is your only option.

Galactic Threat [+300]: It seems like your reputation proceeds you, much to your dismay. The wider galaxy is aware of your presence, and you have been deemed a threat by either the Viltrumite Empire or the Coalition of Planets. At least once a year they will send someone after you, be it one of their more powerful soldiers or some of the most vicious bounty hunters around.

Jumper War [+300]: You may have pissed off the wrong interdimensional traveller, as they have come up with a perfect way of hurting you and ruining your reputation. Sixteen evil variants of you have been summoned to cause as much mayhem and destruction as possible, or to just face off against you and everything you care about should destruction have been your goal anyway.

Out Of This World [+300]: In a world filled with caped gods and otherworldly monsters, an interdimensional jumper isn't as unique as one may first think. Yet you have become even less special, as you have lost access to all previous powers and abilities. The only things you possess are your Body-Mod, mundane skills, your purchases here, and anything else native to this setting.

Sequid Puppet [+300]: Sequids are a parasitic alien species known for their destructive nature, having left a trail of devastation across the universe before ultimately crash-landing on Mars. But they are no longer contained to the red planet, and have found a host in you. Your body will be puppeted by this collective consciousness, forced to watch as you've been turned into a passenger within your own body.



ENDING:

At the end of your time here, you will be given a choice.

Stay: This is your home, your people, and you'll stay with them for as long as you can.

Go Home: It's time to hang up the cape, and enjoy that retirement you so deserve.

Continue: The job of a hero is never done, there is always more to see, more to save.



Notes:

-You don’t have to be human if you don’t want to, and can instead appear as basically whatever you want.

-The superpower you get from **[Origin Story]** is completely random, but will be around the same potency as powers in the 300 tier, with the upgrades pushing them up by a tier every time.

-Regarding **[Powers]:**

- You can ignore the flavor text of powers if they interfere with your background in the setting.
- Taking overlapping powers, such as multiple powers that enhance your strength and durability, are additive.
- **[Biological Mutation]** essentially gives you one street-tier power per purchase.
- Powers with actual downsides for their use, such as **[Monster Girl]**, will be removed Post-Jump. Inherent weaknesses, such as the silver vulnerability of **[Wolf-Man]**, will remain.
- You can use **[Shrinking Rae]** to remove the downside of **[Giant]**, effectively allowing you to fully alter your size between the two extremes. The strength and durability will still be limited to your giant form, though it will have a sliding scale depending on your given size at the moment.

-Taking **[Source Material]** alongside **[Deleted Scenes]** will make it so then the comics and show are withheld from you until your time here is over.

-All companions have ties to Image Comics, and their settings can be included by taking **[Image Comics Universe]**. However, this cannot be used to work around **[Out of This World]**. If you didn't get a perk or power from a Jump in the official Invincible universe, you can't bring it in.

-The other three contestants of the **[Tournament of Mortal Kombat]** can be any guest character in the Mortal Kombat franchise, with their power being similarly limited as you.

-It would be best that you have similar powersets as the person you’re inserting to with **[Fancasting]**, especially if you want to take over one of the Viltrumite characters. Otherwise, you’ll only have what you purchased.

-You can optionally have your **[Personal Nemesis]** be an enemy from a previous Jump.

-The variants summoned by **[Jumper War]** have copies of all your purchases here, but do not possess anything from outside of the setting.

-When in doubt, fanwank.

-Have the day that you deserve~

Changelog:

Season 4 Update

- Typo fixes
- Merged [I Thought You Were Stronger] and [Restrained Might].
- Doubled the amount of perks for all Origins
    - Alien Visitor: (100) Cultural Exchange, (200) Life Amongst The Stars, (400) Interstellar Protector, (600) Evolutionary Leap
    - Concerned Citizen: (100) Best of Us, (200) Just Another Face, (400) Putting The Pieces Back Together, (600) Origin Story
    - Federal Agent: (100) State Funding, (200) When We're Through With Him, (400) Unconventional Rehabilitation, (600) One Of Our Best
    - Heroic Individual: (100) Public Face, (200) Some Orders You Don't Follow, (400) Turning Over A New Leaf, (600) No Good Deed
    - Villainous Rogue: (100) Show Some Restraint, (200) Make Them Hate, (400) Just This Once, (600) Galactic Conquest
- Added new powers
    - 100: Self Sustaining
    - 200: Cast Iron, Mastermind
    - 300: Embrace, Japandroid, Magnattack, Vampire
    - 400: Ella Mental, Volcanikka
    - 500: Dinosaurus, Set
- Added new items
    - 50: Fitness Guide, War Weapon
    - 100: Kaboomerangs, Restful Liquid, War Weapon
    - 200: Full Body Prosthesis, Helmet of Set, Skycycle
    - 400: Draskula, Molten Crown, Staff of Leadership, Tamed Rognarr

Invincible Vs Update

- Typo fixes
- Added Hail Mary And War Woman powers
- Added Interstellar Warship and Virtual Simulator items
- Added Global Organization
- Added the drawback Invincible Presents: Jumper
- Added changelog