BEGINNING:
I wonder, are you okay with fighter planes? Or what about rampaging monsters that only a hero can stop? Maybe none of these are what drives you, and instead you want to get as many profitable heists done as you can with all the wonders a world has to offer... or maybe you just want to explore. Whichever your fancy, I'm sure this world will help with whatever you need to make this an entertaining travel... for the both of us.

I hope you like cats.

You gain +1000CP to spend.

STORY:
Welcome to the world of Swat Kats! It's a whole world of cat people and advanced technology, but also with a bit of a problem. What kind? ...well, there's attacks. Like, a LOT. Seriously, there's a monster just about every week, and if it's not a monster it's a pretty mad villain who thinks he can show the city just who's boss. The Enforcers protect Megakat City, the main location and bastion of civilization for its people, as much as it can. Unfortunately, they're just not up for the job. Which is where the Swat Kats, a duo of vigilantes in their custom fighter plane, often step in to the annoyance of the Enforcer's leader Commander Feral.

Not that Mayor Manx's deputy aide Callie Briggs minds. She knows just what the city needs, and will often turn a blind eye or even call the Swat Kats to deal with a problem. Which is fortunate because there's going to be a lot more problems that show up. You'll be arriving right when the series starts, when a couple of grave robbers make the mistake of unearthing the Pastmaster.

And remember, it's a kid's show. Lighten up and have a little fun!

LOCATION:
Unfortunately there is no dice roll for this world, as everything happens in one single location: Megakat City. It is a world with technological innovations and there's always something new happening! I mean, if you don't mind the giant monster attacks... and the rampaging robots... and the psychotic villains...

Look, you're gonna have an interesting time no matter WHAT you do, this is a pretty busy city. Why don't we just move on?

IDENTITY:
To figure out how you're going to act and run about in this world, we're going to need to figure out an identity for you... maybe. Depends if you're into that, but if you do could you PLEASE stick with it? I want to see what happens and it's not a lot of fun if you break character. Roll 1d8+20 to figure out your age, and keep your current gender. You can always pay 50CP to change both of them to your whims.

Oh! You'll also be an anthropomorphic cat-person, and feel free to select the species of cat you want. Of course, I realize you may not like it... so you can pay 50CP to keep your current form. Unless you're a Drop-In, in which case you can choose to keep your current form for free since I'm literally dropping you in. ...get it? Dropping you in? Ah, whatever. Let's get this going.

-Drop-In (Free):
+No memories or personality to hold you back, you're your own person!
+Don't have to deal with hairballs
-No buddies or history to help you get used to this place
-You might get odd looks if you kept your base form
You find yourself falling... falling... until you hit the ground in an alleyway. I made sure you or the environment wasn't harmed, wasn't that nice? That hobo looked awfully scared, though... either way, this is it. Have a good time... or not. As long as it's fun.

-Enforcer (50CP):
+Part of a tightly knit organization ready to protect the city
+Access to military-grade resources and back-up as needed
-Your allies are slowly becoming more inept and incompetent; this is the Enforcer's fall from glory
-Feral keeps blaming your team for the Swat Kats
You wake up after you hear an alarm blaring in the office; seems you fell asleep at your desk. Who knows what you were dreaming, but the important thing is you're up now and charged with stopping some crazy stuff going down. Something called a 'Megasaurus Rex' is rampaging in the city... better get to it.

-Ace Pilot (50CP):
+Your vigilantism is well and truly needed in a time of turmoil, when the Enforcers can't keep up
+If you do your work right, you'll be heralded as a hero!
-The Enforcers do not like you, and will likely make things hard for you when they can
-The Swat Kats may not appreciate the competition depending how you do things
After an incident involving Commander Feral and his prized chopper (though where you got that much string cheese is beyond me), you were fired from the Enforcers and banished to a lesser-known scrapyard that the Enforcers and Pumadyne Industries use as their dumping ground. You've been keeping this place in shape ever since, but funny how the Enforcers throw out a lot of stuff... it barely took you any time to realize the majority of it still worked.

-Villain (50CP):
+You know how to get around the city, and more importantly how to take advantage of it
+Everyone fears you; they know you can cause a catastrophe... oh don't give me that look
-You may be a tad biased in how you see the city ever since your origin
-Just about every faction in this city doesn't like you; you're on your own
The ignorant FOOLS! Don't they see what glories would have awaited if they listened to you? The heights they could have reached w-... oh, right. Got a bit carried away. See, you were a researcher at Pumadyne. Or maybe you were a law official at the Court. Who knows, the point is you were scorned. You tried to make a move and people scorned you for it, and now you're out to show the city who they're messing with! Sure it's a bit demeaning to sneak around like some mere BURGLAR, but soon you'll show them. You'll show them all! ...ah, to heck with it. MWAHAHAHAHAHA!!!

SKILLS/ABILITIES:
You've determined your location and identity in this strange world of science and innovation... how will you prove your worth? Of course, I can help you get an idea of what you'll be doing... for a price.

-Rockin' Music (Free!): When you're going around or doing something awesome, you can choose to have a sick electric guitar riff or a few notes of heavy metal goodness playing as you work in all your glory! ...or villainy. Either way it's sure to sound amazing.

-Good for the Press (100CP) (50% off: Drop-In): The importance of appearance to the news and any potential supporters cannot be stressed enough. If you cannot put forth a good image, how will people trust you to run anything? You're skilled in maintaining a professional appearance, and you even have a bit of extra good looks to help.

-Stress Test (100CP) (50% off: Drop-In): When it comes down to the wire, you're calm and collected. You're able to notice details despite outrunning a giant bug, and if you're held hostage you can keep it together to take notes about the captor. A little detail can go a long way.

-Ounce of Paperwork (300CP) (50% off: Drop-In): You know what it takes to REALLY keep the city running. All the political weaving, the documents to ensure the sewage crews get paid, and how to make sure construction runs on time. ...oh, and as a result you get a better idea on how to maneuver the political workings of organizations or governments.

-It's a Virtue (300CP) (50% off: Drop-In): Politics is not always fast. Troops do not always move out in time. The mayor can REALLY be slow when it comes to his golfing. You're much less able to be stressed out when something isn't going fast enough, and you're able to know when it's best to just accept it or when to step in. You'll find yourself getting angry over this kind of thing less often, to the point where monks are wondering just what your secret is.

-Something's Up (600CP) (50% off: Drop-In): You haven't gotten this far without understanding situations and reading the enemy. Just by keeping track of what's going on, you're innately aware of where things might lead, and the kind of scenarios you'll find yourself... you're basically MUCH more genre savvy about a place you're in, and this can help you figure out what to do fast.

-Cutting the Knot (600CP) (50% off: Drop-In): Never again will you have to worry about the incompetency of your superiors. You know how to run and maintain an organization so effectively that you could choose to do all your work with a figurehead taking the credit with none of the actual contributed work... or improve said organization so much that everyone knows who's REALLY running the show. Perfect for maintaining cover, or for setting up a coup.

-I Don't Deal With Criminal Scum (100CP) (Free: Enforcer): You have your morals, your limits, and your code. There are lines you refuse to cross, and when faced with these lines, your willpower noticeably increases to resist temptation. Evil will have a harder time trying to bring you around, for in your mind

there is only justice to deal... or if you're evil, you can resist the temptation to do good instead. It can go either way.

-Aura of Authority (100CP) (50% off: Enforcer): When you walk, it is with confidence. When you speak, it is with resolution. Such things invoke power and respect, and people in an organization will take notice. They will be more likely to follow your orders, but this works much more effectively if you are a ranking officer. Be wary not to make your superiors think you're getting too big for your britches.

-Foot In The Door (300CP) (50% off: Enforcer): You have a very particular set of skills. Skills you have acquired over a very long adventure. Skills that make you a nightmare. You can use these skills as a way to convince certain organizations that maybe you're better off working for them, and as such make it easier to join a group you desire... provided you find them first, and convince them to hear you out. Naturally the more impressive your display is, the more likely they will take you in.

-Passing the Buck (300CP) (50% off: Enforcer): You did the best you could! You would have succeeded... if it wasn't for those meddlers. You have a real talent for putting the faults of a botched job on someone else, whether it was some pesky vigilantes, or a villain who did a surprise attack, or even that random soldier who didn't fire when he SHOULD have (how he was supposed to know this is not the point). You're also rather convincing, whether through force of personality or finding the weak points in a situation. If it was obviously your fault then this will not work, but the more chaotic and vague a situation is the better this works in your favor.

-Lead By Example (600CP) (50% off: Enforcer): If the ground troops do not see their respective leader doing their part, how can they have loyalty? You have taken this lesson to heart, and simply by seeing you participate in the fight your allies will be much quicker to rally together and put up the fight of a lifetime. Even the most incompetent of troops will be inspired, gaining some small degree of competency as they charge beside you. Also doubles as an amazing morale booster, and helps inspire confidence in the organization as a whole.

-Bring Me Chopper Backup! (600CP) (50% off: Enforcer): There are times when you need reinforcements... or distractions. Should you be part of an organization, you can use your pull to gather together a band of allies to fight on your behalf. ...of course, how you use it determines its effectiveness. Should you use it for every fight you can, they will generally be bumbling idiots who fight because you say, and will easily be taken care of... a distraction at most. However, if you hold out and use this sparingly, you will find your reinforcements have much better tactics and efficiency depending on the period of time between uses. This goes up to the maximum effectiveness of once a year, where you will be able to call upon the best in your organization's forces to turn the tide of battle.

-Unassuming (100CP) (Free: Ace Pilot): It's a dangerous world out there, and who knows when information can get into the wrong hands. Fortunately for you, you've developed a knack for pretending to be someone else. You'll have to create the paperwork and identities yourself, but with a smile and charming attitude like yours (and maybe a pizza or two every so often), you'll have a better time convincing others that you're not some secret fighter pilot... or worse. Just remember to keep your stories together.

-Fit As A Fiddle (100CP) (50% off: Ace Pilot): Your life tolerates no weakness. No laziness. You understand the need to remain in shape and strong, and your body shows it. You're at the peak level of physical human fitness, and your acrobatic skills have increased as a result... and of course, your sculpted physique is a nice bonus. Anyone who thinks a fighter jockey is weak is going to be sorely surprised.

-Scrapyard Skills (300CP) (50% off: Ace Pilot): Where others see junk, you see treasure just waiting to be utilized. You can make far more use out of scrap metal and tossed out electronics, repurposing them for many different tasks. That washer machine might have the parts needed to help spin an engine turbine, or that piston tube might be JUST the right size to refashion into a grappling hook launcher... it's all in how you use it and how you repurpose things.

-Got Your Back (300CP) (50% off: Ace Pilot): You know the value of teamwork and true friendship. Your coordination skills and efficiency with Companions have increased noticeably, and your teamwork skills have gotten to the point where half the time you don't even need to say anything... you all just have a knack of knowing what the other will do. If you spend a few months training and working with a non-companion, this can even extend to them.

-Heir to the Sky (600CP) (50% off: Ace Pilot): In ground wars, it is the air that offers true freedom. A whole new axis of movement, speed beyond any, and obstacles that can simply be flown over. You love flying. Your skills as a fighter pilot reflect that, able to use airborne vehicles to great effect. Your turns are superb, your aim with missiles is so great you could fool enemies into thinking you missed when you didn't. You're even able to pilot if the machine is badly damaged and by all rights SHOULDN'T be airborne... your skill and dedication is as such.

-Emergency Maintenance (600CP) (50% off: Ace Pilot): Machines. They can't work if they're not in proper condition. Of course, sometimes conditions prevent you from immediately fixing it... like if you're in the sky. And your plane is partially on fire. And you're being shot at. But you can't let petty things like that get in the way. You have a good idea of how to quickly patch things up while in the heat of battle, whether it's to get your vehicle/equipment back in fighting condition, or to get enough juice to get out of there so you can tend to it better. Better yet, the stress of the situation will barely phase you.

-Maniacal Laugh (100CP) (Free: Villain): Fools! You'll show them... YOU'LL SHOW THEM ALL!! You can unleash a truly terrifying laughter that will strike fear into the forces of good, and enforce to any minion you have that following you is in their best interest. It's also cool. What's that, you're a hero? Well it's now a JOVIAL LAUGH OF JUSTICE which will rouse the morale of do-gooders!

-Grunt Work (100CP) (50% off: Villain): What good is a villain if they have to do everything themselves? There is a chain, and you know how to form it... you're able to recruit minions and toadies more easily, whether it's from the dredges of society or when you're gunning down their boss in front of them. Sometimes you gotta pay attention to the sinister one.

-Back of the Alley (300CP) (50% off: Villain): The front door? Who has time for THAT? Well, you do, but that's not the point of an INGENIOUS plan! By studying a building or a location in the city, you can quickly determine the best way to sneak in or approach from an unexpected angle. Those pesky do-

gooders won't know you're there until it's too late! ...or you could just blow open the front door, but where's the fun in that?

-Think of the Profit! (300CP) (50% off: Villain): Where others see the chance to bring prosperity, you see the chance to bring CASH. You have a knack for figuring out how to best use an item or new invention to profit yourself, whether it's financially or personally. That mutagen? Instead of using it to help crops, you can sell it for a profit or mutate yourself to gain power! That crystal? Oh the things you could figure out... really, being a selfless do-gooder is for suckers.

-Crazy Theme (600CP) (50% off: Villain): A motif. A calling card. A strategy. A THEME. Every villain has one, and now you do too! It could be due to backstory, or maybe you found you were good at it... who knows? YOU DO! Not them! Those ignorant fools! MWAHAHAHAHAHA!!! Feel free to select (only) one focus out of three:

> *The Law: They say "Possession is 9/10ths of the Law", and you're aware of that. Learning legal systems is cakewalk. Manipulating them more so. You're much more competent at creating schemes that have disturbingly little legal implications, plans within plans that mean little to no risk for you. As a bonus, you are also capable of understanding and learning legal systems and laws much more easily, to the point of having a much easier time swinging high authority figures to your side and exploiting connections with them. Your appearance as a result grows more charismatic, more powerful-looking... any who see you will know you are the Law.
>
> *The Machine: Who cares for petty laws or the weakness of sinew and skin? Technology marches forward, and so will your crimes! Your knowledge and capacity to wield, build, and modify technology are improved enough to replace any part of the body with a machine equivalent... or completely transfer them into the body of a machine. As a bonus, your intuition with technology rises significantly. Any machinery you create or adapt will be aesthetically to your liking, and even any technology you immediately install on yourself will slowly shift to match your style. For you are the Machine.
>
> *The Flesh: The body is so much more than what we feel. People are so quick to deny the efficiency of biology and the ability to adapt... to mutate, to grow. But your mind has not been blinded by the march of technology. Your understanding of biology and how to induce mutations has increased dramatically, and more often than not you will have an intuition of what concoctions will have what effects. As a plus, any changes to your own physiology will have less complications, and any conflicts that may normally be a thing will be dramatically reduced. You are one with your Flesh.

-To Crime Another Day (600CP) (50% off: Villain): Villains are notorious for their plans, their flair... and their ability to get away from just about anything. You have an incredible amount of luck when it comes to escaping an exploding mothership, or a burning building, or anything of the sort. Even when by all rights you SHOULDN'T have survived that explosion, somehow you can crawl away with the barest thread of life, ready to recover and strike your hated enemies another day. Do not rely on this luck too much however, for Fate is fickle if called upon too much...

COMPANIONS & IMPORTS:
Not so fast! You didn't think I'd just let you run off on your own, did you? ...well you could, but at least check to see if you don't want some friends first.

-Standard Import (50CP): Bring in any companion you have, up to a maximum of eight! Each individual import is 50CP, with all eight slots costing 200CP overall. Imported companions come with a free background and 200CP to spend on perks only in this world, and Drop-Ins get the first two purchases free.

-Buddy Cop (200CP) (50% off: Enforcer): Good cop, bad cop... it doesn't matter, this Enforcer will stick with you thick and thin. They have this fascination with a six-shooter, though. But hey, they're still pretty cool and can rattle off legal concerns off the top of their head! They have the 'Enforcer' background for free and 400CP for purchasing perks. Hey, maybe you can make a sitcom out of this!

-Pilot Bro (200CP) (50% off: Ace Pilot): What's a pilot without their wingman? ...well I don't know, but instead of finding out why not pick this person up? They're the ultimate wingman, supporting you with any battle. They're absolutely giddy with a lot of things you do, and even the fact that you're a multiversal traveler just makes them more excited! They have the 'Ace Pilot' background for free, and 400CP for purchasing perks.

-Lackey (200CP) (50% off: Villain): They may have been someone you saved. Maybe they saw your awesome power and wanted to work for you. Either way, this croney is pretty damn competent and will do a lot of what you say, but they're pretty blunt and no-nonsense. So while they're way better than any bum you could find off the street, they may question why they have to run down main street with a fish costume on... or have second thoughts if you want to blow up that bus full of innocents. They have this Boston accent for some odd reason, though. They have the 'Villain' background for free, and 400CP for purchasing perks.

ITEMS & EQUIPMENT:
You have so many skills and abilities to let you do what you desire to do, but what about the equipment? The trinkets? Perhaps I could interest you in something?

-Origin Outfit (Free): Why go on adventure if you're not going to look the part? Drop-Ins get a stylish button shirt and dress pants, while Enforcers get a standard Enforcer longcoat. Ace Pilots get a custom flight suit, while Villains can either have a lab coat or a sharp mafia outfit. Do your work with CLASS.

-Currency Stash (50CP): Exactly what it says on the tin, this lets you get about five million in Megakat City currency. Plenty to get you started.

-Catnip (50CP): ...well, if you need it that badly. This will get you an endless supply of top-grade catnip... okay look, I won't lie. This is the equivalent of drugs in this world. You're going to be as high as a space-borne kite if you take this as a feline.

-Milk Supply (50CP): Wine? Who needs wine? In this world the top drink to celebrate is milk, and the higher the grade the better. You'll get an endless supply of the best this world has to offer... take it from me, you're going to be hard pressed to find better without magical intervention. Great tasting, AND really nutritious!

-Tool Kit (50CP): Never get caught without a tool for the job! With this it becomes easier to maintain or fix vehicles or machines you may be using, and it'll help you run a nice shop or lair to boot! Things are always better when you have the right tools.

-Sunday Best (100CP) (50% off: Drop-In): When you're working for the city, you have to remain in tip-top condition in the event of a reporter ambush. This fashionable business wear will never get dirty, and will always fit you regardless of proportions. Any damage will repair itself a day later, and it even comes with optional glasses. Color of your choice.

-Police Equipment (100CP) (Free: Enforcer): When the law needs a long arm. You get a laser pistol and rifle, a rather strong baton, and a grenade launcher that can fire either containment foam, electric nets, or tear gas. It's not brutality if it keeps the citizens safe.

-F-14 Tomcat (100CP) (Free: Ace Pilot): Well lucky you! You happened to have come a cross a stock F-14 fighter jet, just ready to be altered and modified as you see fit. It will actually take modifications quite well, allowing you to personally design your ride to the skies.

-City Map (100CP) (Free: Villain): When you need to ensure you get across town, you need to know how to get there! This map has an accurate representation of Megakat City, its sewer systems, and its back alleys, letting you move right along unhindered! Furthermore, this map updates to any city you're currently in, and will update with construction or traffic jams or any similar obstructions. ...just don't expect it to keep track of your enemies.

-Modular Motorcycle (100CP): NORMAL bikes? Who needs that? Pick one of these babies up, and you can have a sweet motorcycle that doesn't run out of fuel, and can switch to a hover mode at will! For an extra 100CP you can even make it the cockpit seat of any fighter jet you may own, and become much more accepting of modifications you may want for it!

-Missile Design System (100CP): To anyone else, it looks like an empty missile. To you, and the blueprints that come with it? It is a treasure. Using this you can design different forms of nonlethal or specialized missiles that you can fire. Scissor missiles? No problem! Containment foam missiles? No problem! You can even have a missile that launches punching gloves!

-Luxury Hover Car (200CP) (50% off: Drop-In): Never settle for anything less than the best. Should you select this, you'll have a stylish, luxury hover car that never runs out of gas! It's also got a bit of extra durability to it, so it'll be able to take some laser fire in the event you need to get out of dodge!

-Packed Armory (200CP) (50% off: Enforcer): When you're a stalwart protector of the city, you need to be ready for anything! Barrels of containment foam, scores of laser rifles, sound cannons, body armor... it's all there. It's enough to outfit a small army with delicious nonlethal (or lethal) goodness.

-Glovatrixes (200CP) (50% off: Ace Pilot): Nifty little gloves that can do so much! They have micro-missile launchers for all your custom missile ideas, grappling hook launchers, projectile launchers, and even a small laser weapon that can let you shoot at enemies, stun them, or torch through objects!

-Katalyst X-63 (300CP) (50% off: Villain): When you need to plan, plan BIG. This mutagenic compound will able to turn even a frog into a horrible bus-sized monster ready to tear apart whatever is in its way... or even turn a normal person into a giant monster able to scale skyscrapers easily. You may need to tweak it, but it's quite useful on its own.

-Scrapyard (200CP): Well, they gotta get their materials from SOMEWHERE. And now you have an ample supply of... scrap metal. It's got the occasional useful items; some tossed nonlethal weapons, a thruster module, even a radar dish. It'll have some occasional useful stuff, just... you know, also a bunch of civilian-grade scrap metal. Well it's not that bad, I'm sure you can repurpose this endless supply of scrap metal that piles up in an area attached to your Warehouse. Though I'd mind the rusted parts, I'm not sure how well a Tetanus shot will help you now.

-Briefcase of Bluffing (300CP) (50% off: Drop-In): Do you have the paperwork? Why, yes you do! This amazing briefcase can produce paperwork for about any daily situation you could ask for! Identification for entry into the lab, permission to walk on the military base, orders to have construction crews working on this building... so long as you don't go asking for REALLY outlandish things or brag about it, this will get you far.

-Enforcer Tank (300CP) (50% off: Enforcer): A two-person hover tank that means business. The Enforcer Tank has twin high-grade laser cannons as main weapons, with smaller laser weapons below the main cannons for anti-personnel purposes. It also has a missile rack that can fire six guided missiles at a time, so altogether you're looking at a tank that could put an M1 Abrams at risk of replacement. As a plus it's also pretty cheap to make more of these!

-Hyperspace Module (300CP) (50% off: Ace Pilot): Where do you even get that many missiles?! By installing this weapons bay into a vehicle of sorts, your missile capacity increases dramatically. How? I don't know, maybe you're really good at compartmentalizing this stuff. It can even let you store different kinds of missiles, for whatever crazy plan you have in mind.

-Surge Coat (300CP) (50% off: Villain): This is a really scary piece of work. By using this coat, a person could turn into electricity and jump right into a computer or other technology to hack it! This usually creates a power surge that fries the technology, but I'm sure you can fix that somehow. It lets you travel power lines and generate electricity for offensive purposes too, which is nice. As a plus, you can attach a cable to a computer and literally suck up data like a vacuum cleaner! Just be sure you pull up the data you want first...

-Lair (300CP): Why be on the run or deal with junk all the time? With this, you'll have access to a wonderful lair you can use to carry out your operations in! It has a repair center, a hangar bay/runway that's hidden, a place to store your tools, and a training area! It even has a comm center to keep track of

the city... beds are separate. In other worlds, this will be placed in an out-of-the-way location of your choosing.

-TurboKat (400CP): Why not go for the full package? By selecting this you get an exact replica of the Swat Kats' own TurboKat fighter plane! It has all manners of gadgets, VTOL and hover capabilities, is prepared for deep space and atmospheric re-entry, AND a fair amount of sturdiness! Scare your enemies with this amazing piece of technology today!

-Orb Design Plans (800CP): Well... this is curious. The design plans for a Micro-Brain Repair Unit... this won't show up for some time, but it is quite useful nonetheless. Once assembled, it will have the ability to scan and repair any damaged machinery it comes across, simply by using the materials around it. The more advanced the machine is, the longer it will take... but it will do its job. Even more concerningly, it has the ability to learn and adapt itself, assimilating machinery to create a more grand body. It may come with existential issues... are you sure you want this?

DRAWBACKS:
You crave more? Well, in exchange for making things more difficult, I can arrange something. You may take as many drawbacks as you wish, so long as it totals 600CP. Any more and you will not get the CP for it, but you can take it for flavor if you're feeling gutsy.

-Aw, Crud (+0CP): Well, you don't HAVE to take this... but this is a kid's show! This would instantly replace your swearing with something a bit more kid-friendly. Again, you don't have to take it but maybe it's something to think about?

-Loser (+100CP): Honestly, no one respects you. You're a joke, a buffoon. No matter what you do or say, no one will believe you on important things. No one will listen to your plans, and no one will take you seriously when it matters. Prepare for things to go wrong. A lot.

-Bad Hair Day (+100CP): You cannot look good by ANY means. As a good guy, your hair will always be a mess and the Fates will conspire to ensure any attempt to not look like a trainwreck goes bad. As a villain, your appearance is campy in all the wrong ways, and people will be laughing at you rather than fearing you. You'll look like you just crawled out of a garbage can that exploded in a tacky Halloween store.

-Inadequate Steele (+200CP): There's always that useless crony that wants your job, yet is never qualified... and yet he's always around for some reason. Whether it's an aide, or a police officer, or even your villainous second in command, you have one now. This slimey loser will jump at the FIRST chance he can get to steal your position, and will use any opportunity or item he can get. Yet for whatever reason you always keep him around. You can't even kill him or leave him injured for more than a day. I'm kind of surprised his first name isn't 'Starscream', that's how bad he is.

-The ENFORCERS can handle this!! (+200CP): It is just not your day... any day. The Enforcers are the police force of Megakat City. They're also bumbling incompetents... which means they're going to

directly impact you. Any plans you have will be dashed by these idiots barging in, any vigilantism will have them shooting you down any time they can... and if you're a villain, your evil schemes will often be derailed because the Enforcers just had the gall to crash land a chopper onto your delicate equipment or objectives. You will never escape this.

-They're All Red Wires (+300CP): Aw, crud. Your standard campy cartoon logic doesn't work here. ALL the bomb wires are the same color, the villain will shoot instead of monologuing, and the forces of evil have generally stopped messing around. The competency of villains have skyrocketed. If you're a Villain, the opposite has happened... the Swat Katz are much more awesome than you will EVER be, Feral's put aside his differences with them, and the Enforcers are so competent you'd think any of THEM could have been the Swat Katz. All while your fellow villains are incompetent, thematic whackjobs. It's gonna be rough.

-Attack of the 50 Foot Whatever (+300CP): Is there some kind of factory for these things?! It seems like every other day there's a giant kaiju creature attacking, or a machine which grew to terrible heights, or a mutation gone wrong, or some magical maniac, or SOMETHING. Worse yet, any damage done to the city or lives lost will be directly be blamed on you... and there is NO way for you to get any heads-up on it. You'll only know there's a monster when it's already begun its rampage.

-Morbulus Comes (+600CP): WHAT IS WITH THIS GUY. The Swat Kats were supposed to have taken him out, but for whatever reason he's alive... and unkillable. Any strike makes him merely multiply, any biomass he consumes will make him bigger, and the longer he goes the more resistant he becomes to your powers. Any 'kills' will make him come back in a week, and any attempt to lock him up will have him escape within a week as well. Why does he do this? He wants you. He hungers for you. He will consume you, if he can help it. If he succeeds, it's game over.

-Madkat Menagerie (+600CP): A man named Lenny Ringtail once found a terrible jester spirit named Madkat, and when he fused with the spirit he gained the ability to virtually warp reality. Only now... instead of tormenting the Mayor, he wants to torment YOU. Guns will become flowers, missiles may be water... you could be in a jet only for him to pop out of the console. He is psychotic, unpredictable, and worse of all: Bored. Oh, and his little weakness? Not weak anymore. Prepare for ten years of mind-shattering insanity. Madkat feasts upon your misery and tears.

-Past Shenanigans (+800CP) (Takes All Drawbacks): You REALLY want more, don't you? Well, I can indulge... the Pastmaster has realized you're a danger, and has decided to throw you into medieval times. Only this time he put on some conditions; anything that uses electricity is more or less useless, your abilities are all gone save for the ones purchased here, and any magic you may wield is next to nothing. This is a time where sorcerers are very real, and creatures as large as skyscrapers roam the lands. You must survive 50 years in this timeline... and should you slay any of the main characters' past selves you will be sent home. Good luck.

-Mangy Cat (+800CP) (Takes All Drawbacks): You (and your companions, if you brought them) are a normal housecat. Not a bipedal cat, an actual, tiny quadruped housecat with no powers and no ability to

speak. You cannot access the warehouse... and you're in a city that gets torn apart every other week. Do the math.

-END CHOICE:
All has been said and done, and you are at the end of your journey here. All drawbacks are revoked, any damage done to you has been changed if you wish it. You can also have your catlike form as an alternate form to shift into at your leisure. For now you have one final choice to make.

-Go Home:
You're done. This world of cats and catastrophe and insanity is too much. This was the final straw, and you return to your home with all you have gained.

-Stay:
Curious... you feel at home here? Very well. All your affairs back on Earth will be handled, and your loved ones will be taken care of. Furthermore, you gain the ability to shift from cat to human at will, and may gain another 1000CP to use immediately with everything discounted.

-Move On:
The story never ends, and there is more than this sky to patrol. You move on to the next world, with time paused on Earth still so you may see the radical events that may unfold.

...what? I'm allowed to say 'radical'.

NOTES:
-You can't steal Pastmaster's time-traveling watch.

-You can't eat Madkat to gain reality-warping powers.

-You can't use lightning to find dopplegangers of yourself.

-The Scrapyard is a supply of regular Earth-like scrap metal, with a technological edge allowing laser weaponry. You won't find anything more advanced than parts for laser weapons or military grade fighter parts.

-Hyperspace Module only works on weapon compartments.

-The Orb Design Plans has a fatal flaw: If the core itself is damaged, the whole thing could undergo a catastrophic collapse. It will take time and a great deal of resources to fix this flaw, as the core is the most important part. It is like the 'brain' of a machine; once it's gone, everything is gone.

Thanks to Quicksilver, Captain Brutus and OneArmedAnon for helping out!