World of Lewd Superheroes Jumpchain
Version 1.0

Welcome to a world of superheroes and supervillains, a place where men and women from every walk of life put on spandex outfits and live double lives as guardians of justice or nefarious evildoers. But this isn't just any superhero setting, it's a world that would make the CCA *seethe* in impotent rage at all the graphic sexual content strutting about. Superbeings of all varieties have super-sized libidos and no qualms about indulging their appetites, from heroes getting frisky with their teammates and sidekicks to villains who put their damsels into all different kinds of distress. From the streets of New York City to the farthest reaches of outer space, this world runs on erotic fantasy, and you'll be here for the next ten years of your journey.

This is a lewd "generic" jump, which means you can use it to visit any superhero setting you can imagine and give it a great big dose of smut and porn logic, from old favorites like Marvel and DC to newer entries in the genre like My Hero Academia or Invincible. Or you can mix and match settings and make a merged setting out of several franchises so long as they're all superhero settings. It wouldn't be the first time stuff got fused together because of some weird multiversal crisis crossover event.

Now take this **+1000 CP** and get to work.

Origins

All origins can be taken as drop-in options.

Rising Star

All heroes and villains start their career out somewhere, whether as another hero's sidekick, as a friendly neighborhood guardian, or even a C-list villain running a crime spree out of his garage. You may lack the power and experience other superbeings enjoy but being farther down the food chain has benefits too.

Paragon

Paragons are what most people think of first when superheroes come to mind: the mascot of the city, the hero everyone wants to meet and every newspaper wants pictures of. Equal parts hero and sex icon, you win people over with raw heroic presence, forming teams of superfriends (with benefits) and occasionally even seducing villains over to the side of good.

Vigilante

Where paragons do their work out in the open, vigilantes lurk in the shadows, working outside the law and playing by their own rules. These caped crusaders use dirty tactics to bring justice to villains, finding their own ways to punish or reform villains when the legal system proves powerless to stop them.

Rogue

Agents of chaos, rogues are what most people think of when they imagine a supervillain, someone who's completely out for themselves and can only be stopped by a great hero. Rogues are major threats to the heroes who tangle with them and some even become the nemesis of a chosen hero, tailoring themselves and their powers to become more dangerous than ever to that particular enemy.

Mastermind

In the chaos of the criminal underworld the mastermind is an oasis of order and control. Always the leader of a gang, villain team, or even the CEO of a corrupt corporation, masterminds dominate everyone around them and bend the world to their will, turning common crooks into elite enforcers and even brainwashing heroes into serving them as their minions.

Age & Gender

Heroes and villains come in all shapes and sizes. You can freely choose your character's age and sex, both the traditional male and female as well as more exotic options like futanari.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Most Common Superpower (Free)

It's a very rare superbeing who doesn't look like they stepped straight out of a magazine centerfold. From chiseled abs and bulging packages to breasts and butts that would make porn stars jealous, you've got a figure that almost anyone with any desire for your gender would take a keen interest in. The specifics are entirely up to you as long as you stay within what's plausible for human bodies (a twelve-inch cock is fine, a twelve *foot* cock is not) and you can freely adjust your figure and appearance at the beginning of every new jump. Whatever you choose for yourself needs no effort to maintain regardless of your lifestyle.

Superdickery (Free)

Heroes and villains alike have long sought solutions to the old "man of steel, woman of kleenex" problem but you don't need anything special if you want to use your superpowers to spice up your sex life without risking the safety of yourself or your lovers. Accidents simply don't happen in such situations, regardless of how strong or durable you are or whatever exotic powers you bring into play. You need to make a real conscious effort to hurt someone before your powers become capable of doing so. As an additional bonus unwanted pregnancies and STDs simply don't happen to you and your partners.

Rising Star

Living the Dream (100 CP)

Life as a cape isn't always everything it's cracked up to be but you live an abnormally charmed life, never suffering from minor inconveniences that ought to logically follow a person living the super lifestyle. You're always well-rested in the morning even after you've been out patrolling for criminals or working on your mad science project until 3 AM, your costume never chafes or smells no matter how long you spend in it, your cape never gets snagged on obstacles while you're flying around, and so on. Even without a healing factor you shrug off minor injuries almost overnight, and if you live a double life as a cape your civilian and professional lives will clash far less frequently than they should.

Beginner's Luck (100 CP)

Newcomers may not get showered with attention from the press like the big celebrity supers do, but Lady Luck is another story. What you may lack in raw skill or suave charisma you make up with a preternatural blessing of good luck which helps land you in sexy situations, almost as if the hand of some pervert artist were drawing you into them. Your heat vision might blast the clothes off of a sexy villain as you defeat her, or the damsel you abducted might coincidentally turn out to have a fetish for being tied up and "raped" by handsome villains like yourself. Good luck doesn't just happen to you, it supplements your own efforts as a super, turning your successes into lewd successes, and the more time you spend on acting like a hero or a villain the more of that good luck you'll receive for your efforts.

Burgeoning Assets (200 CP)

You may be new to the super lifestyle but having a lot to learn also means you've got lots of room to grow. You're a fast learner and have a talent for thinking outside the box to invent all kinds of new uses for your powers as you grow into them. Whatever powers you have are inherently more flexible in your hands than they'd normally be, allowing you to train a power which does one specific thing into a focused powerset of similar powers. A mutant whose only power is to shoot lasers from his eyes could train his eyes and gain x-ray vision for example. Your flexibility is especially striking when developing erotic uses for your powers, like a super with a lightning manipulation power learning to give his hands an orgasmic taser touch effect, making these new powers far easier to develop and master. Maybe it's a motivation thing?

Gadget Geek (200 CP)

Young supers rarely have the resources of established ones but some have a knack for building their own costumes and gadgets, and if they first mastered those skills for the sake of building a fursuit or a custom vibrator then that's their business. When it comes to making your own gear you're a jack of all trades who can build all kinds of equipment with a fraction of the time, effort, and resources that others would require. Though you lack the knowledge and skill of the world's super-geniuses, you can easily create miracles of conventional science on a tight budget: from concocting web fluid out of household chemicals, to forging armor and weapons out of scrap metal, to assembling advanced electronic gadgets with just a few circuit boards and a soldering iron, all with a degree of quality and craftsmanship worthy of any pro's equipment. These passion projects benefit greatly from the passion you pour into them, and when you're inspired by your work you can crank out a new creation in a hyper-focused night of feverish work that would've taken a saner person a week or more to cobble together.

Big Sidekick Energy (400 CP)
Lots of heroes and villains have sidekicks or minions who work with them but not everyone knows how to spot a great potential sidekick in a crowd of fanboys. You've got a special spark that makes you seem like a natural fit for the position, and luck often arranges for you to be in just the right place at the right time to attract the interest of a mentor willing to take you under her wing and teach you her secrets. Once you've become a sidekick you gain a powerful chemistry with your mentor for as long as you remain a team with her. This special affinity helps you in many ways, allowing you to easily support your teacher in battle with combo attacks; quickly absorb her lessons and grow your skills; or charm her panties off like a Casanova, then find all her favorite weak spots and bring her to as many screaming orgasms as she can handle.

Young Blood (400 CP)
One of the upsides to being a newcomer to the superhero scene is how you haven't made a reputation for yourself and your enemies are likely to have no idea what you're really capable of. Despite this they seem predisposed to underestimate you, looking down on you as less threatening than their other enemies. Not only does this cause your enemies to grow lazy or overconfident when fighting you, giving you chances to sucker-punch them at least once or twice a fight, but outside of combat they're much more likely to decide to try to turn you to their side or use you in their plans rather than destroy you. Your foes will often attempt to seduce you into joining them, even offering sexual favors as bait and thinking themselves very clever if you appear to fall for it. Take care though, there's only so long that you can keep fooling them before they start taking you seriously, especially if you're actually much stronger than you seem.

Plus Ultra! (600 CP)
Where established heroes and villains might be set in their ways, the potential of a young super is almost limitless. With so much growing left for you to do before you hit your prime, don't be surprised if you start developing completely new powers from scratch or adapting to the powers of other heroes and villains in your life. You're able to gain new superpowers or resistances to the powers of other people by having sex or being in a romantic relationship with them, for instance after going steady with a psychic girl for several months you might become resistant to psychic powers. These powers develop from your existing abilities whenever possible: a sorceress might gain far more powerful fire magic after being in a relationship with a pyrokinetic, but a psychic heroine would get pyrokinesis instead. These new powers are weak at first but can grow very quickly by maintaining a lasting relationship with your partner, and if they're much stronger or more experienced than you the effect is multiplied several times over.

Friendly Neighborhood Jumperman (600 CP)
Newbie supers don't stay newbies forever. Sooner or later people start noticing you and word gets around that there's a new cape in town, and before you know it you've got a reputation. Your reputation is a huge benefit to you, even more so than celebrity heroes who might take their fame for granted. As you cultivate your reputation within an area no bigger than a large city you gain large bonuses to interactions which line up with the reputation you've built for yourself. Heroes easily gain the respect and admiration of the police and general public while becoming much more intimidating to villains and criminal elements, for example, and more specific elements of your reputation like having a no-kill code or being amazing in bed give you even larger bonuses whenever they become relevant. Unlike more established supers your super-identity is fluid and can be reinvented by overhauling your costume or moving to a new city, letting you start fresh with a blank slate, but the longer you stick with an identity the greater the benefits you'll gain from it.

Paragon

Rescue Romance (100 CP)
Heroes are larger-than-life figures by nature, doing things nobody else can do and inspiring whole nations to live up to the example they set, but they also inspire other sorts of feelings, the kind best demonstrated behind closed doors. You're about as charismatic as heroes get, with a winning smile and a natural charm perfect for flirting with love interests or bantering with enemies, and those charms are most effective when performing heroic deeds. Whether you're supporting your allies in battle or saving damsels from a burning building you can easily win the respect and admiration of people you save and plant the seeds of desire in the hearts of those you find attractive. A well-timed rescue will even win over those who wouldn't normally return your feelings: save a sexy villain from an untimely demise and you'll take a very big step to winning her heart and maybe even convincing her to turn over a new leaf.

World of Cardboard (100 CP)
Many heroes prefer to take villains down non-lethally, and some will even refuse to kill at all. This is easier said than done for many heroes, but you've trained extensively to bring your enemies down without killing them and have mastered an arsenal of techniques to securely restrain defeated foes. Even if you're going all-out you can easily pull your punches just enough to avoid killing opponents and limit collateral damage without otherwise impairing your performance, and once your foes are beaten you can be sure that they'll *stay* beaten instead of getting a second wind or escaping to cause more trouble simply by tying them up. Whether you're slapping on a pair of handcuffs or locking them down with your superpowers, your bonds are impossible for defeated foes to break or escape on their own.

I Can Do This All Day (200 CP)
A hero's willpower is just as important as his superpowers and paragons are especially respected for their invincible fighting spirit and determination. Even compared to other heroes you have incredible conviction and strength of will, so much so that you can easily shrug off mind controllers or ignore pain and pleasure if they distract you from more important matters. Even if you're badly wounded your resolve allows you to ignore your injuries and fight on unfazed, even to the last breath if necessary. But your enemies aren't the only ones who'll notice this incredible staying power, because this willpower serves you just as well in the bedroom as in battle. Quite simply you never run out of stamina because you can force your body to keep performing through sheer willpower long past the point where you should have collapsed from exhaustion. Even an ordinary human with such strength of will could satisfy his superhuman lovers through sheer grit, and if you're ever captured by a villain determined to make you their toy they're sure to break long before you ever will. You might be a little sore in the morning but it'll be the soreness of a job done *very* well.

Never Fear, Jumper's Here! (200 CP)
A hero is more than a man with superpowers who punches bad guys. A true hero is a legend, one crafted through heroic deeds until he transforms into a symbol of hope and a warning to those who would prey on innocents. If you haven't already built such a legend for yourself then you will soon: your reputation is just as powerful as your actual superpowers, your mere presence empowering your allies and crashing down on villains like ten tons of justice, sapping their morale and with it their ability to fight effectively. The more well-known you are the greater the effect becomes, and if you're famous enough you can turn the tide or send lesser villains running for their lives simply by appearing on the battlefield.

When Justice Sleeps (400 CP)
Even if you're the greatest hero on Earth you'll run yourself into the ground if you don't take a break every now and then, but how can you rest knowing that somewhere in the world innocent souls are crying out for help? Well, every now and then, they simply… *aren't*. In much the same way that you earn time off at a conventional job, your heroic deeds amass good karma that you can spend to create periods when you simply aren't needed because the world is at peace, at least for a while, so you can freely take a vacation or shack up with your harem for a week-long orgy without shirking your responsibilities. Greater deeds will earn you more good karma, and whenever you save the world you'll earn a full year of time off all at once. Naturally, nobody will wonder why their hero is taking a vacation when there's no hero work to be done.

Team Leader (400 CP)
Most heroes work alone but when they join forces and become a team someone needs to step forward to assume a leadership position. You may not be the strongest hero around but none will dispute that you're an exceptional leader with a magnetic personality, making you the glue that holds your team together and makes them much more than the sum of their parts. Most people find you very easy to get along with and even anti-heroes and other difficult personalities are inclined to follow your lead unless given good reason not to. Your presence in a group eases friction and helps everyone get along, and if you had a mind to do so it would be a simple matter to transform a team of heroines into a harmonious harem of lovers with you at their head. More importantly, when it comes time for battle you have the tactical ability to make the best use of yours and your teammate's skills, whether you're combining your powers into ultra-powerful special attacks or fending off an entire alien invasion with superior tactics and a handful of allies.

Symbol of Hope (600 CP)
Having superpowers isn't what transforms men into heroes, it's the ideals they represent that matter most. Whether you fight for truth and justice, sexual freedom, or something else entirely, you're a symbol of your ideals and can inspire virtue and heroism in others by performing great deeds in the name of those ideals. When you battle evil or protect others your actions inspire onlookers and those you help, bringing out the best in them and gradually making the world a better place one good deed at a time. Eventually you'll see major changes in the world as your deeds begin to add up: plummeting crime rates, shrinking poverty, the end of prejudice and more are all possible with enough time and effort on your part. Apart from traditional virtues you can also promote a few of your own and shape the world to come without risk of tarnishing the utopia it may become. Maybe you'll promote sexual liberty and eradicate the shaming of healthy desires, or help revive traditional gender roles and create a harmonious patriarchy, or just embrace your kinks and spread them far and wide for the world to enjoy with you.

Friends With Benefits in High Places (600 CP)
Ordinary people aren't the only ones enthralled by heroes; they're also rather fascinating to higher beings like gods, nth dimensional elves, and stranger things far beyond mortal comprehension. You've somehow attracted the attention of one such being and gained their favor, perhaps because your adventures amuse them or just because you showed them that you're a god between the sheets. This mysterious benefactor often intercedes on your behalf in subtle ways, much like an author showering their favorite character with gifts, whether by encountering powerful and beautiful allies or other serendipitous occurrences, especially ones that end with you between the sheets with a lovely partner. If even this much protection isn't enough, once per jump they'll even snatch you away from death's embrace and guard your soul until you're rested and ready to make a grand heroic return, though they won't object should you choose to stay a while and reward them for all of their assistance.

Vigilante

Detective Dick (100 CP)
Villains are a dastardly lot with all sorts of dirty tricks up their sleeves, but you've been around the block a few times yourself. You're familiar with the grim and gritty side of superheroing and it's a lot harder to pull the wool over your eyes when you know every trick in the book. You have a razor-sharp wit as well as the eagle eyes and attention to detail of a world-famous detective. When you're focused on solving mysteries or other detective work the pieces of whatever puzzle you're working on seem to click together all on their own, and when you're focused on attending to business before pleasure it's nearly impossible to deceive, distract, or seduce you, a handy talent to have when you're interrogating a sexy villain. In fact your wits are so sharp that even drugs or mind control struggle to pierce your mental defenses, at least for a while.

Privacy Please! (100 CP)
One downside to being a public figure is dealing with the paparazzi and others who insist on sticking their noses into your private life, but you've gotten a lot of practice keeping your public affairs firmly separated from your personal ones. A mask is all it takes to hide your identity from the wondering public; never mind crime scene forensics or audio analysis of your voice or similar tricks, they simply won't work against you while you're in costume. Moreover, you can always find quiet and private locations even when you're right in the middle of a big city. Whether you're changing costumes in a phone booth or getting a blowjob from your sidekick in an alleyway, privacy is never more than thirty seconds away. Of course if you *want* some sexy reporter to catch you in the act you can easily make that happen too.

Genius Billionaire Playboy Philanthropist (200 CP)
Some heroes come from ordinary backgrounds or arrive from distant planets, but you come from another world entirely: the debauchery of high society. Maybe you were once the heir to some kind of royalty or a multi-billion dollar corporation, but whatever the case you've perfected the vapid socialite act and can use it as a mask to hide your true self. Sure you might be the only person in the tri-state area wealthy enough to fund your superhero persona's vigilante career, but villains, cops, and nosy reporters can never seem to put the pieces together even when the evidence is right under their noses. If you keep this ruse up you can count on being constantly underestimated by everyone around you… except where your skills in the bedroom are concerned, because there's nothing fake at all about your roguish charm and magic fingers. You can reel in just about anyone you set your eye on and give them a night they'll never forget.

I Have One Rule (200 CP)
Vigilantes sometimes straddle the line between hero and villain and it's only their personal code of ethics that keeps them firmly on the side of the angels. By sticking to a code of your own you're able to maintain the moral high ground even when your job requires you to take actions of questionable morality or legality. Refusing to kill villains, for example, makes imprisoning and sexually interrogating them seem much less reprehensible to heroes who might normally be horrified by such actions. The Paragon or the police might grumble about your methods but they'll never turn on you so long as you stick to this creed (at least as far as they know…), though if you do break it all bets are off and you'll lose this perk's protection for a period of six months, after which you can start to rebuild your reputation.

Kiss of Life (400 CP)
Everyone knows that few things heal a broken hero like love, but failing that lust is an excellent substitute. Genuine affection and pleasure both massively accelerate the healing of wounds and ailments of all sorts, whether by rubbing healing oils on scarred bodies, holding them close when the terrors come at night, or simply helping them feel *whole* again. Even if you were to come home riddled with bullets or infected with an alien virus, a night spent in the arms of a lover will have you walking again by morning, and if you can squeeze in some sexy time you'll be ready to give those crooks some quality payback by the afternoon. This benefits not only you but also any target of your affections, be they a young protégé who got in over their head, or your favorite cat burglar after she pushed her luck too far. No matter how dark the night may be, so long as you have each other all wounds will heal and you'll face the coming dawn together.

Boy Wonder, Girl Genius (400 CP)
Paragons may work in teams but Vigilantes tend to prefer to fly solo… with the notable exceptions of their faithful sidekicks. You're a gifted mentor with a knack for picking up and training young supers into worthy allies, or at least useful distractions for your own exploits. You can spot a promising sidekick in a crowd of bystanders and your training methods always bring out the best in anyone you take under your wing, both strengthening their bodies and minds and helping them fill out in all the right ways until they're as sexy as they are skilled. Whether or not your training methods involve seducing your students and sculpting them into your ideal lovers is strictly a trade secret. Your students are also much more likely to eventually reach their full potential because where most heroes risk death or serious injury in the line of duty, your students are magnets for sexy hijinks instead, and whenever something would normally kill or seriously injure them they'll usually suffer humiliating but sexy pratfalls or damsel in distress situations instead.

Dance With the Devil (600 CP)
Superpowers are all well and good but you know better than most that a hero's greatest power is his mind and you've honed yours to a razor's edge. Where villainous masterminds plan for every eventuality you're at your best planning in the moment; examining a situation and immediately seeing every single way you can turn it to your advantage in a flash of insight, then following through with perfect mechanical precision so long as your plan is something you're physically capable of. Those bedsheets can be torn for bindings, kick the desk over and you can use its legs as an anchor to tie down that crook. The enemy favors his left side too much; a quick flash of your breasts will distract him enough for you to get a hit in, then grab that vial you need from their belt in one motion. Three lovers, one's a metahuman, the other is a psychic alien and the third is an amazon? It'll push your body to its limit, but so long as your body and will can hold out, you won't be the only one too exhausted and satisfied to move by morning.

A Plan for Everything (600 CP)
Even when outgunned and outnumbered the best heroes can always find a way to pull through with good planning and intelligence, but that's a step below what you have. Call it prep time or paranoia or whatever you want, but it's incredibly hard to catch you off-guard when you seem to have a plan for every occasion. No matter where you are or what condition you're in you always have preparation on your side, as if you'd spent several hours arming yourself and shaping the battlefield beforehand if it's even slightly possible for you to have done so, though these plans will always have some kind of erotic bent if it's possible for them to have one. Attacked by villains with aphrodisiac musk? You packed a spare gas mask in your utility belt. Ambushed by assassins in your own home? The whole place is wired with lewd traps pulled right out of a sex dungeon. Sure, you never *actually* boobytrapped your mansion or packed that mask, but the moment you need them there they are. However you can still be caught off-guard by things you genuinely couldn't have seen coming, like being betrayed by a love interest.

Rogue

Combat Seduction (100 CP)
If you're fighting for your life and you're not fighting dirty then you're doing it wrong and probably going to get yourself killed. And what better way to fight dirty is there than exploiting the weakness *everyone* has? You're a master of weaponizing sex in combat and keeping your enemies too distracted to fight their best. Like a stripper on a pole your every move seems to highlight all your best features without ever hindering your performance (especially if you dress to impress in tight spandex or other revealing outfits), and you can find all sorts of ways to molest your enemies mid-fight, inflicting pleasure as debilitating as any injury. Naturally this is quite distracting, and the more attractive your enemies find you the more their skills suffer while fighting you, though enemies who have no sexual interests are unaffected. A fight with you is most likely to end with your defeated foes either out cold or too horny to resist as you have your way with them.

Kryptonite Factor (100 CP)
Everyone knows that Superman loses his strength in the presence of kryptonite but that kind of weakness is far from the only way to take a superhero down a peg. For instance, did you know that Wonder Woman is weak against bondage? You're a master of hitting your enemies where they're most vulnerable, turning their fetishes into weaknesses as devastating as a kryptonite factor. When you exploit these weaknesses you inflict crippling pleasure strong enough to briefly strip your foes of most of their powers. Superstrength fails when their bodies contort with pleasure, magic spells and psychic powers can't be brought to bear if a heroine is cumming her brains out, and an exhibitionist who gets some public exposure will barely be able to function. In your hands pleasure becomes a delightful poison that can strip the mightiest heroines of their power and reduce them to normal girls until they've had time to recover from your attentions, and if you don't give them that time you can keep your victims helpless as long as you like, even indefinitely.

Mad Love (200 CP)
Common sense dictates that nobody would want to be in a relationship with a supervillain, but the world is full of fools and romantics who're entirely lacking in good sense. Maybe it's true that all girls love bad boys or that every Batman wants a Catwoman; either way, your villainous deeds and wicked personality are no obstacle to finding interested partners, in fact to some people they just seem to make you *more* attractive. Maybe they think they can "fix" you, or the thrill of living dangerously is the whole point to them, but you're strangely charming despite being clearly dangerous or unhinged and your love interests are plenty willing to excuse your flaws and bad behavior, *especially* when it applies to them. After all, who doesn't want to mindfuck an unwitting damsel and enslave her into your perfect little harlequin?

Presentation! (200 CP)
You know what separates supervillains from normal villains? It's style and pizzazz, a flair for theatrics and a good villainous laugh, all of which makes you outstandingly memorable the moment you enter a room. Not many villains can dress up in a gimp suit and smack people with a gigantic dildo and still be taken as seriously as any mob boss or serial killer, but somehow you make it work. You're a gifted designer with a sense of style that lets you apply special aesthetics to your creations without hindering their performance. In fact putting style before substance seems to improve your creations! From your costume to your lair to your mad science projects, anything you (or your minions) make can be enhanced by making it conform to a particular style. Make a ray gun and give it an ice motif? Instant freeze ray, and if you were making a freeze ray to start with then the aesthetic will make it even better at its job. By the same token you can make skimpy spandex costumes or bikini armor with the same defensive quality as a proper suit of armor, or make doomsday weapons that nuke people with horny instead of deadly radiation simply because you made sure the warhead was shaped like a penis.

One Bad Day (400 CP)
Masterminds may corrupt and enslave their enemies but a rogue is the one most likely to break a heroine and ruin her life. In other worlds that might mean killing them or their loved ones, but here it means you've fucked or mindfucked her so hard that you've turned her into a sex-addled nymphomaniac who can barely function as a hero at all, a definitive bad end for a heroic career if there ever was one. Once you've gotten your hooks into someone you can drive them mad with lust, bringing them down to your level and winning with experience. Even the best heroines might never be satisfied by anyone other than you and will have trouble fighting you again later, and weaker heroes might hang up the cape and retire from superheroing entirely after a single night of being captured by you, or develop such strong fetishes for being defeated and fucked that they unconsciously self-sabotage to the point of never being able to beat you again.

Penguin Enterprising (400 CP)
Organized criminals often adopt a policy of "don't shit where you sleep" to try to avoid the consequences of their criminal enterprises, but for you that's kid stuff. Why shouldn't you revel in the fallout of a heist or crime spree when that fallout invariably works in your favor? Where other villains corrupt people you're a one-man crime wave capable of corrupting entire cities at once through both your own wicked deeds and the fallout they create. While you won't have direct control over these changes, they always make the city more comfortable and convenient for villains, yourself most of all. Bribe a few cops and the entire police force becomes marginally more corrupt, or knock over a bank and watch as people turn to prostitution out of desperation, perfect recruits for your own endeavors. Normally it'd take decades of crime, corruption, and mismanagement to turn a shining metropolis into a wretched hive of scum and villainy, but you can make it happen in just a few years, and the changes you make tend to stick despite the best efforts of any meddling heroes to clean up the changes you make.

Status Quo is God (600 CP)
Heroes are painfully predictable in some ways, like their obsession with redemption and second chances, and predictability is a weakness any villain worth his salt can exploit for all it's worth. You're able to build up a form of status quo between you and your enemies, a relationship built on the narrative between you and the heroes who oppose you. For some that might mean that you commit crimes, they defeat you and put you in jail, you break out, rinse lather repeat, but it could also be humiliating a heroine every time she challenges you, taking her back to your lair and having your way with her, then releasing her and doing it all over again next week. When you establish patterns like this they play to your favor and become difficult to break: the more a heroine loses to you the harder it is for her to win, the more often you break out of prison the more impossible it becomes to keep you there, and once the pattern is fully realized even your death might be overturned once per jump just so the status quo can return to normal.

You Complete Me (600 CP)
Sometimes a villain finds a hero they just can't leave alone for five minutes, whether out of clashing ideals or a twisted form of love or some other reason. Whatever the cause for their obsession, a villain focusing on a single superhero can easily become that hero's worst nightmare, a nemesis who counters their every strength and exploits their every weakness. This power of obsession allows you to transform yourself into the nemesis of a single person, be they hero or villain, and cause your powers and skills to develop into a perfect counter for that person's abilities. You might become the one blind spot in a detective's intuition or a psychic's precognition by learning exactly how they think, adapt your martial arts to thwart superhuman strength, or hone new tricks in your own abilities to slip through the cracks of a sorceress's magic shield. Naturally you'll also learn how best to seduce and dominate your chosen rival, mastering each and every little trick that makes them squirm like the closest and most intimate lover they've ever had. You can set a new target for this perk's benefits once per year, though you'll lose the benefits against your old nemesis.

Mastermind

All Part of the Plan (100 CP)
Whether you're robbing banks or stealing hearts you should always have a plan before making your move if you want to succeed at anything as a supervillain. You're quite a master of concocting evil schemes and leading or manipulating people into following them, moving your minions around like mindless pawns on a chessboard and leading your enemies into diabolical traps. The more information you have while planning out a scheme the more skilled and effective you and your goons become while following it, whether you're kidnapping a hero's love interest right out from under his nose or putting the moves on her once you have her back at your lair. While you'll lose this skill bonus effect as soon as you deviate from the plan, you do have some ability to improvise on the fly to keep things on course.

Captive Audience (100 CP)
If there's one quality all villains seem to share it's that they love to hear themselves talk. Unfortunately for heroes, they're often *really good* at it, whether they're giving dramatic speeches, monologuing about their evil schemes, or seducing impressionable young heroines to the side of evil. You have a magnetic charm that borders on hypnosis, making you dangerously seductive and charismatic even to heroines who know full well how villainous you really are. Once you start speaking, people feel compelled to listen until you're done, allowing you to chew the scenery with impunity or seduce a damsel right out of her panties without risk of being interrupted or attacked mid-sentence. While you'll still need compelling arguments to seduce a heroine or win over an audience, your skills at doing so are second to none, and should you ever decide to get out of the supervillain business you could have a bright future as a politician.

Who Deserves to Rule? (200 CP)
A mastermind's greatest weapon is of course his mind, and in a world full of psychics and mind controllers only the most incompetent villain would fail to protect himself from such obvious threats. You have an iron will capable of shrugging off all forms of mind control, from drugs and pheromones to magical and psychic powers like telepathy. In fact trying to harm you this way is worse than useless, inflicting psychic backlash against any who try to attack your mind directly and allowing you to exert your own will over them instead. Any such abilities of your own also benefit greatly from your strength of will, sharpening your superpowers and making it much easier to command magical or psychic forces, dominate minds, and even contend with godlike or eldritch beings with no risk to your sanity.

Puppet Master (200 CP)
Loyal and competent minions are a precious commodity in the supervillain business, unsurprisingly when you consider the character of the average crook, but a good mastermind has his ways of turning ordinary criminal scum into useful and reliable pawns. Your villainous charisma makes you especially charming to fellow evil-doers as well as men or women of loose morals, and it wouldn't be difficult for you to persuade other villains to team up with or work for you. Your influence is insidious, almost impossible to break once you've gotten your claws into someone, and once you earn a person's loyalty or submission it *sticks*. Your goons will never sell you out to the cops, hired mercenaries always keep their ends of your bargains, and brainwashed or corrupted heroines *stay* brainwashed: even if their friends try to deprogram them they just relapse and become yours again after a few weeks. Moreover, the more loyal your underlings become the more effective they are at their jobs, making up whatever they lack in skill with motivation. Your leadership will turn common thugs into loyal and effective stormtroopers and lesser villains into obedient pawns.

Deal With the Devil (400 CP)
Heroes think they have a monopoly on saving people but that's not true at all. Villains can also be helpful sorts when the mood strikes them; after all, what better way to wrap someone around your fingers than to have them hopelessly indebted to you? Much like the devil you have a way of cutting deals which appear beneficial at first glance but end with you owning your debtors in body and soul. Give a homeless woman a place to live or grant superpowers to a young girl with dreams of heroism and you'll gain loyal followers for life... even when that homeless woman becomes your live-in sex slave, while the young heroine turns into a mole helping you bring down the rest of her team. Of course it takes quite a large debt to gain such powerful influence over a person; by comparison insignificant gifts will only gain you insignificant influence but once you have a person truly in your debt it doesn't matter how determined to oppose you they might be. If push comes to shove you can simply take your gifts back, though at the cost of your influence.

Kneel Before Jumper! (400 CP)
Heroes insist on making themselves servants of the ignorant masses but no true mastermind would ever allow himself to be shackled, not when his nature *demands* submission and obedience from his inferiors. You hold yourself above others like a god among men, and just like a god your powers grow stronger the more that others submit to you. Ordinary humans grant little power except in large numbers, but powerful heroes and heroines grant much greater strength, bolstering your powers and sharpening your skills until only the greatest foes can challenge you. At the same time, the more that your enemies submit to you the harder it becomes for them to defy you at all, their powers weakening against you the more that you have your way with them. In time even your greatest enemies will kneel before you, broken and submissive.

Grand Master (600 CP)
Some villains are content to rob banks and spread chaos but others have grander ambitions than merely watching the world burn. Whether your goal is world domination or merely collecting a harem of heroines you're a master of spinning plots and schemes to accomplish your goals, a chessmaster who plays three moves ahead of everyone else. This is no superpower, merely a brilliant mind bent towards conquest and domination, but your skills are so impressive that you're comparable to actual precognitives in your ability to predict future events so long as you have sufficient information to work with. Like a fly trapped in a web any enemy caught in your plans will find it increasingly difficult to break free the longer they dance to your tune; their powers weaken, their senses dull, and even their willpower loses its edge, until they're bound and helpless within your web. However, you're not immune to being blindsided by hidden factors, like the plots of other tacticians on your level, so take care not to get overconfident.

World Dominator (600 CP)
At the outset of a villain's career world domination may seem an impossible goal but a mastermind's drive and ambition are not discouraged by overwhelming odds, and his brilliant mind knows exactly how to level the field in his favor. Domination is your true calling in life and by conquering your foes on the battlefield or in the bedroom you can crush their resolve and earn their submission, turning lesser villains and heroines to your side as servants or slaves. You can also employ your talents against large groups, attacking entire command structures by dominating their leadership. Defeat a general and you'll crush the willpower of her entire army at once, while dominating and enslaving a superheroine will make her sidekicks easy prey for your next conquests. Extremely strong-willed enemies might need a little extra work to completely subdue but even the mightiest paragon's resolve will crack and crumble beneath your might, enough that you can finish the job with mind control or corruption even if they were once immune to such things.

Superpowers

Choose one option for free.

Alien (300 CP)

Made famous by heroes like Starfire and Superman, this powerset includes a variety of abilities including supersonic flight, energy blasts, and extreme strength, speed, and durability. You can leap tall buildings in a single bound, stop speeding trains dead in their tracks, and shrug off gunfire like rainfall. Your immense power is fueled by an internal well of cosmic energy which refills itself through sexual activity, and you can apply that power more directly through your energy blasts, allowing you to make them stun your foes with debilitating arousal rather than burning them with lethal energy. The more energy you have saved up the stronger you become, but if you're ever starved of energy for too long you become much weaker and you can potentially lose access to your powers altogether until you have a chance to rejuvenate.

Artifact (300 CP)

Strength of will is vital to heroes and villains alike, but few have such strong willpower that they can wield it as their weapon of choice. Whether discovered by chance or bestowed on you by a higher power, this magical artifact allows you to harness your willpower in a manner similar to a Green Lantern ring, turning your thoughts into pure energy or constructs of hard light. The things you can create are only limited by your imagination, from simple objects to complex machinery, but complex constructs are more fragile and harder to maintain without greater investment and concentration. However the artifact will also respond to lustful thoughts, and a lewd imagination can make far stronger and sturdier constructs than a chaste one. Rather than a sword or a gun your strongest weapons might be a giant dildo bat or a lube cannon, or any number of other creations you might dredge up out of your wildest fantasies.

Badass (300 CP)

Some supers fly through the sky and shoot lasers from their eyes but others are simply ordinary men who trained their asses off or got dosed with a supersoldier serum. Much like Batman or Captain America, you have somehow reached superhuman levels of power and skill with ordinary human abilities. You're strong enough to flip cars, fast enough to dodge bullets, sharp enough to spot a crime scene's smallest clue, and tough enough to heal from anything that doesn't kill you. You're also highly trained and extremely talented in a vast number of fields, from martial arts to crime scene investigation, and you stand among the best in the world in your areas of expertise. Of course this also applies to your skills in the bedroom: not only are you a master of seduction but you're also a peerless lover capable of keeping up with your superhumanly gifted peers through sheer skill. In short, all positive attributes which humans normally have are dialed up to eleven for you, and with training you can reach even greater heights beyond human limits.

Elemental (300 CP)

The world contains many elemental forces, from fire, water, wind and earth to gravity and magnetism, and many supers like the Human Torch or Magneto have learned to bend those forces to their will. Your power gives you control over one such element and allows you to command it, even in ways that seem unnatural or physics-defying. A master of fire might conjure up flames hot enough to melt steel or turn his body into plasma and soar through the sky on a jet of flame, while a master of electricity might levitate metal objects with magnetism and hurl lightning bolts like javelins. Such power isn't free however: just like a muscle you can strain yourself or run out of energy if you overuse your abilities, though your powers also grow much stronger if they have more energy to draw on, so being turned on can multiply your power several times over in a pinch. However elements with very broad strokes are also much harder to master; for example a user of magnetism might need an entire lifetime to gain the same power and skill that Magneto has.

Magic (300 CP)
A master of the mystic arts holds the power of the cosmos in his hands, and while you might not be at the level of the Sorcerer Supreme you'll find that magic is one of the most flexible of all possible superpowers. Magic is extremely versatile and capable of many things other powersets do, from elemental manipulation to mind control to teleportation and so on, as well as more esoteric uses such as summoning demons and binding them to your will or projecting your soul out of your body to walk the world as a ghost. Despite this versatility however magic also has its drawbacks: most powerful spells require lengthy tantric rituals which make them impractical to use without preparation, and while a skilled mage can circumvent this limitation doing so runs the risk of a spell failing, usually with perverse and humiliating consequences for the caster. More than one sorceress has found herself at the mercy of a summoned succubus or captured in her own magical bindings because she tried to cut corners on a major spell.

Mutant (300 CP)
Blasted by cosmic rays, bitten by radioactive spiders, or just born quirky, your powers are a result of your biology being changed into a new form, superior to the human baseline. Mutants can have many powers, from shapeshifters who mold their bodies like clay, to men with the strength, reflexes, and natural abilities of a spider or other animals, to boys who can conjure fire in one hand and ice in the other. These powers function like muscles in that they require stamina to use, but like a muscle they'll grow stronger and more flexible the more they're used and can even evolve new uses as you find your limits and go beyond them. Your mutant body's superior genes also give you first-rate sexual endowments and conscious control over your fertility, as well as powerful mutant pheromones that make you extremely attractive to non-mutants, like a natural aphrodisiac musk. Prolonged exposure can become mildly addictive, potentially even ruining your partners for non-mutant lovers. These changes breed true in your offspring, so should you choose to have children you could end up siring an entire race of superior superhumans.

Psionics (300 CP)
Psychic powers are among the most feared superpowers any hero or villain can have, and for one reason above all others: mind control. While a psychic can have many superpowers ranging from telekinesis and psychometry to clairvoyance, their capacity to dominate minds with hypnosis or telepathy is what they're best known for. You possess powers similar to those of Jean Grey and Professor Xavier, though reaching the greatest heights of those abilities will require a great deal of training. Skilled psychics can command a dozen or more objects at once with telekinesis, see a short way into the future and read the past through psychic imprints left on objects or locations, and of course bend the minds of others to their whims, even reprogramming heroines into villains and vice versa through prolonged control and psychic indoctrination. A strong will can shield one's mind from psychic control, but a *horny* psychic becomes far more powerful when bending her powers toward perverse ends, multiplying the amount of power she can bring to bear.

Symbiote (300 CP)
It looked like a puddle of slime when you first encountered it, but you quickly discovered it was actually a shapeshifting alien symbiote when she made you her newest host. A friendly slime girl symbiote now lives inside your body and lends you help whenever you need it. In battle she'll protect you like a sturdy suit of liquid metal armor, greatly enhancing your body's strength, reflexes, and durability, and her shapeshifting powers allow you to shape her biomass into weapons, tools, tentacles, sex toys, and nearly anything else if you can envision its structure clearly enough. However your friend needs you to have sex occasionally so she can drink up the mental and emotional energies that you and your lovers generate during the act, and failing to keep her sufficiently fed might lead to her powers failing when you need them as her energy runs dry. While always encouraging for you to find more playmates, she gets oddly jealous of other clothing you might wear, so don't leave her alone with your favorite shirt.

Technology (300 CP)
Not all supers are aliens from distant planets or mutants born with special abilities, some are just humans of vast intelligence who created their own superpowers. You're one such genius, a master of at least one field such as chemistry, biology, or robotics, and you can easily master more in a few short days of study. Your intelligence and creativity are world-class and when you put your mind to it you can do things others consider impossible, from building powerful weapons out of old scrap metal to dissecting alien technology and reverse-engineering it into your own creations. But even compared to other comic book scientists you stand out in a field that's all your own: orgone energy, a field rooted in the power of life force and sexuality as a form of anti-entropy. Exactly *how* this works is for you to discover, but it has both erotic and practical applications in all other fields of research, and allows you to make wonders once only imagined in (erotic) science fiction, from chemicals which transform human bodies into idealized forms to suits of power armor fueled by the wearer's libido to sex-crazed tentacle monsters granted life by madmen playing at godhood. However you have one key weakness other supers lack in that you're limited by your available resources. You might be able to improvise impressive creations on a budget but you won't be building giant robots or doomsday devices in a cave with a box of scraps.

Items

General

Basic Costume (Free)

Every super needs some sick threads to stand out and show their style but not every super knows a good tailor, and it'd be a terrible shame for you to have to start your career with some lame store-bought outfit. So here's a freebie to help get you started: whether you prefer the classic cape and spandex ensemble or something else entirely, this stylish outfit is a perfect match for your particular aesthetic and is designed to both endure and support the use of your superpowers, like being fireproof if you're a firebender or turning invisible whenever you do. It fits you perfectly and remains comfy and clean even when worn for hours or days on end, and if it does somehow get damaged it will seemingly repair itself overnight. It also helps to show off your best features, hugging your curves like a second skin and showing off your rippling muscles or bulging assets to any who might appreciate the view without scandalizing the rest of the public.

Perfect Disguise (100 CP)

What do you mean it's just a pair of fake glasses? For any cape who wants to keep their work and private lives firmly separated, this simple disguise is just what the doctor ordered. Somehow these simple lenses are all you need to keep your face from being recognized even by people who've met both your identities. They're practically unbreakable and always somewhere close at hand right when you need them, usually a coat or shirt pocket or tucked away in a utility belt. Just make sure to keep them on during sex.

Rising Star

Cozy Apartment (100 CP)

It may not be a secret bat cave or a fortress of solitude but it's better than living in your mom's basement, right? This comfy bachelor pad is the perfect lair for a beginner hero or villain, equivalent to a very roomy apartment with extra room for guests and a lab or training room for your super needs. It's been furnished and designed with you and your powers in mind so you needn't worry about accidentally wrecking things with your powers or science experiments. This unassuming home is so unobtrusive that it's actually quite difficult to find without your assistance: while you can bring friends and family over whenever you like, any nosy reporters or persistent cops or other unwanted pests who try to follow you home will lose your trail and be totally unable to find you again as soon as you make it inside.

SUPR (100 CP)

If there's one place where young capes are more gifted than older veterans it's in the social media scene and the internet in general. SUPR is the bastard offspring of a dating platform and most social media sites you might care to name, designed primarily for supers and their loyal followers and guaranteed 100% free of all information harvesting. Whether you're looking to team up with other capes, hook up with an adoring fangirl or three, or show off your goods or the bank robbery you just stopped, you'll find this platform is the perfect place for it. What's more, the more active you are in the social media scene the more quickly you'll accrue fame and recognition in the real world, letting you spread your exploits and your reputation across the interwebs. In all future settings it adapts to the local tech level as a special scrying crystal, web forum, or even an old-fashioned mailing list for groups of gifted and/or super powered individuals.

Daily Gig (200 CP)

Unless you're Bruce Wayne or Tony Stark you're going to need a source of income to fund your heroic or villainous ambitions, and that might mean getting a normal job on the side of your real career. You needn't bother with job hunting though because you've found that rarest of beasts, a well-paying job with a flexible schedule, though it does qualify as sex work of one form or another: from literal porn or prostitution work to serving as a rich MILF's 'assistant', to being a teacher's aid in a BDSM class, and so on. It won't make you rich but this gig is lucrative enough to support your real job without forcing you to worry about whether or not you'll make this month's rent. Scheduling always works out in your favor and if you do need to quit for some reason you can always find a similar job quite easily.

Super Business Card (200 CP)

Even in the world of capes the success of your career is often just as much about who you know as what you know. A young super with no mentor to aid them might take a long time to learn the ropes by trial and error but having the right teacher can make all the difference. This business card will help you get in touch with a suitable mentor, a major character in the current world who's willing and able to help you as well as a perfect match for your sexual preferences. You can call on this contact for advice, training, resources, or favors if you need them, but the more that you ask for help the more help you'll be expected to give back. This might mean helping a hero with a stakeout or helping a villain knock over a bank, or if you're open to it you could pay your debts off in more enjoyable ways. On the upside, experienced supers can do things you'd never be able to accomplish on your own, like getting an entire secret base purchased, set up, and equipped to get your own hero or villain team up and running, though such a favor would put you deeply in debt to them for months if not years, and welching on a debt will sour this relationship.

DIY Laboratory (400 CP)
Newbie supers rarely have the resources to spend on costumes and gadgets and fancy vehicles so if they want that kind of gear they'll have to make it all from scratch themselves. This secret laboratory is packed with any hardware you need to build your own equipment, from costumes and chemicals to weapons and electronic gadgets. If you've got the materials and know-how to build something then everything you need to do the job is in here somewhere, even once your knowledge expands into the realm of super sciences. Moreover it's also incredibly private, perhaps even buried underground with a secret entrance only you're able to open and sealed away behind security that might not stop a determined superhero from smashing the door down but will definitely keep nosy neighbors or family members from stumbling on it by accident, nor any unwilling research subjects you may have from getting out. It even has a private power supply so your experiments won't short out the local power grid or draw unwanted attention from utility companies.

Custom Threads (400 CP)
As new supers become more experienced many will start customizing their basic costume, upgrading and modifying it to support their needs. Mages weave enchantments into their robes, engineers power up with armor and weapons, mutants start acquiring custom gadgets that support their unique powers, and so on. Whether through your own tinkering or through the support of a senior cape, you've acquired one of these advanced costumes for yourself, an outfit with unique features tailored to support your primary powerset, whether by enhancing your strengths or neutralizing your weaknesses. The form these features take will be largely up to you, but they can total up to a dozen minor powers ranging from weapons and gadgets to sex toys and defensive equipment.

Big Shoes to Fill (600 CP)
Having your own identity is the ideal cape experience, but sometimes you get your start wearing a mantle that someone else wore before you. In your case, the mantle in question is this costume, one designed to mimic the appearance of a hero or villain of your choice. By donning this mantle you'll inherit the legacy of whoever you're imitating, similar to the many heroes who've become Robin or Spider-Man, or the heirs to the power of Captain Marvel or One for All. You needn't become an *exact* duplicate of that person, but the more you accomplish while wearing this mantle the more you'll gradually grow into your borrowed identity. It starts with your skills and powers growing rapidly in ways that allow you to mimic your predecessor, but as you continue you'll eventually obtain everything that once belonged to them, from their equipment and resources to their teammates and even their former love interests, who will quickly grow to care as much for you as they did for your predecessor. However while you can imitate the dead without consequences you might run into problems if you imitate someone who's still alive and not interested in being replaced.

Super Academy (600 CP)
What better place than a school could there possibly be for a young cape out to master his superpowers? Similar to HIVE Academy, the Xavier Institute, or U.A., this school is the ultimate training ground for young capes, staffed by the best teachers and outfitted with the latest equipment and facilities. Whether you're a heroic mutant or a villainous sorcerer makes no difference because the school caters to whatever you are and whatever powers you might have, and your fellow students and teachers will be many others like you. (Curiously they also tend towards being your type, so don't be surprised if the student body is 90% female or the teachers are all busty MILFs or something of the like). While studying here your power and skill will grow by leaps and bounds, and your classes will help you form strong relationships with your classmates and mentors. Even when you eventually graduate and no longer need the school's training grounds you'll find that *running* the school has its own benefits, allowing you to groom future classes of students into the sort of heroes or villains you want them to be.

Paragon

Symbol of Peace (100 CP)
Whether emblazoned on his costume or beamed into the sky on dark nights, a hero's emblem is a symbol of inspiration for others, whether to strike fear into the hearts of evil-doers or inspire hope in the innocents he protects. This symbol is an image of your own creation which does all that and more when embellished on your belongings because it magnifies your presence and charisma. When worn on a costume it makes you instantly identifiable to anyone who's so much as heard of you, making imposters trivially easy to spot by their lack of presence, but even in your absence it carries an echo of your charisma and can broadcast it far and wide. Post it on a building you own or beam it into the night sky and a whole city will feel more at ease while criminals scurry away in fear. Of course those who've felt your presence more intimately might also feel more amorously inspired by such a symbol…

Artifact of Power (100 CP)
Capes rarely rely on powers alone. Like heroes and villains of ancient myth, they often possess unique or even magical items which have their own special powers, such as an invincible shield or a unique helmet which blocks psychic powers. You've acquired one of these devices for your own use, whether magical or technological in nature. It possesses a special quality such as being indestructible or magically-enchanted as well as a secondary use of more perverse nature. For instance you might have an invincible shield that resonates with enemy attacks and vibrates strongly enough to stun your attacker with a burst of pleasure, or you might have a magical whip which suppresses the powers of those ensnared by it.

Origin Story (200 CP)
Every hero's journey has to start somewhere, whether with a radioactive spider bite or cosmic radiation or a magic book opening at your touch. While you can't make lightning strike twice, you do have some ways to encourage the development of superpowers in young heroes, and this vault contains just a few of many possible starting points, such as a gene splicer that can grant a young woman your Alien DNA, or a super soldier serum that could turn her into a Badass. Whatever powers you might have, there's a device in this container capable of bestowing them on another person, albeit much weaker and needing serious training before they can catch up to your level. The transformation also has side-effects like nymphomania for the duration of the process, so you had best be ready to help out your young protege until they get used to it. Each device can be used only once per jump and bestows only one powerset per use. You gain additional devices in future jumps as you gain additional powers.

Hero's Favor (200 CP)
A true hero saves everybody they possibly can, but there's no shame in showing a little favoritism towards friends and loved ones. Superman can always be counted on to rescue Lois Lane, and you can always be counted on to save anyone who has this trinket in their possession. It can be a ring, a collar, or something else entirely: whatever it is, it's a gift you give to somebody special to you, or multiple somebodies if that's how you roll, and so long as they keep it on their person you'll always be able to tell when they're in need of help. If all they need is a shoulder to cry on you might sense that they're in some distress, but if a villain swoops in to do them harm you'll get an unmistakable sense of doom, an instinctive feeling that they need help and they're in *that* direction, about to be dangled from the top of *that* skyscraper. Moreover it will also shield them from unwanted side effects of using your powers, so you'll never have to suffer the trauma of hearing a sudden *snap* in the midst of a harrowing rescue.

Merchandise! (400 CP)
One of the benefits of being super famous is being able to slap your name and face on stuff and sell it for big bucks. This line of merchandise allows you to monetize your reputation and make a decent living off of your superheroing without stooping to charging people for your hero services or something tacky like that. From novelty t-shirts to action figures and collectibles to adult items like sex toys modelled after your junk, there's something here for every demographic and the more famous you become the more you'll make off of the royalties. This also has interesting side effects on anybody who owns some of your swag: the more that it spreads around the more popular your kinks become, and the more that any given person collects it the more their respect and admiration for you takes on a sexual bent. Your biggest fangirls might very well be going around wearing "Property of Jumperman"-branded panties and *absolutely* mean it.

Agents of L.E.W.D. (400 CP)
Even without superpowers ordinary people can become a powerful force when devoted to serving justice, and few exemplify that power better than the Law Enforcement World Directorate. A secret peacekeeping organization, L.E.W.D. assists heroes with support and logistics and you've been assigned a detachment of their elite and highly attractive agents to help you with your heroics. Whatever they lack in superpowers they make up for with training and efficiency: if you need civilians evacuated or a disaster contained they'll have it done five minutes ago, and they can hold the line against most supervillains or wipe the floor with ordinary criminals by the dozen. They're also quite happy to serve you in other ways, even dropping their panties on command with a wink and a smile, but their motivation and performance suffer greatly if they're forced to work against their heroic principles.

Fortress of Justice (600 CP)
A single hero can't hope to protect the whole world alone, but even a team of them will need a watchtower from which to stand guard over the planet. Whether it's a skyscraper in downtown Manhattan or a satellite in orbit you're the owner of a mighty citadel, an invincible fortress capable of safeguarding an entire world. With cutting-edge technology it can monitor information from across the globe and alert you to any threats that require your attention and even get you there in time to help, and its advanced weapon systems allow it to hold out against an entire alien invasion if needed. Any who make it past these defenses will discover the hard way that the powers of you and your allies are redoubled in strength within this fortress, making it near suicide for almost any villain to attack you here. But apart from a fortress it's also a warm and inviting home, the perfect place to relax between missions, and the cozy accommodations and warm atmosphere help to foster close bonds between you and any allies you invite to stay a while. There's plenty of room for a dozen or more guests, but for some reason your room has a bed large enough to fit that and more…

Kingdom of Heroes (600 CP)
Many heroes hail from fantastic places unknown to the world at large, from magical islands dominated by beautiful warrior women to cities at the bottom of the sea. One of these places is your home in this world, and its people proudly call you their king. Though small in size, your lands are phenomenally prosperous and have enough military power to fend off threats by supervillains or neighboring states. This is partially due to your possession of a unique resource, such as advanced technologies found nowhere else in the world, ancient sorcerous traditions and a vast wellspring of magical energy, or alien crystals which bestow psychic powers on your subjects. Some citizens might even be strong enough to become superheroes in their own right, although none will be as strong as you without extensive training. Whatever else they may be, your populace is also blessed with great beauty and carnal appetites to match.

Vigilante

Utility Belt (100 CP)
A staple element in the equipment loadouts of heroes everywhere, a utility belt is a must-have piece of kit for any hero who wants to keep a lot of gear close at hand in the field. From handcuffs and ammunition to extra web fluid capsules and grappling hook pistols, just about any tool of handheld size or smaller can be squeezed into this convenient pouch, though some practical joker seems to have stuffed it full of condoms and sex toys. Though its storage space isn't infinite it always has exactly what you need when you need it provided that it's something you already own, along with extra space for anything you find in the field that you need to keep, like fingerprints and DNA samples and so on. It needn't be an actual belt either if some other piece (or pieces) of gear would fit your loadout better.

Crime Finder (100 CP)
Constant vigilance is needed if you want to stop crimes before they happen, or at least before the crooks make a clean getaway. Integrated into your costume or a handheld gadget is something to help with that, a sophisticated surveillance system which patches into local electronics like police dispatch systems and security cameras and monitors for signs of criminal activity. Anything that raises a red flag pops up on the device's radar and if you respond promptly you're sure to arrive in time before the perps leave the scene. However it does have a strange glitch of also reporting and logging any incidents of lewd behavior within its range, and responding to these reports will often lead you to wet, willing, and very attractive partners.

Fat Wads of Cash (200 CP)
Many capes have to start their super careers at the poverty line but some are born wealthy and privileged. You're the latter sort, born into so much wealth that you could live very comfortably while never working a day in your life thanks to an assortment of trust funds, investments, and other sources of passive income. Naturally these investments can also be put to far more productive uses like financing a superhero career. Whether you're paying off an informant to be your eyes and ears in the criminal underworld or charming a potential lover with an extravagant date, spending money on someone makes them much more receptive to your charms, wearing down any resistance they might have to them. That jewel thief you're dating may have started the night planning to rob you for all you're worth regardless of your charm, but splurge on her and she'll soften up and grow more vulnerable to your influence.

Arsenal of Restraints (200 CP)
In the old days you could bring an outlaw in dead or alive, but these days capturing criminals in one piece is vastly preferable if not mandatory for many supers. That's why you've invested in an arsenal of gadgets and weapons designed to restrain your foes, and definitely not because of what you're going to do to that naughty jewel thief once you've got her bound and gagged. From firearms loaded with non-lethal stunner rounds, to bombs and exploding traps that spew sticky latex webbing in all directions, to more permanent restraints meant for long-term imprisonment, you have enough restraining gear and specialty super-grade bondage equipment to stock a sex dungeon and then some.

Jumpermobile (400 CP)
How is it so many that mysterious masked vigilantes keep getting their hands on so many wonderful toys? This tricked-out vehicle is a heavily-armed and armored car that can also transform into a variety of other vehicle forms like a speedboat, jet plane, and even a spaceship, making it a reliable form of transportation across land, sea, air, and even the depths of space. It's built like a tank and armed with gadgets and gear for all of its forms, like oil slicks and caltrops, chaff and flares, depth charges, radar, rocket pods, and just about anything else you can think of, but its most important feature is that the seats fold down into a bed.

Jumper Estate (400 CP)
Vigilantes like their secrecy which is why they hide their lairs rather than announcing their presence to the world like paragons do. Whether inherited from dead parents or built with your own two hands, this manor is a luxurious home for a reclusive hero to retire to after a long night of crime-fighting. From the outside it looks like any other million-dollar estate, from the lavish accommodations to the small army of maids who tend to your every need, but beneath the facade it's a fortress of justice: the maids are elite fighters ready to take out any trash who infiltrate the grounds, and beneath the manor grounds is a large cave complex filled with training grounds, hangars, sex dungeons, and any other facilities you might need to wage a war on crime. The cave also connects to a sprawling tunnel system that leads almost anywhere in a city-sized area around the estate, allowing you to quickly respond to calls for help many miles away from home.

City of Night (600 CP)
Some heroes obsess over saving the world but to you there's one place that matters more than anywhere else, one place you've claimed as your territory. You have a special relationship with an area the size of a large city, like New York or Gotham, and your intimate familiarity with this region grants you many benefits while working within it. Not only do you know every inch of your territory by heart, but the city itself seems to aid your adventures like a lover guarding her favorite champion. Within your territory the environment is always heavily stacked in your favor; shadows and fog hide you from guards, villains trip over debris and slip on patches of ice, and ravens gather over hidden lairs or crime scenes. Reporters and politicians can say what they want about you but the citizens of your city know you as their staunchest defender and will never turn on you; on the contrary, they're all too eager to repay you for your tireless service, whether by tipping you off to local crooks or by welcoming you into their beds for an evening or two. Only one city has this benefit at first, but should your adventures take you elsewhere you can also "seduce" a new city into granting the same benefits after making it your home for no less than a year.

Contingency Plans (600 CP)
A well-prepared hero always keeps the weaknesses of his enemies on hand in case he ever needs to use them again, and the really paranoid ones keep the weaknesses of their allies around too, just in case they ever get brainwashed or turn evil or something. Hopefully you'll never have to use this item for *that* reason but better to have and not need than to need and not have, right? This high-security vault is keyed to your biometrics and can only ever be opened by you. Sealed inside are all kinds of items and artifacts: glowing rocks from alien planets, antidotes to all types of poisons and poisons specifically tailored to work against specific individuals, and so on. The common thread is that they're all intended to counteract the powers of superheroes and villains you've previously encountered or defeated, and they all do so in nonlethal ways. For instance that glowing rock is pink kryptonite and it turns your alien girlfriend into a harmless bimbo for a little while, the poisons all have aphrodisiac effects, and so on.

Rogue

Chaos in a Can (100 CP)
What better way is there to spread some chaos than dosing people up with a crazy-powerful aphrodisiac? These baseball-sized canisters are loaded with a powerful toxic gas capable of turning anyone who gets a whiff of it into mindless fuck-hungry animals until the effects wear off in a few hours. Only the hardiest and most determined heroes can withstand this toxin without being overcome by its effects, and even they will become far more vulnerable to whatever other charms you might heap on top of it. These capsules could be used in any number of ways: a nice smokescreen to deploy in a tight spot, a quick way to start chaos, or if you just want an orgy right quick.

Gang of Crazies (100 CP)
Even C-list supervillains are a cut above ordinary goons, and to their credit the goons know this. Why else would they flock to your side like starving dogs hoping for an easy meal? You've attracted the service of a small-time gang of crooks, disposable manpower (or womanpower) desperate or crazy enough to let you boss them around and generally do whatever you please with them. They're not particularly skilled at any important tasks but they're reasonably attractive, can shoot relatively straight, and if you reward them with sex or loot every now and then their performance will go up significantly. What makes them so disposable is that they have very little sense of self-preservation and if you lose a few every now and then a nearly unlimited supply of replacements will come crawling out of the woodwork to fill the gaps in your workforce.

Conspiracy Board (200 CP)
You can't really call yourself someone's nemesis if you don't know every single thing there is to be known about them, from their secret identity to their love interests to their deepest, darkest, most shameful kinks. This ordinary-looking pegboard is the perfect way to compile any and all information you can dig up about your enemies into an easily-readable collection. It might look like a deranged stalker put it together but it's very organized and automatically collects any relevant information you discover about your nemesis, even gathering up hard-won trophies and racy photos from your most memorable encounters, like that time you tied up Spider-Girl in her own webs and plowed her in the middle of Times Square. Consulting your board at least once a day gives you a boost to all actions taken against your nemesis, a very large one if you've gathered a great deal of information about them, and while it's limited to use against one person at a time its effects also branch out to include your rival's close associates if you investigate them as well.

Chemical Corruption (200 CP)
You've gotten your hands on some serious mutagenic substances. Chemical concoctions, nanomachines, liquified space rocks, whatever they are they're potent and corrupting stuff capable of transforming bodies and messing with superpowers in all kinds of ways, both positive and negative. On the plus side, they can be used as steroids to buff up both your physical abilities and superpowers, though using them in this way induces nymphomania upon withdrawal. On the other hand when used on your enemies they can have all kinds of negative effects ranging from crippling arousal to body modification to bimbofication, although the most severe and permanent of these effects require prolonged exposure to inflict. These substances work best when injected or ingested and can be incorporated into your costume, providing a constant supply to use on yourself or weaponize into injections, chemical sprayers, and other weapons.

Safehouse (400 CP)
Every villain needs a lair to come back to where they can enjoy their ill-gotten gains in peace and comfort without worrying about the cops or a superhero kicking the door down. This well-hidden safehouse is the perfect place to hunker down and stay off the grid between villainous schemes. It's so well-hidden that the authorities can't find it at all: as soon as you or your minions come within a few blocks of it, any unwanted pursuers immediately lose their trail and you'll be home free to enjoy the spoils of victory. Of course some of your spoils might object to being enjoyed, which is why the lair includes a good-sized sex dungeon with all the trimmings including power-blocking restraints that make it almost impossible to escape without help from outside. The rest of the lair is a bit of a dump when you first acquire it, but as you commit crimes and amass wealth it grows ever more lavish and luxurious.

Doomsday Drawings (400 CP)
Chucking cans of horny gas around is all well and good, but when you *really* want to spread a little chaos you'll need to think much bigger in scope. This doomsday device hasn't been built yet but the heroes had better watch out if they don't want you getting your hands on one in the near future. Rather than an actual weapon this item is a suitcase full of blueprints for devices that let you scale up other items or powers you might have from personal scale to city-scale or even bigger. Those super-charged aphrodisiacs you might have picked up earlier? You can now turn those into suitcase "nukes" capable of turning an entire city into an animalistic sex-crazed orgy. Got some mind control powers? Soon you'll have an amplifier to help you enslave a whole metropolis at once, or even more than that if you were already that strong. Someone with a technological focus could build these things from scratch, but less inventive villains will also find that the components for these weapons can be acquired via crime sprees in most large cities.

Criminal Underworld (600 CP)
For every golden, angelic Metropolis, there's a rotten, demonic Gotham hidden beneath it, containing all of the city's evil within itself. This dark realm is the ultimate playground for a supervillain: whatever sleazy, dirty act you want or need done, it's here. Slave pens with once-famous heroes on sale for the right price, a brothel full of enslaved heroines doing anything their clients desire, drug dens and markets filled with all manner of illicit goods, and bounties from wealthy individuals looking for fresher and more recent heroines to acquire for themselves. This vast criminal underworld springs up in one major city per jump and slowly spreads anywhere else you perform criminal activities, though small towns may not be able to support the whole range of services and facilities. Nobody's truly in charge of this underworld but if anybody can claim to be the kingpin of crime it's you, and as a result you're able to partake of all the services of this network for no cost. Want a particular slave at the auction? Turns out her owner owes you one, so she's all yours. Need some really big guns? A shipment just fell off the back of a truck. Finders keepers!

Revolving Door Prison (600 CP)
Even when villains are defeated they're rarely gone for long. The best prisons in the world aren't properly equipped to deal with ordinary villains, much less supervillains of your caliber. Like the infamous Arkham Asylum, this facility is *allegedly* a maximum security prison but it's actually an absolute joke which you're able to break out of with the slightest effort, yet the heroes insist on sending you here every time they end one of your crime sprees, as if they were totally oblivious to the prison's weakness. Still, there are benefits to cooling your heels between crime sprees: the other inmates are all skilled criminals and oddly attractive as convicts go, making them prime candidates to recruit as elite henchmen for your next night out on the town. Plus, while you wait around between escapes you'll gradually drop off the radar of any enemies you have, losing their interest and attention while they deal with other threats that seem more important. After no more than a month or so they'll practically have forgotten that you exist! Right up until the moment you remind them of course, but until then you're a free man.

Mastermind

Voice of Command (100 CP)

Masterminds are not *reliant* on their minions but it's certainly an annoying inconvenience to be cut off from them in the middle of a scheme. However, using civilian cellphones or other unencrypted communications is the same as begging the authorities to trace your calls or eavesdrop on your plans. Something far more secure is needed to keep in touch with your minions, which is why you're sure to find this item very useful. This device is similar to a cellphone or wireless earpiece and allows encrypted communications anywhere in the world, piggybacking off of existing systems in ways that can't be detected or tracked by any means, and forget about jamming it. Neither your minions nor your rivals are ever beyond the reach of your voice.

Turncoat Wardrobe (100 CP)

A mastermind needs an army and an army needs uniforms, so why not outfit your minions with something pleasing to look at? This wardrobe of erotic outfits is an insidious tool of any supervillain fond of enslaving his enemies or recruiting vast armies of servants. Whether you prefer tight-fitting military uniforms, skimpy maid outfits, or a humiliating parody of a captured heroine's costume, these finely-crafted outfits offer just as much protection as top-quality military body armor or a very well-made superhero costume, regardless of how little skin cover they provide. However the real benefit of these outfits is how easy they make it to control your minions: each uniform contains hidden mind control devices which use subliminal messaging to condition the wearers for submission and obedience, slowly transforming them into the perfect servants for your nefarious schemes. Supers are more resistant to this effect than normal humans are but even the most willful heroine can be brought to heel simply by being dressed in your colors for long enough.

A Hole in the Wall (200 CP)

Where exactly does one go to recruit new talents in the supervillain community? Why to a little club down the street where shady figures are known to congregate and do business together. This is the famous bar with no name, though it's also a classy strip club and brothel. The most important part is it's a clandestine meet-up for villains of all sorts and you happen to be the owner of the establishment. This gets you a cut of the profits and a bottomless tab, but most importantly it also gives you an easy way to get in touch with villains of all stripes, even the ones who normally stay off the grid. The relaxed atmosphere is also highly conducive to soothing volatile tempers so you can have friendly encounters with the other patrons, maybe even friendly enough to book a room for the night?

The Best Lawyers (200 CP)

Lesser villains go to prison when their enemies defeat them. You? You just pay people instead. You have a permanent contract with a team of the world's least scrupulous attorneys, the kind that will defend your god-given right to steal candy from babies with a straight face. Far more importantly though they're *really* good at their jobs and can convince a judge and jury to acquit you or your allies of just about any charge, no matter how damning the evidence is. All they ask in payment for their service is that you reward them as you would any other faithful servant. It's probably worth mentioning that these lawyers are all smoking hot examples of your preferred gender. Take care though, as your defense team has much less power to help you outside of a relatively modern court system. If a dictator or an alien warlord decides to have you executed without trial there's not much they can do to help.

Castle Jumper (400 CP)
Any man with kingly ambition requires a castle to call his own. Whether you prefer to rule from a towering skyscraper, a mystical citadel, or a secret lair hidden in a volcano, you'll find this mighty fortress worthy to be the heart of your power. It has lavish accommodations worthy of an aspiring ruler, and any intruder will have to run a gauntlet of erotic traps and security system built to cripple and capture them, any of which can use any related perks you have as if the fortress and its defenses were merely extensions of yourself. At the heart of the compound is a near-limitless energy source, such as a magical leyline or fusion reactor capable of powering any doomsday devices you may wish to build, and your private mad science lab has plenty of resources and devices for building those devices or brainwashing any heroines you acquire.

Battle Suit (400 CP)
When a mastermind needs to throw down in person they rarely go to battle without help from the products of their superior planning and intelligence. This set of power armor is one of the mightiest weapons known to humans, designed to supplement and enhance your powers with the power of science and technology. Whether you stole it, commissioned it, or built it yourself, this suit of armor transforms your costume into a formidable weapon system equal in strength to the powers of many heroes. The frame can be modified to hold any number of weapon systems and defensive options, but for some reason the power plant is most effective and provides the best output when those weapons are erotic in nature: lasers which only destroy clothing and equipment, mechanical tentacles mounting weaponized vibro-heads, missiles loaded up with sticky latex warheads, and so on.

Army of Darkness (600 CP)
What sort of mastermind would you be if you didn't have an army of elite minions at your beck and call? These are no ordinary mooks picked up off the streets, they're highly-trained warriors akin to the world's most elite mercenaries or an army of ninja assassins, and they're devoted to you with the kind of loyalty only found in the most zealous (or most deeply brainwashed) followers. Apart from being devoted to you and extremely well-trained, akin to a superhero with the Badass powerset, each of your followers is also incredibly attractive, the finest examples of the male or female form in the world. They're also extremely capable at recruiting new members into their ranks: as they defeat your enemies, any worthy opponents they encounter who meet your preferences can be captured and indoctrinated into service, their zealous loyalty and extreme skill spreading and infecting new devotees through intense and erotic training.

Kingdom of Evil (600 CP)
The world may not recognize your brilliance but the same isn't true for the people of this small nation, who revere you so deeply that they made you their king. An ideal place to begin plotting world domination, this kingdom is small and largely rural but rich in resources and capable of developing into a major power with a skilled leader such as yourself at the helm. So long as you don't blatantly abuse them your subjects will love and adore you, even offering up their own (very lovely) bodies to serve your lusts or fill out the ranks of your army with loyal and eager volunteers. This fanatical patriotism spreads easily whenever you bring other territories under your control, their populations quickly submitting to their new master and gaining all the same benefits as your original territory.

Companions

Companion Import / Export (Varies)

If you want to import companions into this jump you can do so at a cost of 100 CP for 1 or 2 companions, 200 CP for 4 companions, and 300 CP for a full party of 8 companions. Each companion gains an origin and 600 CP to spend on perks and items as well as one free power supply. They cannot take drawbacks which give any additional CP nor can they take companions of their own. Alternatively, you may take new companions at a cost of 100 CP each instead. All new companions gain an origin, powerset, and 600 CP with the same restrictions as those on imports and you can purchase a maximum of 8 of them.

OC Companions

Jumpers receive two for free, each extra costs 50 CP.

April Lane

A local media personality who has somehow retained a smidgeon of her idealism and journalistic integrity, this spunky reporter is a huge fan of yours. As a hero you represent a shining beacon of what people with power should strive to emulate, and as a villain your sinister charm and bad boy appeal helps to make her long lonely nights a little warmer. Though enthusiastic about her job and genuinely good at it, enough that she could easily help make you a media star if you wanted, she has a tendency to get caught up in sticky situations and is adorably ignorant of the fact that a lot of her appeal comes from how she's a bombshell brunette with baby-blue eyes, plump lips, an outrageous hourglass figure, and a pair of perfectly-formed tits so massive you'd almost think she was smuggling watermelons in her top, but her absurdly abundant cleavage makes it blindingly obvious that she's 'all natural'. Having long neglected her personal life in the pursuit of her career, she'd drop everything in a heartbeat if you called her over, especially for a 'private interview', especially the kind that involves your privates.

Fire from the Stars

When war came to their homeworld these two alien princesses fled and came to Earth in search of refuge from their enemies. Luckily, they found you shortly after landing and latched on to you to be their guide on this strange new world. Though twins, their personalities are almost polar opposites: the younger is sunny and optimistic, perhaps even naive, while the elder has a more cynical and even ruthless disposition and could easily be lured into villainy. Despite their differences they're as close as sisters can be, maybe even as close as lovers, though I'll let you discover that for yourself. Both girls possess the Alien powerset and their powers recharge from both sexual activity and ultraviolet light, so they're quite fond of skimpy outfits and naked sunbathing between battles. They're also highly empathic and responsive to emotions, yours especially thanks to the close bond they've formed with you. Both girls occupy a single companion slot.

Golly Gee!

Your faithful sidekick and YOUNG WARD for as long as she cares to remember (even if you're a drop-in), this beautiful young woman utterly idolizes you. With an appearance and attitude straight out of the late gold or early silver age of comic books, your plucky assistant may not be a 'Badass' quite yet, but she's well on her way, and still more than enough to take on entire groups of regular mooks. She's a real charmer as well, petite and girlish, with pouty lips, pale skin dotted with adorable freckles, long reddish brown hair done up in a sporty ponytail, and dewy dark doe eyes with long eyelashes, but none of it compares to her ridiculous, absurdly large tits. Puberty must've hit this young lady like a ton of bricks, because she's one of the bustiest Companion on this list, bigger even than 'April Lane', though not by much, and on a smaller body to boot. It's been a big adjustment for her, emphasis on 'big', and she's torn between being adorably shy about all the attention it gets her, and being deeply happy about all of the additional attention she gets from you. That she has a positively enormous crush on you is blindingly obvious, and she'd do just about anything for your approval…

Nevermore
Magical powers can come from a lot of places but being part-demon is one of the more common sources given the proliferation of succubi and incubi in the mortal realm. This dark heroine gained her phenomenal magical powers by being the daughter of a powerful demon lord, and to say she has serious daddy issues is something of an understatement. Despite being half-succubus she's obsessed with self-control and has become highly repressed by trying to reject her demonic heritage, but this is far easier said than done and her spells occasionally backfire on her in lewd ways, like tying herself up in heavy bondage. However with the right mentor to help her get over her hangups she could become a powerful force for good (or evil).

Right Hand Woman
CEOs and supervillains both need help to handle the day-to-day affairs of running their evil or not-so-evil organizations, which is why you recruited the help of your own personal assistant. Her only superpower is that she's extremely good at her job and excels at handling the operations of any large organizations you might want to put her in charge of. She's so capable that she can even use your charisma and leadership perks, though *only* to carry out your orders on your behalf. Moreover she's a firm believer that a personal assistant isn't a permanent feature until she's been screwed into the desk, and will happily spend her day tending to your needs underneath yours if that's what you want of her.

Super Influencer
This astonishingly pink young woman has recently been taking the various social media sites of the world by storm. No surprise, given her peak Instagram-thot figure. The secret to her success? A bit of chemical mind control. This super-genius specializes in chemical concoctions, and positively adores the adoration and attention of others. You however seem to be someone she'll throw all her simps away for, desperately craving your affection above all else, gladly helping you 'seduce' whomever you might want to add to your shared bed. The hearts in her eyes aren't just for show anymore.

Totally Not Spies
Who would've guessed that Beverly Hills of all places could produce not one but three powerful heroines? Sam, Alex, and Clover are some of the best agents of the Law Enforcement World Directorate as long as they're not too busy fretting about getting boyfriends or keeping up with the latest trends. Decked out with latex catsuits and gadgets straight out of a cheesy spy film, they all have the Badass powerset along with a unique power best described as "Valley Girl Logic" which lets them unconsciously bend physics in ways that make sense *to them*, so maybe don't tell them that *lasers don't work that way*. They're also excellent fetish bait: even if their exceptional skills fail to see them through a crisis, they're much more likely to get captured and become damsels in distress in situations that would kill almost any other heroines.

Yowza Creati
A young woman born with the Mutant power to materialize whatever objects she thinks about, this spoiled young rich girl had never had a lewd thought in her pretty little head until she met you. Now she can't help herself: dildos and vibrators materialize out of her skin at the most inopportune times, busts of your face appear with startling frequency, and her already skimpy costume feels positively stifling. Can you help this insanely stacked young heroine get her mind back on track? Or will you lead her even further down a path of hedonism and pleasure like nothing she's ever known? Or perhaps even both?

Drawbacks

Supplement Mode (+0 CP)
By taking this option you can use this jump as a supplement for other jumps in the superhero genre, such as Marvel, DC, My Hero Academia or Witchblade. CP pools from each jump can only be spent on options from the respective jump without crossing the streams, and if the two jumps have similar drawbacks such as power loss or scaling enemy drawbacks only one can be taken from either jump.

Crisis on Infinite Jumps (+0 CP)
Oh great, somebody screwed up the multiverse again. Looks like you're headed to a world where multiple superhero settings have been fused together. Not jumps, just settings. Maybe it's a crisis crossover where Marvel and DC heroes fight alongside each other or maybe it's just one or two characters transplanted by some freak accident. Whatever the case may be, you can cobble together characters and story elements from multiple superhero settings if you wish.

I Am Not Starfire (+100 CP)
And you're not going to get fucked very much for the next decade either. Nearly all superbeings are some level of attractive if not supermodel-grade sexy but you look like you fell out of the ugly tree and hit every branch on the way down. You can look forward to being the one guy who doesn't get invited to the annual Superfriends orgy and nobody will give you the time of day when it's time for the panties to come off. Sure you could try to force the issue like a villain but if you do then don't expect the heroes to treat you with kid gloves like they otherwise might when they catch wind of your deeds.

Secret Weakness (+100 CP)
Some capes are weak against magic space rocks or the color yellow or other weird things, but you have a weakness for a particular fetish, sort of like Wonder Woman's old weakness against being tied up by men. It's not that you can't enjoy your kinks, you just enjoy them too much, and having the chance to indulge in a favorite kink is one you have an extremely hard time passing on even if you're in the middle of a fight.

All Eyes on Me (+100 / 200 CP)
You're about to be the center of attention for all the wrong reasons. Skimpy and skintight costumes might be the norm in this world but outright nudity is still something noteworthy, especially in public, and there's going to be a lot of that in your future. For one reason or another any costume you wear tends to have the approximate toughness of a sheet of paper: clothing damage is almost inevitable on a daily basis and any fight you get into has a high probability of ending with you partially or fully naked. Power armor is slightly more durable but will still be much less protective than it should be. This drawback is worth double points if you also take the **Disempowered** drawback.

"Get Me Pictures of Jumperman!" (+200 CP)
The paparazzi are a thorn in the sides of public figures everywhere but for some reason they've got it out for you in particular. Someone must have put a bounty out for pictures of you because everywhere you go you'll find photographers trying to get snapshots of either you or your costumed alter ego, especially lewd or pornographic photos. Not only will this make it much harder to maintain a secret identity, but whenever they get their hands on anything substantial it'll inevitably make it to the newspapers or social media and damage your reputation. In a worst case scenario not only will your career as a cape be damaged beyond repair but your true identity could be exposed and suffer all the same consequences, so don't go thinking you can ignore the paparazzi just because they're not out to kill you.

Parker Luck (+200 CP)
There's bad luck and then there's Parker Luck. No matter what else is going on in the world, Peter Parker can never seem to catch a break, like he ran face-first into that old Chinese "interesting times" curse, and now you're able to have the same kind of luck. For the next decade (or however long you're staying) you'll find yourself at the center of all kinds of strange events that seem to conspire to never give you a moment to rest. You'll have a hard time doing cape stuff and having a love life or attending to your other ambitions, and if you actively avoid superhero or villain antics then said antics will just seek you out and force you to deal with them instead.

Disempowered (+200 CP)
Some capes have special costumes like alien symbiotes or suits of power armor, and if they ever lose the armor they lose their powers with it. That's what you'll be dealing with now: all your superpowers, both the ones you get from this jump and those from other jumps, are tied into your costume in some way and they can be damaged or even destroyed temporarily if your costume is damaged or destroyed.

Origin Story (+300 CP)
Everyone has to start somewhere. Normally you'd get whatever powers and items you purchase with your CP at the start of the jump, but that's not the case anymore. Instead you need to earn your purchases and pick them up over the course of your time in this jump. You'll start with the background of a normal human and grow into your role as a hero or villain as the jump progresses, picking up your powers, perks, items, and meeting your companions as things progress. Anything you fail to acquire before the end of the jump you'll gain automatically once the jump ends, you'll just have to survive without your complete build in the meantime.

All for One and One for All (+300 CP)
It's him. Your nemesis. The man (or woman) who's sworn to destroy you and all you hold dear, the demon lord to your shining hero (or vice versa). Like Superman and Darkseid, you have an opposite number who hates you and will do everything in their power to destroy you, and however powerful you might be they're able to match you pound for pound. While they won't focus on your destruction every minute of every day or try to immediately one-shot you the moment you enter the jump or anything like that, you can expect to have multiple major confrontations with your opposite number over the course of the jump at least once or twice a year or so.

Protagonist Problem (+300 CP)
The problem with being the protagonist of a superhero story is that even with dozens of other heroes and villains in the world sooner or later it's all going to be up to you to save the world. Somehow or other you'll find yourself called on to solve major world-ending crises at least a few times this jump, and failing to stop these threats will spell the end of your chain as well as the world you're on. Worse, these threats are very resistant (though not immune) to being resolved with lewd methods. The evil empress from space plotting to destroy the world is highly resistant to being seduced over to the side of good for instance, and trying to fuck her into submission will also be a lot harder than it should be.

Notes:

Gender Stuff - I tend to write perks/items/other content with a focus on male jumper and female partners. This is just personal writing preference. All perks and items work on all genders and all companions can be taken as male, female, or other genders if you prefer.

Big Sidekick Energy - What kinds of sexual favors you get still depends on the character of your enemy. Lex Luthor won't give you a blowjob but he might have his secretary give you one instead, for instance.

Powersets - The descriptions for these powers refer to their effects and inspirations, not necessarily their origins. For instance the alien powerset doesn't *require* you to be a kryptonian as part of your origin story, you could just as easily have gotten those powers from extreme martial arts training or a pact with a devil or some other source. So long as the benefits remain the same feel free to go nuts with your origin story.

Symbiote - If you have another symbiote or goo armor or something of the like you can import it into your new one for no extra cost if you prefer.

Changelog
0.9 - Initial release.
1.0 - Added OC companion section, first complete release.