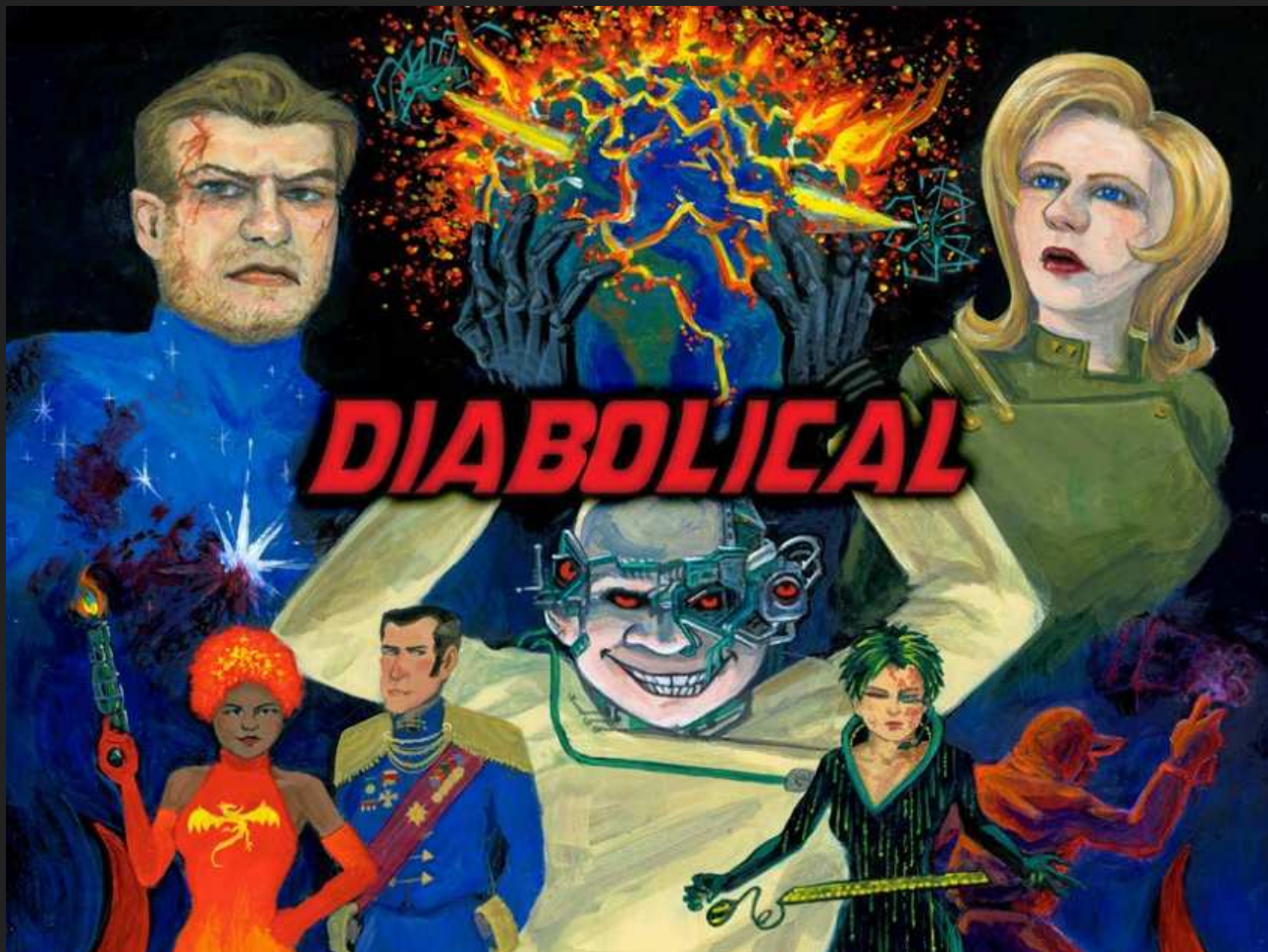




Diabolical Jump, Version 1.13b

By Iwannabethearmoredcore

This is a world of not-quite-comicbook villainy. Costumed heroes and villains are aplenty, relatively, and whole subcultures have emerged around them. Super-powered heroes and villains are not unknown here, though the mundane ones far outnumber them. While there is camp aplenty with world-guardian organizations like V.A.N.G.U.A.R.D and locales such as Merit City or Fort Klanx, make no mistake: this is the no-holds-barred 'real world'. Heroes are not above killing you if you cross their line, or if you prove yourself too dangerous to simply incarcerate. Some even kill as a matter of course, per their modus operandi. You will assume the role of a fledgling villain. Will you become the latest and greatest of your kind, or merely another failure among many who's ambition outshone their ability?

You have 1000CP to realize your dreams.

Age: You may freely choose your age, or let fate decide with 1d8+18.

Sex: Free choice.

Archetypes –

Overlord: Overlord: The dark sovereign, leading a horde of henchmen to execute diabolical schemes. Preferring to command from afar, this Archetype uses their underlings to carry out their machinations. Your past is yours to create.

Juggernaut: Juggernaut: The living battering ram, an explicitly super-powered villain. This Archetype is characterized by violence and power, more than comfortable in solving their problems with brute force. Your past is yours to create.

Mastermind: The shadowed genius, this Archetype leverages their intelligence to accomplish their goals. Developing technology and outwitting foes are their hallmarks, and they are able to use minions in a lesser capacity. Your past is yours to create.

Lair Location: Roll 1d8 to choose your lair type/location, or pay 50CP to make your own fate. If you have your own housing, you may choose to have it reside separately – and discreetly – from your lair, or act as the unassuming public “face” of your nefarious hideaway if appropriate. You may combine a lair with a previous housing or property, E.g. a space ship/station could take the place of the Moon Lair. Lairs have common features: 1) They can house and support yourself, all of your Companions, and a number of minions you think is reasonable. 2) They are hidden, stealthy, or otherwise extremely difficult to detect. 3) They have unmetered utilities on par with a military base and mundane supplies, which is added to the existing allowance/capacity if you import something.

1 – City Center, Camouflaged: A nondescript office building. You hold the deed to the entire property, and if you’re feeling frisky you can even rent out space you’re not using to legitimate companies – it’s prime real estate after all. If you’re in a major city, and the building is tall enough, you can opt for a roof-mounted helipad. Maybe if you can play your cards right, you can dig a subbasement or fifty.

2 – City Outskirts, Camouflaged: An old, distinguished mansion just beyond the city limits, nestled back among the trees of its dozens of acres. You have no neighbors, the property is yours to do with as you see fit. Though the surrounding area may be a little overgrown, the mansion is in excellent condition and has ample space for expansion as well as potential both above and below ground.

3 – Countryside, Underground: A fully subterranean facility, in whatever style you prefer, be it “military utilitarian” or “overcompensating chrome and luxury”. Your choice of depth and style, it can be something as mundane as an overly large cave to a fully excavated underground mini-city, VaultTec-style, or your very own Geofront. You’re a bit away from the city out here, but it’s nice and quiet and the risk of anyone who isn’t wise to your activities noticing your or your minion’s comings and goings is virtually nil.

4 – Space, The Moon: You have a lunar facility that you wholly own and operate. While it’s a little cramped, and space travel is on the pricey side, you’re well isolated from any government or extra-governmental organization’s reach. No one will be sneaking up on you here, and you have full control over who comes and goes with an array of anti-air (anti-space?) defensive batteries. Comes with a dock for any spacecraft you may already have – or may develop or purchase – as long as they are less than lunar-sized.

5 – Pacific Ocean, Underwater: A submerged bunker, at your choice of depth; it can be at the bottom of the ocean, or only just hidden beneath the waves. You’re in international waters, meaning you’re not under any government’s jurisdiction and it will be significantly harder for governments or their agents to get at you. You have a floating dock that can house large civilian boats like yachts, and it has an attached helipad. The dock is likewise submersible to remain undetected, and your extensive sensors will be sure to detect anyone coming from dozens of miles away.

6 – Atlantic Ocean, Mobile Seabase: An oil platform-sized mobile seaborne vessel. Though it doesn’t offer much in the way of expansion, it can move at surprising speed across the entirety of the Atlantic which will make you extremely difficult to track. Comes with a pair of short airstrips for STOL/VTOL fixed-wing aircraft, separate landing facilities to make simultaneous take-off and landings possible, and multiple helipads. It features two docks which can accommodate even very large ships, up to commercial container ships or Navy cruisers. It is extremely well armored and designed to resist hostile boarding actions via point defenses.

7 – Isolated Island, Volcano: A nondescript tropical island off the coast of whatever continent you deem appropriate. Your lair is located in the caldera of the active volcano, suspended above a pit of bubbling lava. While you have sufficient technology to shield your base, equipment, and personnel from the searing heat, others might have a more difficult time. The entire island is under your control, and you have legal possession of it. Comes with a harbor and dock which can sufficiently house a small fleet of naval-grade ships.

8 – Free Choice: You may freely choose your lair.

Perks and Abilities -

As standard, perks under the corresponding Archetype heading are discounted at 50%, and the 100CP perk is free.

Wildcard

Generic villain perks. These cannot be discounted.

(Free) **Showboating** – You have a flair for the dramatic, able to capitalize on any given situation for the most impressive theatrics. You can make the most impressive ‘Reason You Suck’ speeches, can cackle manically with the best of them, and generally just spice things up to elevate a normal robbery to a VILLAINOUS BANK HEIST! For those that appreciate the over-the-top element of crime, this will dually impress them, and often leave ordinary citizens in awe. For those that disdain the dramatic, though... well, they will be less than impressed.

(-100CP) **Façade** – Your criminal organization operates under a guise of innocence, or at least legality or legitimacy. You may present as a biological research corporation – perhaps named after a rainy weather accessory – or operate as an above-board Private Military Contractor. Alternatively, you may operate as a wholly unsavory organization, such as a long-established terrorist cell, or a vague special interest group which serves only to hide a cabal of Bond-style superspies. You construct a public face that presents your organization as a toy company, a food company, a university, or any other organization – typically corporate – you can imagine. You can even benefit from fulfilling your public purpose, such as loaning henchmen to a nation’s government to act as private security, earning a paycheck and perhaps privileged access. You can be revealed as the evil you are, but it will take significant resources to do so. No matter your choice, your finances, utilities, and hiring processes will never trip any red flags for any monitoring groups. Post-Jump, you may present as a similar entity and can more easily expand into a truly legitimate corporation... or it can all remain as nothing but a front for your own private agenda. You can’t take the place of canon-established groups, but you can interact with them in your legitimate capacity.

(-100CP) **Dual-Classing** – You may chose a second Archetype to draw from in the Specialty Section.

(-150CP) **Diabolic Aura** – You have an air about you that can inspire utter dread in the weak-willed, such as civilians or rent-a-cops. Those with sterner constitutions such as hardened heroes and villains, or others who have confidence in their own powers and abilities, are not cowed but rather understand that you have power and will treat you with the seriousness – or respect, fearful or genuine – that you deserve. This ability’s power will grow with your reputation, and eventually you will need do nothing more than walk into a room to command fearful respect, or glance with disdain to cower those beneath you. This can be turned on and off at your discretion, and affect only those you choose or an entire, yet limited, area. Does not affect anyone or anything immune to fear or intimidation.

(-200CP) **Jack of All Trades** – You may take options from all three Archetypes in the Specialty Section, but may not take the Specialty capstone options that cost -600SP.

Overlord

The general, the commander.

(-100CP) **Competence** – Your minions, henchmen, drones, or any other beings – such as Companions – you entrust with a task or duty are not the bumbling buffoons of other villains. No, yours are trained, and intelligent. They are consummate professionals, taking pride in their work and their service to you. They may not be particularly smart or powerful, but they will never be tricked into following the common, disadvantageous tropes of the typical mook. They will not fall for obvious traps, they will not stop to chat with the hero before they eliminate them, they will not pause to ponder an illogical statement or be diverted with a thrown treat or shiny bauble. They can hit what they aim at with their chosen weapon, and will exercise due diligence and appropriate prudence. You can for all intents and purposes, consider them your own personal, professional army with all the discipline and capability that entails.

(-200CP) **Voice of Command** – When you speak, others listen. Giving orders to any already under your authority – such as Companions – will ensure they carry out both the letter and the spirit of your desires, to the point where even lowly, nameless henchmen can perform remarkable feats (for henchmen) to accomplish their objective. The more vague or difficult a command, the less you will see the results. Saying 'design a plan of perfect world domination' will likely not have any real result, but something like 'don't break this teacup' will ensure the minion ordered to do so will not, under any controllable circumstance, break that teacup. You can't inspire superhuman or perfect feats, but the more specific your orders the more driven and focused your minions will be. You will also always be heard above the thunder of battle, din of machinery, cacophony of a busy board room, or similar. No one can misinterpret or mishear your words, and you will never have to repeat yourself to be understood in full.

(-200CP) **Loyalty, Above All** – Your underlings and Companions will be unwaveringly loyal to you, per supernatural means. They will not break under torture, cannot be hacked or brainwashed or reprogrammed, and will never betray you under any circumstances – including negligence, trickery, or subversion. Even the hired help or temporary allies will fall under this aegis, though after their contract or alliance runs out the effect will be decreased and eventually fade away completely. You will also never have to worry about any Starscream-type scenario, and your second-in-command, sidekick(s), and lieutenants will never attempt to overthrow, replace, or otherwise hinder you in any way.

(-400CP) **Retinue** – You are accompanied at nearly all times by a handful of your most powerful bodyguards, trusted advisors, and/or brilliant commanders. They go where you go, even if the invitation is for you 'to come alone' their presence will be unquestioned and tactfully tolerated, and are utterly and completely trustworthy. This group allows you to have protection from very nearly any threat upon your person, as they will be targeted first or will sacrifice their lives to save yours without hesitation. However, replacing them is difficult; these are not your standard henchmen. It will require considerable effort and time on your part to find a suitable substitute. They are all extremely skilled at their respective roles – whichever you decide those are – and will assist you with hyper-competence in managing your villainous organization, or any other facet of your life they can reasonably assist with. At almost any time you can summon them to your side with but a thought and they will heed your call, regardless of where they are or what they may be involved in. The only thing that will bar them from your side is death, though if they have to fight through a fortress to get to you, it may take them a while... if they manage to survive it. You may import up to five Companions into these slots, or fill them with five generic henchmen. For these henchmen/Companions, they have a special exception to the perks **A Shadow of My Power** and **Authority Equals Asskicking**: they are considered very near the top of your organization for the the purposes of sharing your powers and receiving buffs to their abilities, skills, and stats.

(-600CP) **A Shadow of My Power** – Your organization is a reflection of yourself, and perhaps fittingly, those that serve you have a pale, shadowed reflection of your Jumper powers. If you have perks that increase your physical strength, your minions – to include Companions – will all be particularly strong. If you have an ability that increases your intelligence, this will be demonstrated in your henchmen. Magical or otherwise supernatural powers or extremely specific knowledge from other Jumps won't apply to everyone – most are just grunts after all – but anything that could reasonably be passed down to your own army of darkness and utilized by them is fair game. The higher up someone is in your organization, the more powerful their inherited abilities will be, and the more unbelievable – you can't gift truly superhuman, supernatural, or magical abilities with this perk alone, but your highest ranks will be awe-inspiring all the same, right up against the border of 'improbable' and 'impossible'. Lieutenants and commanders will be significantly more powerful than their underlings, and your second-in-command will be nearly as powerful as you are. You may chose who this does and does not apply to, and can withdraw your blessing at any time.

Juggernaut

The unstoppable, the immovable.

(-100CP) **The Rage** – When in combat, you can chose to enter a berserk state, amplifying your speed and power for so long as you remain in combat, at the cost of your reasoning: your tactics and plan of attack amount to little more than "charge in and make them into hamburger". With time, you can learn to focus your rage into a form you can more easily control and think through, but it will take time and effort on your part.

(-200CP) **Inertia** – You can control your own inertia. You can remain immobile despite anything else, or can maintain your momentum regardless of what is in front of you. This does not protect you from damage sustained by doing so: Yes, you won't be thrown by a speeding train hitting you head on, but you won't necessarily survive it. This ability only functions if you are touching the ground/floor at regular intervals such as running, and will not function in conjunction with flight, levitation, or the like.

(-200CP) **Improv** – When you've got only yourself to rely on, you become adept at making use of unconventional resources on the fly. But you, you've turned it into an art form. You may apply any weaponry perks – including skill with any given, similarly wielded conventional weapon – to improvised weapons, unless expressly forbidden by the perk. Turn a street sign into a halberd, or a fan blade into a sword. Make a car hood into a shield, or a junction box into a flail. You're also adept at turning environmental hazards into outright lethal traps. Rig suspended lighting to crash on your foe, or spend a minute or two turning a gas oven, lighter, and door knob into an awaiting inferno. Anything you use as an improvised weapon or trap is unnaturally effective and durable. A can of hairspray and a lighter is a veritable flamethrower in your hands, and you can tank superheroic punches with a common door.

(-400CP) **Determinator** – Your will burns more brightly than a dying star. You have an unlimited amount of determination, willpower, and sheer grit: if your body can physically move, you can push through any amount of crippling pain or horrific injury to do what must be done. You are immune to all but the most insidious and powerful of mindcontrol magic or technology, and your will cannot be subverted by anything less than completely taking control of your body, and even then you will fight hard enough to inhibit another from making use of your full Jumper powers or accomplishing any action which requires fine motor skills. If sheer stubbornness can help you in any way in a given situation, this perk allows you to turn it up to 11 and rip the knob off.

(-600CP) **Super-Superhuman** – You are physically impressive, on a superhuman scale. Your speed, strength, stamina, healing ability, and durability are all incredible even when compared to other super-powered heroes and villains. You can hurl a tank or tear off a vault's door. You can outrun a sports car, and can keep running for hours on end. You can take a claymore to the face and still bloodily walk away from the aftermath, feeling as good as new by the end of the day. Even losing a limb will only be an inconvenience for a week, a bit more if it's completely gone due to incineration or such.

Mastermind

The chessmaster, the stacked deck.

(-100CP) **Master of all Trades** – You can create technological and mechanical tools that defy most conventions of physics. It's not that you cheat, you simply know how to bend all the rules to your favor. You are hyper-intelligent, a genius in every mundane field of science, engineering, and design. Hell, you're even an incredible chef and brilliant interior designer. Power armor, superspy wristwatch gadgets, levitation, teleportation, orbiting satellite bases with attached death rays... all the standard comicbook technology is at your fingers tips should you only chose to devote a moment of your time to creating it.

(-200CP) **Xanatos Roulette** – Where others see a risk akin to spinning a revolver and placing it against your head, you see a plan blossoming to fruition. Though from the outside it may seem as though your plans are more akin to gambles, you are very rarely proven wrong in your assumptions and others just seem to naturally play into your hands. You aren't infallible, and your gambits are often more a degree of success, but you are able to consistently take risks that play to your favor and advance your agenda – even if it is normally only by the barest of margins. Others can't seem but to help you achieve your goals, even when they are most definitely doing their best to work against you.

(-200CP) **Completely Innocent** – Despite your complex machinations and plots, nothing can ever be pinned on you. Without your own admittance, even if you were seen at the scene of the crime, you can present a perfectly plausible, airtight alibi. Unless you leave a calling card of some stripe, no misdeed will be linked to you and you can pull strings from the shadows without anyone suspecting you were the manipulator.

(-400CP) **Dirty Little Secret** – You excel at ferreting out the darkest, most horrible facets of others. Be it acts they have committed, beliefs they hold dearly, or even long-repressed memories or desires, you have a method of finding it out. While this makes for excellent blackmail material, the true worth comes in the form of psychological leverage: you know the worst of them, now. Few can confront their darkest demons and walk away unscathed and unchanged. With the right application you can break the minds of others, possibly luring them into your service, or discrediting them in the eyes of their peers or followers. You can tempt previously unacknowledged desires, swaying even the most righteous of heroes or at least humiliating them enough to allow for some kind of action on your part. With this information, you are able to predict what others will do, on an immediate or long-term scale, with excellent accuracy. For those you have yet to learn the secrets of, however, they will remain as unknowable as normal. As a side-effect of this, you have excellent intelligence-gathering ability of whatever form is most appropriate at the moment: from simple observation to managing a far-reaching network of spies and informants.

(-600CP) **Plans A ~ ZZ** – You have a plan for nearly any contingency. Zombie apocalypse? Covered. Armageddon? Called it. Alien invasion? Saw it coming. You are equipped to deal with almost any situation that comes up, with well-positioned traps right where your enemies might think to ambush you, or perhaps your own henchmen hidden among your adversaries' troops. Maybe you've already struck a bargain with the sidekick or rival villain's second-in-command even as your nemesis is storming your lair only to have their own forces turn on them once they reach your gates. Whatever the particulars, you can at the minimum withdraw from a situation with your dignity and life intact, if a bit bruised and/or bleeding. You will never suffer a catastrophic failure or setback which would, in and of itself and itself alone, cause you to die or remove your ability to pursue your villainous ambitions. You can still suffer a chain of failures that end in your death or overarching defeat, but cannot be brought low by a single act – up to and including getting shot in the head at pointblank. This death/failure protection is exhausted after a single 'saving throw'. E.g. the second round to the head will end you, if your nemesis is being thorough. This protection resets once per year.

Possessions and Equipment –

(Free) *Trust Fund* – You're rich. Like, crazy, stupid, disgusting rich. Like .001% rich. You could live a life of wild excess and extravagant luxury on only the interest and dividends of your investments for the rest of your life. Hell, maybe you will, but putting that aside this perk allows you to have a steady, sufficient stream of funds for your nefarious plots and villainous agendas. This isn't quite unlimited money, but it's a sufficient sum and while you are able to run out of funds, a villain of your stature should have plenty of plans for getting even more... right? Post-Jump this supplies you with a constant stream of funds of a given world's primary currency – or, lacking a currency, a supply of a precious metal or resource that is easily bartered with – through means of your devising. Investments, donations, gratuity, etc.

(Free) *Evil Duds* – You have a costume or uniform that underscores your position and villainy. It doesn't have to be caped or black, but it is most definitely stylish. Handily, it features a supernatural method of concealing your identity, even if it doesn't feature a mask or similar. This will allow you to preserve your civilian identity if you desire. Whatever kind of style you chose, any minions or sidekicks you have will have a same or similar style, if you'd like, so you're all fashionably uniform. It also features a ballistic weave to guard against low-caliber, low-velocity rounds, and is stab-proof... to a point. You're facing superheroes, remember? Can be combined with previous clothing or armor, if you desire.

(Free) *Stylish Ride* – You have at your disposal a specialized vehicle which is roughly the size and style of a standard car, truck, or van. It comes equipped with military-grade armor, all-wheel drive, two hidden weapons of your choice which can automatically target enemies or be controlled by a gunner, amphibious ability, and a holographic projector which can disguise the looks of the vehicle to a similarly sized standard car, truck, or van. You may equip a special ability to your vehicle, such a subliminal message broadcasting device, a large-scale EMP weapon, or the like. It has excellent MPG and performance, and can run on either diesel, biofuel, or gas.

(-50CP) *Here, My Card* – What good is being a villain when you can't let everyone know it was you who committed a crime? Now you can! You have an object that you can leave behind on the crime-scene that claims you as the culprit, like a playing card with your signature, an arrow of a particular shape, graffiti with your clan symbol, a single feather of a remarkably rare bird, or something similar. You never run out of them, and can be distributed to your minions so they, too, can commit crimes in your name. It will quickly be associated with you, and you can use it to make others take you more seriously if you have a track record of success, or flaunt your reputation if you've built one. Presenting this marker will confirm your identity if you find yourself doubted. This item does not have a sale value.

(-50CP) *Comms* – You know information and communication is key, and have heavily invested in those. You have voice communication devices for yourself, your companions and all your minions. They are small, really nothing more than a 2x1 dot Lego brick behind your ear. They also don't ever need to be recharged, and have an effective range of a whole planet. On the other hand, they are not invisible, can be stolen and only have two modes: talk to one person, and talk to *everyone* with the same device. But for that price, surely that can't be helped. You can switch between modes with a thought, and you will always talk to whom you intend when using the single-target mode.

(-50CP) *Sponsorship* – A company has seen value in you and your organization, and had decided to sponsor you. Not in money. You already have enough of that, so what would you do with more? No, you gain an unlimited supply of any one food item or office supply, ranging from strawberry milk to whole lobster, from staplers to printer ink. Be sure to occasionally mention the name of your benevolent sponsor!

(-100CP, One Free for Mastermind) *Global Reach* – You may have an additional lair of your choice, fully stocked, equipped, and manned. You may purchase this option multiple times. Taking this option allows you to combine your lairs (Volcano Lair on the moon? Why not?) or keep them separate, and you may import them on subsequent Jumps as you deem appropriate. For example, if a Jump doesn't have a moon or space travel, you might import it in an particularly isolated area, to give it the same kind of overall feel. You may also have your Warehouse take on the appearance/theme of your lair, and have a permanent method of accessing your Warehouse from your lair. The size may be larger than normally allowed if necessary to access the contents of your Warehouse or to store something within it. You know... like a giant death laser.

(-100CP) *Shareholder* – You own stock of an independent company or other entity that specializes in Research & Development, one of the most high-tech (for a given world), most renowned and fastest-growing research facilities around. You own around 24% of the stock, not enough for a takeover, but more than enough to have a say in what direction they should advance their research. They might not readily share all research with the world (or with you), it might be dangerous after all, but has that ever stopped someone as driven as you are? The research they perform will always be setting-appropriate, like improved tech or AI in a sci-fi world, spells or magical creatures in a fantasy world, better traps in a prehistoric world or new kinds of alcohol in a pirate world. They may or may not have morals, especially depending on the setting, but you will find that you have quite a bit of leverage in deciding their goals all the same – you're one of their most prominent investors, after all!

(-100CP, Free for Overlord) *Impenetrable* – Your lair(s) is a veritable fortress, armored and fortified to resist anything from covert infiltration to a full-scale military assault or siege. The halls and rooms are strewn with lethal or non-lethal traps per your option, secret passages allow multiple access points to any place or room and are known only by your own henchmen, and each and every section is defensible with armored cover aplenty. Yes, even the kitchen, or the labs, or the pens. Additionally, if you have included a prison area it is all but impossible to escape from.

(-100CP, Free for Juggernaut) *Darkspace Premium Account* – You subscribe to the Darkspace community, the ultimate resource for today's ultimate villain! Or, so the tagline goes. In reality, it's a bit more than a social media service, with profiles, forums, and livestreaming of various villain's capers and escapades. That's just the free stuff, though. With your premium account, you can access the database part of the site, which stores information – both confirmed and rumored – on every documented hero and villain in the world. Though it's not flawlessly complete or perfectly accurate, it will allow you to read up on any heroes or villains you encounter or will encounter and understand, at the minimum, what their gimmick is supposed to be as well as their powers and modus operandi. Post-Jump, this gives you access to a restricted information source, such as an underground website or circle of informants, which can provide you information of any kind on your allies and adversaries, and will prove beneficial to you in some manner.

(-150CP) *Blackmail* – You have valuable information on a high-ranking member of a certain organization or government. Information that might... persuade them to do things they otherwise wouldn't. Things that might turn out to be in your favor, if you catch my drift. This information is never enough to fully obtain control of the organization, and the organization is one that is important and influential in your current world, but never its sole ruler. In every new world you visit, you gain new blackmail on someone matching this profile, and you will retain this grip until the information becomes public, or you overstep yourself and the blackmailed individual refuses to cooperate and unveils their misdeeds of their own volition to remove your control.

(-200CP) *Armored Everything* – For the villain with an abundance of discretion, this perk armors everything you own. Your clothes, your cars, your house, everything. Often discreet (at your option), this armoring allows even your street clothes to protect you from moderate damage, though it will never compare to a fully battle-ready costume. At least you'll have some peace of mind on those days you simply want to take a walk in the park and don't want to die due to a mugging gone bad. Your civilian home (or imported housing), if you have one, is armored enough to resist breaching charges and car bombs, and is all but impenetrable by unauthorized persons. Your day to day vehicles, if you have them, are of the luxury armored variety, allowing you to ride in style AND safety. Additionally, this upgrades your default villainous costume with a combination of protections that match top-line body armor, fully enclosed Chemical, Biological, Radiological, Nuclear (CBRN) gear, and fictional 'hazardous environmental suits' (protecting you from extremes of heat and cold, and some poisons or corrosives). Your costume can still be any style you chose, but it will through some kind of means provide the aforementioned benefits.

(-200CP) *Mineral Rights* – You have, through some underhanded but fully legal means, acquired a metric ton of rights to various mines and harvesting operations the world over. In practical terms this means you will have a sufficient amount of raw metals, ores, minerals, and other physical resources to build or construct whatever you desire... all without paying a dime for it. You can also sell the excess on the open or black market, or simply stockpile it all for yourself. This will follow you to other Jumps, providing a steady stream of physical resources and allowing you to live the life of a mining magnate, or always have sufficient resources for your industrial ambitions.

Companions and Import –

(Free) *Export Minions* – When the jump concludes, you may take with you your henchmen, underlings, drones, creatures, and/or servants that you have acquired under the Specialties Section. This group, while not as individually powerful as a Companion, will retain any upgrades you've bestowed upon them and make excellent grunts, gophers, redshirts, or meatshields. Your support personnel – your scientists, engineers, cooks, gardeners, personal trainer, etc. – will also accompany you, and can learn as normal to adapt to a changed environment, incorporating new tech, foods, techniques, or even plants into their day to day jobs. If any of your minions die, they are replaced before long with another of similar capability and type in an appropriate manner of your choosing. So, if you've made some kind of vicious, genetic abomination as your critter of choice, those can still be replaced without specialized equipment or circumstances.

(-100CP) *Import Companion* – You may import a previously acquired Companion with this option. If you have an organization, you may make them a person of note within your hierarchy, such as your sidekick/second-in-command, or a commander or captain of your henchmen. They may chose an Archetype and gain +400CP and +600SP to spend on perks and equipment, receiving discounts as normal but cannot purchase the (-600SP) Specialty Capstone perks.

(-100CP) *Now Recruiting* – You may take a canon character with you when you leave the Jump, such as Steelheart, The Count(ess), or The Drake. They can gain +400CP worth of the perks and equipment here. They do **not** gain an Archetype, but they have +800SP and can draw from all Specializations. The (-600SP) Specialty Capstone perks, however, are forbidden to them.

(-150CP) *A Partner in Crime* – This person is not really a Companion, an ally, or an underling. Rather, they are more like a rival than anything else: you share world-shaking ambitions and you both have it within your abilities to make your ambitions a reality. But, you're on friendly enough terms, and not afraid to work together every once in a while – for mutual benefit, of course. Keep in mind, their will is their own, and they may decide that you are an enemy based on your interactions if you treat them badly or overstep your bounds. Create a new character, choosing an Archetype and selecting +500CP worth of perks and +700SP worth of Specialties, with the (-600SP) capstone Specialties forbidden. This person does not become a Companion nor are they necessarily associated with you, however: They will live their own life and pursue their own dark ambitions, a match for your own. They will travel to future Jumps with you and make their own way, which may not involve you. Knowing their personality, they will join a criminal organization – or at least something on the shadier side – and try to climb the ranks, consolidate power, and generally act as you might expect an ambitious and power-hungry individual. If you happen to meet them again in the future, I'm sure they wouldn't mind trading a favor for a favor – so long as you don't cross them. This person does not gain any CP or other ability to acquire Jumper-exclusive abilities, powers, knowledge, or perks in Jumps beyond this one, but they will learn and remember much like you do, though they will not have interaction with Jump-chan or similar. If they die, they will respawn after a month, with their memory intact and their ambition rekindled. If they amass powers, abilities, underlings, or the like these things are carried with them to future Jumps, as is appropriate and reasonable.

Specialty Section –

This section is for further specialization into your Archetype(s). You have 1000 Specialty Points (SP) to spend in this section. You may convert CP to SP at a rate of 100CP to 100SP, but not the other way around. There are no discounts.

Minions (Overlord Only) –

A great commander needs equally impressive troops.

(Free) **Minions** – You have a nigh endless supply of underlings. By default, they are no more than human henchmen/henchwomen that you hire or recruit to your cause, but this can be modified with other Specialties. You have an almost limitless supply of them, no matter your reputation. While you may not be able to deploy only some tens of thousands at a time, you have ample reinforcements to counter attrition. This supply refreshes as you deem appropriate; recruiting, manufacturing, cloning, etc. based on what kind of minions you have.

(-100SP) **Born Leader** – Your ability to manage an organization is second to none, regardless of how small, large, or complex it is. You always have time to deal with the minutiae of your position. You know how to manage logistics, human resources, internal affairs, finances, regulations and permits, and every other imaginable facet of running an above-board or underground organization. You know how to keep a finger on the pulse of your underlings, how to spot talent and potential in your recruits, and how to motivate them. You can command with impressive skill at the strategic or tactical level in a conventional or unconventional engagement, and have ample knowledge of military, police, corporate, and political/bureaucratic tactics and procedures for any imaginable situation – and many unimaginable ones.

(-100SP) **Hardened** – Your henchmen are hardened veterans of their respective roles. They know what they need to do and won't hesitate to do so. Your grunts are excellent soldiers, your guards are security professionals, your scientists are well respected experts in their fields, and even your cooks are accomplished chefs. Each and every one is fully aware they are the bad guys and they have no illusions of morality. Your minions will never suffer from a moment of conscience or balk at your orders. Additionally, they are resistant to mind-altering effects such as hypnotism or mindcontrol, and cannot be overawed or stunned by a display of power or ability.

(-100SP) **Lieutenant** – You have at your disposal a similarly capable leader in your second-in-command, possibly an imported Companion or a particularly impressive henchman. This person is expertly trained in management and command, with identical morals and motivations to your own or have left their own at the door, ensuring there is never a conflict of interest and you will always see eye-to-eye when it comes to work. They can plan, strategize, manage, command, and inspire in your same style and similar if not exact skill, and can allow you some well-deserved downtime or let you shift your focus to something else for time while you can remain confident that your operation is being led by a person who is worthy of being called your most trusted and capable lieutenant. A Companion taking this puts them into this position.

(-200SP) **Well Equipped** – All your henchmen and minions are equipped with the high quality tools they need to do their jobs. Your soldiers are exceptionally well armed and armored, your researchers are given cutting edge lab equipment, and even the gardener has high end gardening tools. These tools are strictly mundane, however, and will not cross into the realm of science fiction unless you have appropriate perks to grant them such equipment. This allows you unfettered access to military-grade hardware, such as body armor and heavy armored vehicles e.g. tanks, IFVs, APCs and so on, as well as the logistics to support them.

(-200SP) **Well-Oiled** – Your organization is run with near flawless efficiency. There are no miscommunications between ranks or sections, logistics is always on point, you will not suffer shortages or delays in movements or supply, and there will never be any political or bureaucratic bickering or hindrance. You consistently come in under budget and ahead of schedule, and everyone always knows their place in your plans. Your organization can literally run itself in terms of day to day operations.

(-300SP) **Special Forces** – You have at your disposal a relatively small, exceptionally skilled group of minions, on par with special forces from a first world military. They do not have to be strictly military, though; if you chose, you can have scientists with the knowledge and ability to develop wondrous technology, or unnaturally powerful and intelligent animals to do your bidding. They can be impressively skilled spies, five star chefs, legendary auto mechanics, or world-renown doctors. Regardless, this group is talented beyond any of your other henchmen by far, the elite of the elite. If combat-focused, they can go toe to toe with powerful elite agents of other organizations (such as Steelheart) with a good chance of winning.

(-300SP) **Public Relations** – Your henchmen enjoy some amount of tolerance with the local population. While no one will outright say they're okay with your henchmen, the general population won't actively resist or otherwise hinder your henchmen as they go about their business. If you're in the middle of a bank robbery, there won't be any impromptu heroes, and even the security guards are strangely placid. You can expect the police or any superhero organizations to be belatedly informed of your actions and thus much too late to stop you (unless you want them to be johnny on the spot). Eventually, with effort, this can result in the locals becoming sympathetic to your agenda, provided you prove your good intentions to them via your actions. They will never overtly help you, but you can expect a swelling of public support if you are ever imprisoned or badly hurt by the forces of good, with calls for the do-gooders to be punished for their unfair treatment of you and your underlings.

(-600SP) **Authority Equals Asskicking** – Your hierarchy is based on ability, a true meritocracy. The closer to the top of your organization a given individual is, the more individually powerful they will be. This will not confer unreasonably supernatural, superhuman, or otherworldly ability upon your lowest ranks of mooks, but will dramatically increase the abilities they already have, and could possibly push certain traits into the realm of humanly impossible if they are high enough in rank and already have an impressive ability in a certain area. This applies to you as well and will boost your power even beyond your standard level if you have a large enough organization, and will always function to some degree so long as you have any number of underlings subject to your authority; as the head of your organization, your power is well above your second-in-command. Stacks with **A Shadow of My Power** in a manner of your choosing if you have taken it, and can include sharing wholly supernatural, superhuman, otherworldly, or magical abilities with your minions, to include specifying which ranks certain traits/powers begin to appear at. This also allows **A Shadow of My Power** to work in reverse, and your minions/companions will share their full powers with YOU.

Superpowers (Juggernaut Only) –

(Free) **Most Common Superpower** – Your physique is downright jaw-dropping. If you are male, you have the idealized body of a pro football player or a bodybuilder: broad shoulders, a chiseled jaw, bulging muscles, seven feet tall, the works. If you are female, you have the romanticized body of a supermodel or pro gymnast: a slender waist, big eyes, a large, gravity defying bust, and every other physical characteristic you can think of. If one or more of these traits isn't to your fancy, you may modify it and may modify your body beyond the aforementioned; the end result is no matter what, your body is absurdly fit and gorgeous. This can become an alt-form upon the Jump concluding if you wish.

(-100SP) **Flight** – You can fly at 4x your running speed, and can breathe as normal even in very thin atmosphere, and are resistant to cold. You're also able to keep your eyes open in the wind. Wouldn't want any accidents now, would we?

(-100SP) **Five Senses** – Your senses of sight, hearing, touch, taste, and scent are superhumanly sensitive. You have vision like a hawk and can see in near darkness, your hearing is like a bat and you can hear above and below normal human hearing. Your sense of scent is like a bloodhound, and you're fully capable of identifying people and things by scent, and following a trail. You can't be overwhelmed by unpleasant stimuli, and are otherwise immune to this power becoming a disadvantage in a given situation.

(-100SP) **Apprentice** – This option allows you to have an imported Companion or Canon Character take on the mantle of your apprentice or sidekick – a trustworthy and capable brother or sister in arms. They will share your same motivations and morals or leave their own at the door so you always see eye-to-eye when it comes to work, and have a supernaturally effective, instinctive teamwork with you. You will never have to plan before hand to have your movements and goals coincide perfectly, and you will always be able to anticipate each other's course of action and attacks – friendly fire doesn't exist, and you will never trip each other up or get in the other's way. A Companion taking this puts them into this position.

(-200SP) **Blasts** – You are able to use some kind of projectile attack. It can be energy blasts, fire balls, ice shards, freeze rays, or another form of damage-dealing hazard. You can fire these blasts as a continuous beam or distinct projectiles, and they can come from your eyes or hands at any time.

(-200SP) **Impact Compensation** – You will not be harmed by a fall of any distance, if you land on your feet. You can also tank punches or other large, blunt impacts (like a steel I-Beam) much more effectively, and are resistant to blunt trauma in general. Your bones are harder than steel, and while not unbreakable, it'll take an obscene amount to force to make them go 'snap'.

(-300SP) **Elemental Manipulation** – You can manipulate and control a single element of your choice with nothing but your will. You can summon this element, drawing from your reserves of stamina and willpower, or you can use it from a natural source, such as a bonfire for fire or junction box for electricity. This element submits completely to your will and you are immune to direct damage from it. You may choose any "pure" element, such as Water, Earth, Metal, Air, Fire, Stone, Darkness/Shadow, Light/Solar, Gravity, or similar. You may purchase this a second time for -200SP for a second or combined/advanced element. Combining with **Blasts** increases your offensive power with your given element to city block-leveling proportions.

(-300SP) **Teleportation** – You can teleport without outside manipulation, your body disappearing in a flash of light, puff of smoke, or whatever effect your feel appropriate and then rematerializing at a location of your choice within 100 meters. This happens in a fraction of a second, only just shy of instantly. You may maintain or cancel your momentum as you desire. You will need to see where you are teleporting to in order to make use of your full range, but are able to teleport shorter distances without line of sight. You have a failsafe that will prevent you from teleporting into dangerous or hazards areas – toxic/airless rooms/spaces, fire, etc. – and cannot teleport into walls or otherwise meet your demise by using this power. All your equipment and clothing, etc. teleports with you, but only things that are attached, worn, or carried. You can't teleport other persons at all, or equipment than has more mass than yourself.

(-600SP) **Subsumed** – By defeating and consuming – literally or figuratively – part of an opponent you can gain some of their powers. ‘Consuming’ could be literally eating or otherwise incorporating part of their body into yours while interpreting it more abstractly could be simply taking possession of it, e.g. dismemberment and laying ‘claim’ to a limb, it being ‘consumed’ by your fight with the one you’re stealing powers from. No matter the specific method, you must cause at minimum permanent, crippling harm to the one you are claiming from, else your claim will be invalid – if you can’t take it by force, you don’t deserve it, after all. Depending on the part consumed, you will gain a power of theirs that is appropriately symbolized by that part. An arm could grant you their strength, some of their skin or bone would bestow you with some of their toughness, or if they can do something like fire energy blasts from their eyes, taking one might allow you to do the same. If you consume all of their physical body, and/or if appropriate their spiritual or metaphysical form as well, you gain all of their powers at once. However, all abilities gained with this power are in their infancy, and you will have very little natural aptitude with them; they are not part of your natural form, after all. The greater the power gap between yourself and your opponent, the less you gain from their powers. A much weaker being would only give you a very weak version of their power, or only give a minimal increase to one you already possess. On the flip side, trying to eat a god who is much more powerful than you are would also give you very little of their power – it’s simply too much for you to stomach, and for this ability to process. You might gain a small amount of one of their traits, but even devouring a god whole, if you could do it, would only bestow a couple of their traits or abilities upon you, and feebly at that. Over time you might find yourself eventually portraying their abilities and traits at original capacity, but by then you would already have reached their level and it would be little more than icing on the cake.

Technology (Mastermind Only) –

(Free) **Personal Protection** – You have a suit of armor, a shield belt, or other means of protecting yourself from outside aggressors. It is particularly advanced and affords you excellent, if not unbeatable, protection from all hazards. It is indestructible, but can be defeated and rendered useless – it will, however, repair itself within 24 hours.

(-100SP) **Minions** – You have a sizeable pool of talent to draw from, be it henchmen hiring or recruiting. While not endless, you will have a good amount of various people to employ in your service, a couple thousand or so at a time. This pool replenishes as you deem appropriate; recruiting, manufacturing, cloning, etc. based on what kind of minions you have.

(-100SP) **Magitek** – Rather than being based on technology, you may change your theme to being based upon magic, sorcery, or other metaphysical terms such as divine blessing. Rather than lasers your goons might use magic staves, instead of hovertanks you might have supernatural creatures with durability and power to match. At least you don’t have to worry about power sources or that pesky physics thing getting in the way. This can also apply a magic-based sci-fi theme, hence the name. You have sufficient expertise in your newly chosen theme that you can create and invent within the confines of it, at the level of a true master. Even if you don’t have previous experience in it, this will grant you all you need.

(-100SP) **Assistant** – You now have an assistant who is knowledgeable of all that you are – they know the technologies you know, are well versed in whatever school of magitek you might subscribe to, are equally educated in your favored sciences, and are able to begin, continue, and complete any projects that you might undertake with the same eye for detail and diabolical genius that you would. They will share your same morals and motivations or will leave their own morality at the door, but either way they will never disappoint or fail you. With this you can take a break from the lab and know that the mutant chinchillas you were developing will be properly completed, tested, refined, and ready for mass production. They will even move on to the next task at hand if you are not present to instruct them, and they need no supervision to research and develop tech you will find useful. A Companion taking this puts them into this position.

(-200SP) **High Tech** – All your goons' equipment is suitably advanced for a genius of your caliber. Lasers, power-assisted exo-armor, hoversuits, whatever suitably sci-fi equipment you want to give them is at your disposal. You can source and/or manufacture this equipment, and have all the logistics and other facets in place to handle their usage. You can also work out-of-context technology into your minion's gear, and can research further hybrid tech to combine the technology of disparate Jumps.

(-200SP) **Circuitry and Metal** – Your minions can be mechanical or cybernetic in nature, and may be built rather than hired. Their physical abilities outstrip any normal human, and they are well armed and armored. You can readily manufacture them.

(-300SP) **Apple of My Eye** – You have the facilities and knowledge to create genetic abominations, chimera which incorporate the traits and forms of multiple animals or creatures. They do not have to draw strictly from earthly or mundane creatures, but you must have some method of obtaining the necessary genetic material. Even if you only create your own personal breed of dog, you can imbue it with supernatural attributes, such as strength, speed, intelligence, etc. You have facilities enough to mass produce these hybrids. This also allows you to perform gene therapy on and thusly modify any human or otherwise henchmen, minions, or followers you may have. You can push them to the theoretical peak of their species' physiology with your mastery of genetics, and modify aspects of their bodies they already possess. This can be things like removing the sense of pain, modifying their vision to see better in the dark at the cost of color blindness, or other such relatively minor modifications to existing systems.

(-300SP) **CABAL** – You have a hyper-intelligent and perfectly analytical AI at your disposal. It (or he, or she) will monitor events and communications relevant and/or of interest to you and keep you apprised of opportunities or hindrances to your agenda. It can run extremely complex and detailed simulations of scenarios which can provide otherwise impossible insight and perspective, allowing you to make plans around the most likely situations and actions/reactions. It cannot develop technology for you of its own volition, but it can assist you in doing so by crunching numbers and running simulations based on your prototypes, etc. It is high-omniscient when it comes to the happenings of the world, able to hack in to otherwise secure systems to eavesdrop, steal intelligence, or otherwise learn of things it (and you) really don't have any business knowing. It can also advise you in nearly any subject matter you can imagine with expert knowledge. It can learn if you so choose, and can develop or come with a personality of your choice.

(-600SP) **Spacetime Sphere** – The pinnacle of your works: The Spacetime Sphere, a floating golden (you guessed it) sphere, it is an ambiguous reality-warper device, capable of bringing your greatest fantasies or desires into reality with nothing more than a thought... in theory. In practical terms it amounts to little more than a fantasy virtual reality simulator. The room you have installed it in is of whatever size and theme you desire, and within that space you can exert complete control over... well, everything. You can recreate the entirety of the earth populated by apes if you so choose, with a god-like ability to change each and every facet of reality within that world. You can live out your wildest fantasies, or create a time-warping effect to slow down time within the chamber so you can appear to those outside to invent and create in a matter of moments what actually might take months or years. Or both at the same time. Time spent in this slow-down state does not count towards your decade in this world; you must spend your time in 'reality', as it were. The Spacetime Sphere requires an enormous amount of power to function – roughly a small city's worth – and the more you use it for grander purposes, the more power it demands. It will respond only to your desires, unless you choose to allow another to have temporary control. Only one person may be in control at a time, and you or others cannot die to hazards inside it – if you would die, you are simply ejected from the chamber, face-first. This safety feature is optional post-Jump. You cannot bring matter out that you have not previously taken inside, and you cannot produce resources of any type from it to take into the 'real world'. After the jump concludes, the Spacetime Sphere will be permanently installed in your Warehouse (instead of your lair) and is able to turn that space into whatever kind of reality you want (within reason) while still allowing your Warehouse to fulfill its original and/or modified function(s).

Drawbacks and Complications -

It's all fun and games until...

No Drawback Limit.

(+50CP) **Dreams, Realized** – Rather than simply survive for a decade in whatever manner you please, your win condition is changed to something more appropriately ambitious. You have 10 years to wholly conquer the world by defeating all the independent heroes who come after you, and causing enough damage to V.A.N.G.U.A.R.D. to the point where either it is disbanded or all the members are dead. Alternatively, you may initiate a hostile takeover of the reigning criminal supergroup – Minotaur. Minotaur is not to be underestimated, as they have the majority of the world's best villains and supervillains to call upon to do their bidding, and countless less henchmen aside. Their plots and capers are the stuff of legend, and they are the boogymen of the supervillain underworld; rightly feared and respected in equal measure. If you merely want to conquer the world, you might be able to persuade them to assist you, or at least stay out of your way if you won't interfere with their goals. Meanwhile, if you chose to take over Minotaur, they will learn of your plans by the third year, and take appropriate steps to resist you...

(+100CP) **Habitual** – You've really let this villain thing go to your head. Once a month, you (or your underlings, per your directions or orders) are required to commit a villainous deed of some stripe, at least worthy of the front page of the local paper – you're no two-bit criminal after all, people need to be talking about you! Some minor shoplifting won't cut it, obviously, but surely absconding with the store itself would make the papers? Keep in mind people become desensitized to crime and violence, so you'll constantly have to up the ante if you want to stay relevant. If you have taken **Façade**, this required event/action can also relate to your "above board" image, and should somehow improve your image by a large margin or demonstrate your "company's" strides and attract investors.

(+100CP) **No Second Chance For Losing** – You will find that heroes are much less merciful than you might have otherwise thought. They will not hesitate to kill you and your henchmen, in the name of the greater good. If you are defeated by a hero, there will be no mercy, nor pity, nor attempt to make you a functioning member of society through incarceration. They're just going to kill you, hands down. Fighting against another villain is likewise with lethal enthusiasm, and you will be expected to answer in kind. This does not remove any life-saving protections you have, but will instead ensure they are constantly tested.

(+100CP) **Dress to Impress** – You are well integrated with the Darkspace Community, but can't seem to find good footing with the two main factions: the Old-Schoolers, who prefer no-killing and over-the-top hijinks, and the much more practical New Crowd, the new generation of villains who favor decisiveness and brutality. You are torn between the two groups, and must constantly work to please one or the other. Whichever faction you don't please will disparage you online, and often harass you on the Darkspace site. If they encounter you in real-life, they will be less than helpful and may look for an opportunity to subvert or hinder you, for their own satisfaction and to make you look bad. The group you work to please... simply won't do these things. There's no real winning, here: it's the internet, after all. Taking **No Second Chance For Losing** means that the group you don't please will try to kill you if they think they can manage it, or else simply try to get you killed by any heroes or groups you might be fighting at the time. The group you have focused on placating will not try to kill you, but they won't help you either; they'll do you the gracious favor of pretending you don't exist.

(+150CP) **Loud and Proud** – You are absolutely terrible at subtlety. Your organization is obviously nothing but villainous, your henchmen look exactly like stereotypical henchmen and are hilariously bad at disguises. With this drawback going under the radar is not an option, and though you may not be particularly dramatic about your endeavors, you will be instantly recognizable as a villain while in costume and no one will mistake you for anything but. Your lair is almost a tourist's destination with how well known it is, and you will be stopped at the grocery store in your civilian guise if you have one, as people make comments about you. As implied, the supernatural identity-concealing features of your *Evil Duds* are disabled when you take this drawback. Depending on your actions, E.g. if you're more evil than affable, they might hurl slurs or bottles or otherwise express their displeasure at your presence. If you're more affable than evil you might get stopped by children to sign an autograph, or people might want selfies with you. The **Façade** perk will simply give your organization a public face; everyone knows exactly who and what you are during this Jump.

(+200CP) **Live Streaming** – Many villains, in an effort to brag to and impress one another, subscribe to the underground villainous internet community known as Darkspace. Darkspace offers a lapel-attached camera to record a villain's heist and plots, to broadcast to the entirety of the community. You, though, you take it a step further. You have a tiny camera attached to your person at all times, as well as countless more surveying your living and working spaces, which broadcast your life 24/7 to Darkspace. Your whole life is being streamed every moment of every day, no matter where you are or what you're doing – even hiking through the Sahara Desert will be streamed. You have no privacy, and you have no secrets. Luckily, your enemies will not use this to subvert you or your plans, but otherwise every facet of your life is on display for every other villain to see. And you thought Facebook was bad about oversharing...

(+200CP) **The 99%** – Well, here's you. Just the Average Joe (or Jane) without much more than a lower-middle class income and a head full of dark ambition and diabolical ideas. This drawback strips from you the *Trust Fund* perk and greatly reduces any monetary gains you might get from the *Mineral Rights* or *Shareholder* perks, necessitating you figure out either some kind of side gig to finance your villainous start, or you otherwise find a method of acquiring the massive amounts of funds required to run around in spandex while cackling manically full-time.

(+300CP) **You Against the World, Baby** – The world of supervillainy is lonely and cold. Not only are you competing against your fellow villains and supervillains for resources, territory, and due to differing views, but the organizations Minotaur and V.A.N.G.U.A.R.D. are likewise arrayed against you in a suitable fashion. You have no allies save those you import or your own henchmen and minions, and cannot join or ally with any hero, villain, or organization – even for mutual benefit. You are permanently distrusted, and every attempt you make to prove yourself more than just a dangerous egomaniac with delusions of grandeur will be ignored. Taking the drawback **No Second Chance For Losing** as well means every single interaction is potentially lethal. The only non-Companion/minion exception is *A Partner in Crime*.

(+300CP) **Down to Your Level** – You are not the only one who can play dirty. V.A.N.G.U.A.R.D. or Minotaur, whichever is more appropriate per your style and moral alignment, has singled you out for death. Either you're too dangerous, too unpredictable, or they just hate you for your fashion sense. They will ceaselessly attempt to assassinate you, will endeavor to discover your civilian identity so they can target you during your downtime as well, and are not above setting lethal traps or attempting to infiltrate your organization with spies and assassins. They will also attempt to bribe, threaten, or otherwise coerce your minions of every rank to betray you, sabotage you, or otherwise underperform in order to hinder your capabilities. This campaign against you will begin shortly after you make your debut as a villain, and will grow in intensity the more infamous you become. If you have **Loyalty, Above All** rather than betrayal you will simply have personality conflicts with your commanders, lieutenants, allies, or others that you cooperate with and may have to make compromises to your agenda to appease all parties, sacrificing an objective or gain to maintain a good working relationship. The minions or Companions affected by the **Lieutenant, Assistant, or Apprentice** Specialties are unaffected by morality/personality conflicts as is stated in their descriptors, but other commanders, leaders, allies, etc. are not.

(+300CP) **Spider's Web** – Dr. Arachnus, the world's most infamous and terrifying villain, known the world over as the ultimate supervillain, has set you squarely in his sights by the end of your first year. His resources are limitless, his reach is unending, his ego is unfathomable, his knowledge of your plans and agendas (and everyone else's) is clairvoyant, and his insidiousness cannot be overstated. He can and will infect a city's population with mind-controlling nanobots to put them into a zombie-like state and sic them upon you. He will interfere with your heists and seemingly magic away your hard-earned loot. He will infest or assault your lair with mechanical spiderbots via unknown means to terrorize and kill your underlings. You are not safe from him, and will be fighting off his attempts to interfere with or eliminate you for the entire duration of the Jump. He will remain far from your reach for the duration of the Jump, an untouchable ghost for all intents and purposes.

(Scenario) **To The Victor** – You may apply an additional condition and reward to the **Spider's Web** drawback: you must find, confront, and ultimately destroy Dr. Arachnus – true identity: the alien overlord Ara-kunos, an egomaniacal self-proclaimed emperor who has enslaved the entirety of his own race, the Yog. He has more than sufficient power to make good on his intention to violently terraform Earth and enslave whatever remnants of humanity are left. Failure to defeat him by the end of the Jump will result in a loss condition. His own spider-like cyborg body is more than combat-capable and is made of an adamantium-like metal, granting him obscene durability. His mothership in high Earth orbit is defended by a fleet of alien warships against approaching hostiles, while the interior is swarming with a huge variety of militarized spiderbots and is full of alien technology that you can't quite seem to understand, much less subvert or control, no matter how adept you are or for how long you study it – only with Dr. Arachnus' defeat will you gain insight into how the Yog's technology functions. He will begin terraforming Earth in your sixth (6th) year, appearing suddenly, broadcasting a declaration to humanity that Earth now belongs to him, and immediately sow destruction and chaos by initiating his terraforming. Before he reveals himself, he is mysteriously absent in person, with only his mechanical minions anywhere to be found. The governments of the world, as well as Minotaur and V.A.N.G.U.A.R.D., will be utterly ineffective against this invader and will spend more time fighting each other than the alien threat. You will have to face Dr. Arachnus alone or with a single Companion/Canon Character, your minions and underlings if you have them will be busy buying you time from his numberless spiderbots. Once you confront him, he will have a final surprise for you: he knows what you are, Jumper. He has been watching you very carefully, and understands you are not some mere wannabe villain. For the powers, abilities, traits or perks you have consistently used or flaunted during your Jump – namely the handful on which you most rely – Dr. Arachnus has developed a counter for. He has made use of his Spacetime Sphere to divine the best counters within his capabilities – which are incredible, though not limitless – for the powers you have most used, and planned for some surprises besides. You can expect many of your powers to be less effective than you would hope for against him, and for him to be able to damage and even kill you with far less effort than you would have wanted. He has, effectively, two lives, and will not go down for long after his first 'death'. Upon successful completion of this task, you may take Dr. Arachnus' own Spacetime Sphere and use it to grant yourself any one (1) of the capstone perks (-600CP) or capstone specialty options (-600SP) from this Jump. This includes simply taking the Spacetime Sphere for yourself as the **Spacetime Sphere** option under the Mastermind Specialty. This ability is taken at the cost of the Space Time Sphere's functioning, and you will not be able to undo the devastation done to Earth via the (hopefully) incomplete terraforming nor do anything else with it.

(+500CP) **Mistakes Were Made** – You broke the number one rule: You killed a child. Whether by accident or deliberate action, whether by your own hands or that of your henchmen, it doesn't matter: your reputation is in tatters. Every single power in the world is against you. Minotaur, other independent villains, V.A.N.G.U.A.R.D., every hero and superhero ever, the world governments' police and militaries, even common citizens will accost you if they think they have a chance to kill/beat/humiliate you in revenge. Worse, everyone knows your face; if you had a secret identity, it's no longer secret – you cannot escape your reputation by merely taking off your costume. You will find that you have extreme difficulty hiring henchmen, and the few you do manage to hire are often of... lesser repute. Only Companions you have imported and *A Partner in Crime* will stand with you.

(+600CP) **This Ain't A Comic** – ... but unfortunately, it seems you didn't get the memo. For whatever reason, fate is determined you are to live your life like a classic comicbook villain, with all that entails: the evil laughter, the brooding, the overly convoluted plots, the urge – nay, compulsion – to act a ham and chew on the scenery. You also, as the villain, are destined to lose to the hero. Again. And again. And again. Even the most naïve and incompetent of heroes will manage to outwit, outfight, and outmaneuver you, regardless of any powers or abilities you may have brought with you from other Jumps. You will be in jail more times than you can count, and though there aren't any lasting repercussions or damage, you will find yourself humiliated by the forces of good ad nasueum... and there's nothing you can do about it.

You have passed ten years here. Perhaps you have achieved your ambition, or mayhap your goals have changed and everything has turned out very differently than you could have imagined. Regardless, your time is up, and your adventure draws to a close.

MAKE YOUR FINAL CHOICE.

Time for Retirement – Return to your original, mundane earth, taking with you everything and everyone you have acquired in your journeys as a Jumper. This concludes your adventure.

I'm Not Done Yet – Remain in this world of the Diabolical, ending your Jump. Any drawbacks you've taken are hereby resolved in the manner of your choosing – which includes 'not resolved'.

My Ambition Burns – Continue to the next world, leaving the world of Diabolical in stasis until you return or end your Jump. You may take with you any new and old Companions, as well as any technology or the like you have acquired.

Notes:

Voice of Command is not free Command Spells. It's meant to sound LIKE it because I have an inner, neglected fatefag, but your orders do not become supernaturally charged; only inspiring.

Retinue is your Command Squad, were you an army commander from 40k tabletop or the like. Use them as such.

Yes, the art is official.

For the **Special Forces** Specialty perk, you can chose to share **A Shadow of My Power** and **Authority Equals Asskicking** with them beyond their rank in your organization, e.g. you can makes them particularly powerful even if they don't have a whole lot of authority. Works much the same as **Retinue**, though these minions aren't primarily bodyguards or other close support for you.

The Archetypes are based on the following themes...

Overlord: Minions, control, command, paramilitary, discipline.

Juggernaut: Superpowers, self-reliance, violence, you **are** the monster they think you are.

Mastermind: Planning, technology, outwitting, creating monsters in your image.

The Golden Rule: When in doubt, fanwank it. If you're still in doubt, start rolling die.

Changelog:

03 Nov 2017: Initial draft, feedback from /tg/.

04 Nov: Replaced **Authority Equals Asskicking** with **Shadow of My Power** to bring the capstone perk back into focus for Overlord. Added volcano lair option. Added Spider's Web, Mistakes Were Made, Live Streaming and Dress to Impress to Drawbacks. Added to Undaunted to make power gain temporary and note that it can be used back to back to back to back, etc. Added **Circuitry and Metal** and Specialization. Added *Minions* to Companion section. Added **Wildcard** section, as well as **Showboating**, *Evil Duds*, **Façade**, **Dual-Classing**, and **Jack of All Trades** perks. Added *Global Reach* addendum that lairs can be combined and imported to the next Jump, as well as Warehouse access. Added addendum to **Competent** to mention that the Jumper has some ability to direct the organization they are now in charge of. May move it to the Archetype section and give all Archetypes some kind of intrinsic bonus for their given role. Removed **Undaunted**, promoted **Physical Ability** to capstone, renamed as **Super-Superhuman**. Created The Rage for Juggernaut freebie. Added **Flight** and **Blasts** to Superpower Specialization.

05 Nov: Finished specialties. Added *Armored Everything*, *Darkspace Premium Account*, *Mineral Rights*. Added image. Realized I'm not happy with **Improv**, but don't have a suitable replacement. Reached Version 1.0, as the Jump is functionally complete. Minor changes; Sphere doesn't allow changing matter. Mentioned all history is up to the Jumper. Mentioned minions replenish in a manner Jumper deems appropriate. Added ballpark numbers for minions. Made *Minion Export* free. Version 1.02 uploaded to drive.

08 Nov: Moved Specialty section order to reflect perk order. Removed +50CP rebate from **Dreams, Realized** drawback. Modified **Authority Equals Asskicking** to bring it more to the level of the other 800SP perks Copy Cat and Spacetime Sphere – it now will let you confer inhuman attributes to your troops, if they are high enough in rank or if increasing their current attributes would push them into the realm of superhuman/magical. Stacking with **Shadow of My Power** will now allow you to confer magical/supernatural abilities to your minions. Renamed *Minions* to *Export Minions*, which is MUCH more indicative of what that option does. Added to **Aura** to make it more surgical, allowing individual targets, or an AOE for those times you want to make sure everyone around you knows you're a badass. Also made a note that since it is pretty much a dread aura things or people immune to fear/intimidation won't be affected. ~~IMPROV WILL PROBABLY BE REPLACED AT SOME POINT, SO DON'T BE TOO IMPRESSED/ATTACHED WITH/TO IT.~~ I'm quite disappointed with it, but don't have any good ideas aside from a 'you're good at X Y Z fighting styles' perk, which might not be useful at all if you're a type that focuses on ranged powers – and thus wouldn't improve it from where it is now. Replaced drive version, drive is now current at v1.04

09 Nov: Added *Here, My Card; Shareholder, Comms, Blackmail, Sponsorship, and A Partner in Crime*. Fixed several typos. Fixed **Shadow of My Power** having a reference to supernatural/magical power bestowing, when that is only supposed to be possible when combined with **Authority Equals Asskicking**. Modified **Teleport** to give it a bit more in terms of limits, more akin to the 300SP cost. Bumped *Armored Everything* a bit with mention of 'hazard suit' protection including poisons and some corrosives – just like a hazard suit in most fiction. Modified **Copy Cat** to make you work for the powers you steal a bit more; you must now kill the original if you want the power to be yours forever, and it's not just 'tag, got your powers!'. Changed Specialty capstones to -700SP, allowing a bit more wiggle room in the budget. Made **Jack of All Trades** more explicit, simply forbidding the -700CP Specialty. Hopefully fixed .pdf stupidity by making the font explicitly white. Returned +50CP refund to **Dreams, Realized** after I remembered why I made it +50CP – lair choice costs 50CP. Derp. Mentioned that you (or anyone else) can't die in the Spacetime Sphere's reality, nixing any ideas Jumpers might have for making it a too-effective trap for their lair's entrance. Uploaded ver1.06 to drive.

10 Nov: Changed **High Tech** to have a bit more description to it, letting you work in out-of-Jump tech for your mooks and muck around with Frankenstein-ing various techs from various Jumps. Modified *Now Recruiting* to have a larger SP pool for more interesting combinations, and to make up for the lack of Archetype discount. Modified **Spider's Web** drawback to include a Scenario-type addendum **To The Victor**, more in line with the actual events of the game. This allows you to basically re-do the original game as you wish, with a juicy carrot at the end of the whole ordeal for the trouble and mortal peril. Tried to make it sound suitably harrowing. Added some clarity perks to **Voice of Command** to differentiate it from how **Loyalty, Above All** could be interpreted. I still feel they are distinct perks, but it was mentioned they are pretty close. Developed **Lieutenant, Apprentice, and Assistant** to give companions some concrete placement and suitable support skills for helping their dark master, or to give the Jumper some probably-much-desired help in managing their diabolical life. Removed 'superhero or supervillain's display' from the **Hardened** Specialty, as it read as redundant. Removed "sizeable group" wording from *Export Minions* – take the whole planet with you, if you can recruit them all. Revised both **Minions** Specialties to read better. Bumped **Mistakes Were Made** drawback to +500CP and added the stipulations that not everyone will necessarily try to just murder you, and everyone knows that you're the bastard that did it in costume or out. Clarified that **The 99%** only hampers monetary gain, not the R&D of *Shareholder* or the raw resources of *Mineral Rights*. Added to *Evil Duds* that it can protect your secret identity, if you have one, so you don't get mobbed trying to go to the store for milk. Added in that minions/sidekicks will copy a same or similar dress style so it's explicitly uniform. Added **Loud and Proud** and **Down to Your Level** to the drawbacks for variety. Various revision of wording throughout the document to read better and fixed some more typos, because I'm an illiterate fuckwit. Hopefully this is the final update to this Jump, but if there are glaring errors or such, Jumpers can always email the author feedback and suggestions by appending @gmail.com to the given handle found at the top of the document. Email is checked bi-weekly on Saturday.

19 Nov: I just can't seem to leave well enough alone. Changed some wording on **You Against the World, Baby** to make it more distinct from **Down to Your Level**. Tweaked the wording on **CABAL** to explain it runs simulations to help you make effective plans and decisions, how it actually accomplishes its 'nigh-omniscience' and allowed it to leverage its computing power towards your technological endeavors – which is a cornerstone of the Mastermind, so I don't know why I didn't already have it doing so. Added to the **Lairs** section to make it easier to import something you might already own as a Lair, and to make Lairs self-sufficient. Replaced **Copy Cat** with the revised version, **Subsumed**, to bring it more in line with 'villainy' and highlight the violence of the Juggernaut Archetype. It's less powergrabby and more nuanced, and isn't as forgiving. Expanded **To The Victor** to make it sound a bit tougher, to make sure you're working for that fat, juicy, shiny carrot. Added cold resistance to **Flight** specialty, because I forgot how atmospherics worked. Caved and added reverse bit to **Authority Equals Asskicking**, allowing **A Shadow of My Power** to work in reverse and let your companions share their powers with you. Seemed fair, since it's at total 1000SP/CP, and it would be pretty much the ultimate support of your underlings to share their abilities with you. Could get kind of crazy if Jumpers find some superpowered or otherwise unnatural beings to recruit as henchmen (demons, maybe?), but surely that's a fringe case. ...surely. Updated Jumpchain Drive to version 1.11.

22 Nov: I seriously need to stop fucking with this, I know. It's like a bad habit... Changed **Playing For Keeps** to **No Second Chance For Losing**, sounding a bit more serious, and allowing me to shoehorn in more NGE allusions because that's my real job. Added a bit to **Loud and Proud** to make it read a bit more nicely. Expanded **Habitual** to be more clear on the requirements, and hopefully give a bit more challenge and variety to it so it will prove interesting. Renamed **Aura** to **Diabolic Aura**, because it was boring. Rewrote **Lieutenant** to sound a bit more comparable to your own leadership ability. Added to **Apple of My Eye** to make it applicable to your own human(ish) henchmen/minions/Companions as well as the monsters you'll make, and maybe take your humanoid Companions/minions to the next level – or at least specialize them. Tweaked the **Lairs** common features to put a limit on your utilities, for the sake of making Jumpers work a bit for their over-the-top toys – if there's no challenge what's the point, after all. Dictated the size of the "lego brick" *Comms* gear item. 2x1 is the number of dots or nubs on the brick, in case it's not clear (I thought it would be, but the mention is there for those that don't do Legos much).

25 Nov: Changed Archetype descriptors to sound more like *modus operandi*, since they're less about history or personality and more about what kind of villain you're choosing to be. Explained that **Façade** can be used with any kind organization you could think of – I became worried it might sound too restricting the way it was previously worded. Reduced Specialty capstones to 600SP, as I believe the modifications during the course of refining the Jump has reduced their power level. **Habitual** Drawback was waaay too wordy, corrected. Tweaked wording on **Diabolic Aura** so it is able to affect those who might not otherwise be scared of you, but will only make them apprehensive rather than fearful, and now also grows with your reputation so it increased in price a bit. Trimmed some fluff out of **Authority Equals Asskicking** to make it fit on one page. Explicitly forbid the Specialty capstones to Companions, Canon Characters, and *A Partner in Crime* – they're not the supervillains here, YOU are. Buffed *A Partner in Crime* up a bit, to make them a more attractive ally and able to pull their own weight if you rely on them, and to give you a run for your money if/when they decide you're a hindrance... or you find them inconvenient. Increased the aircraft carrier qualities of the **Atlantic Ocean, Mobile Seabase**, as that's its primary focus. **Retinue** and **Special Forces** can now be explicitly granted more powers/abilities/buffs via **A Shadow of My Power** and **Authority Equals Asskicking** – it felt appropriate as they're supposed to be some of your most powerful minions, and if you're going to be using **Retinue** as bodyguards, you'll want them able to stand up to things you can rather than just crumple.

Special Thanks to Tovam for ignoring me for two days, then finally leaving me a massive list of feedback while I was asleep. Then, later, surprising me with a bunch of perk suggestions.

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