Empowered

V1.0 by Songless

“A sexy superhero comedy, except when it isn’t.”

Welcome, Jumper, to a world of superpowers! Of adventure! Of dastardly Villains being brought to justice by… well, I suppose we *have* to call them ‘Heroes’, regardless of what we think of most of them. It’s a world where Superheroes and Supervillains are *the* people to be - but not everyone who goes out to make their mark is made equal...

This is the world of Elissa Megan Powers, the titular superheroine ‘Empowered’, a girl with a heart of gold (and a metric ton of self-esteem issues), an amazingly super-skin-tight supersuit (easily torn and very unreliable), and a tendency to end up in… rather compromising positions (of the… ‘sensually appealing’ kind). Yet no matter how badly outmatched she is, how much everyone tells her she’s the worst hero ever, or how often she ends up bound, with her suit torn to tiny, tiny shreds and her failures recorded for all the internet to see, she never gives up.

Being a Hero is about more than just punching bad guys, after all, it’s about making the world a better place.

For the next ten years, you’ll be sharing this world with her. Be it Hero or Villain, great or small… stand tall, and hold your head up high. There’s no lack of opportunities for an aspiring Super or their henchmen, from liquor store robberies to alien invasions, and if you play your cards right you’ll find fame comes easily here.

Play your cards wrong and you’ll be famous too, but probably for very different reasons.

You arrive here a month before the start of Volume 1, when events start to turn poor Emp’s life even further upside down than it already was before.

Good luck, and remember: this setting only *sometimes* makes the bleak self-destructiveness of Watchmen or the hopeless downward spiral of Worm look like sunshine and rainbows. Enjoy yourself!

You have **1000CP**.

Backgrounds:

There's a whole, wide world for you to explore, with endless opportunities to get into adventures and ~~get tied up~~ gain fame and fortune. Whether you become a Superhero, a Supervillain or a Super-Something-Else, you'll have to decide just what kind of person you were. Even the mightiest Supers have humble beginnings, after all. Any background can be a 'Drop-In' if you want, making a name for yourself is not a difficult thing around these parts, be it positive or negative. Choose your age from anywhere in the adult range, and pick your gender for free (though you'd probably make a lot of people happy if you picked female). Note: in addition to discounts, each background has their own unique stipend for different sections of the jump.

Non-Supers are your regular everyday Megans and Johnnies, except they've got a notable excess of courage, an equal lack of common sense and/or survival instincts, and the drive to be a Hero (or Villain, we don't judge). You might not even have any innate powers and you're not the most specialized of 'mundanes' either, but you've got the gadgets and experience to make up for it. Who needs superpowers when you've got a bottle of booze, a broom, and twenty different ways to turn either into a lethal weapon?
Examples of Non-Supers in the stories are *Ninjette* and *The Goddamn Maidman*.

Minions are the… okay, they're also non-powered. Unlike the first option though, as a Minion you've favored a more subtle career - being the regular hired support for heroes and villains (mostly villains) whenever they've got a job. Someone needs to staff the lair while the boss is away, after all. You're not just your regular hired gun, though, oh no. You've got *plans* (mostly dastardly ones). You've picked up a lot of practical experience working on both sides of the law (mostly the wrong side) and you've got a keen insight in how to take advantage of common blind spots in a super's thinking - not to mention quite a bit of loot from your minioning days.
Thugboy is the main example of a Minion in the stories.

C-Listers are your first option for becoming a 'true super… if barely. Sure, they've got superpowers of some kind, or a fancy bit of tech, or the blessing of a god or just an alien STD that made them into a shape shifting robot. But you're not the top leagues. Far from it. You're one of the folks at the bottom of the list, making due with what you've got - but being weak means you've had to learn how to use what you have the best way you can, and once you've dared going out with the scraps of power you have… well, the worst is already over.
Examples of C-Listers include *Chloroformaster* and our beloved protagonist *Empowered* herself.

A-Listers are the classics, the legends, the larger-than-life people who are truly 'super'. Of course, most A-Listers are complete and utter dicks - many don't bother figuring out this whole 'super' business beyond maybe punching their foes in the face. Relying on superb innate power rather than any kind of genuine skill leaves some… problems with overall effectiveness perhaps, but A-Listers are also the undisputed masters of PR and getting away with shit that

others would get called out on. Many just use it to get laid, though there's plenty of others who *do* go for a more genuine and benevolent approach.
Major Havok and *Mindf[redacted]k* are typical A-Listers.

Perks

Non-Super

- Hidden Steel (100CP, free for Non-Supers)

Everyone's got a limit to how much they can take, how many injuries will finally take their toll on them. Yours just happens to be… *quite* a bit higher than most. Much like some of the unpowered heroes seen in the comics, you're capable of staying functional and/or badass even through grueling injuries and pain. Even better, you're a master at hiding any outward tells of any discomfort, pain, or crippling damage you might suffer from. Enemies won't ever know how close you are to collapsing until you do, and *damn* if you can't use that for intimidation purposes, too.

- A Dress For Every Occasion (200CP, discount for Non-Supers)

Disguises and subterfuge are your bread and butter, the lifeblood of a career where your identity and (potential) lack of powers are some of the most dangerous information you could let slip. You're a savant at hiding your own identity, and could infiltrate a Supervillain's hideout with little more than a few rags and a different posture despite being Super-famous like the goddamn Maidman. You're also extraordinarily insightful into how you can use your other skills and/or powers to further your stealthy goals - with the right skills, pretending to be the groom on a wedding night would be easy… *as a girl*.

- Kind Words And Dreaded Doilies (400CP, discount for Non-Supers)

It's a miserable world out there, filled with assholes, jerkwads, dicks who care only about power even at the cost of anyone and anything… oh, and there's villains, too. Yet no matter how bad things might get, how hopeless it all seems, you've got what it takes to get people smiling again. Whether you merely give some much-needed peptalk when people are feeling down, cut through that edgy villain's monologue with a few well-timed words, or decide to go full anti-grim and fight crime in the most ridiculous, laughter-inducing outfit possible - you can make it work. Maidman would be proud, and that's saying something.

- Bullshit no-jutsu (600CP, discount for Non-Supers)

Who says you need superpowers to have fun? Well, a bunch of supers, probably, but they don't matter. No, you get to be something better: a *ninja!* More specifically, you're a master of the myriad of powerful, subtle and (at times) ridiculous ninja skills seen by the various ninjas in the setting - chief amongst them Ninjette. Whether it's drinking alcohol without losing your skills or coordination (or even improving them), using subterfuge or outright illusions to mask your gear

or injuries, to brutally eviscerating an entire team of the most skilled murderers in New Jersey while trying to fight through a tranquilizer… well, let's just say you're pretty awesome, yeah?

Minion

- Whatever (100CP, free for Minions)

Life is hard. It'll wear you down, hit you until you can't go any further… and then it'll hit you a bit more, just to drive the point home. But you're not giving up, even if you barely even care anymore you'll just… keep on living, as if on autopilot. No amount of hardship will break you for good, over time any psychological traumas you might have experienced will heal and fade and there will always be a day when you'll look in the mirror and realize that life *matters* again.
Also gives you one *hell* of a poker face while still chewing things over.

- Common Sense (200CP, discount for Minions)

Yep, the kind of sense that is absolutely *not* 'common' in this particular setting, to the point it probably rates as a solid superpower in its own right. You've got a sixth sense for finding mistakes, faulty logic, and similar errors in judgement in pretty much anything you deal with. Why would anyone make their plasma pistols into single action? Why would you suicide bomb a cape gathering when you can just flood it with chlorine or phosgene? Why… well, pretty much anything involving capes?
Being practical might not be flashy, but it gets results - and you're the best when it comes to keeping things simple and brutally effective.

- All Evil, Baby! (400CP, discount for Minions)

Reliable help is hard to find in this business, but you're the best available - and dependable, too! Sure, pretty much every boss you've had before ended up arrested by the 'heroes' or accidentally shooting themselves in the back with their scientifimagial ray-wand, but that just means you're ready to start tomorrow, no biggie. It's somehow extremely easy for others to begin to trust you, and while they won't immediately share their life's story with you they'll probably think you'll do fine as one of the guys watching their back. Note this doesn't help if people actually have good reason to distrust you (like having a bad reputation) or feel you're an enemy for other reasons (like revealing you're half-Japanese when working for the nazi-tastic Super Caucasian).

- Even **Gods** Can Die, Motherf[redacted]ker! (600CP, discounted for Minions)

Everyone knows that ordinary people don't stand a chance against most Supers. Even the most pathetic bargain-bin powers tend to be enough to tip the scales against even groups of civilians, to the point that hired guns and non-powered support are often little more than window dressing in Cape fights. You know better than anyone else: you simply can't fight these kinds of superhuman people.

After all, you've never been to San Antonio, least of all when the troubles hit. You never showed weapon handling and assassination skills that border on the supernatural, or put a .50 round

through the back of an enemy Cape's mouth at half a mile like it was nothing. You can't identify an enemy's most well-hidden weak points with little more than a glance, failing to recognize the critically important thermal vents on a suit of power armor or that even the most famous of so-called 'fire-proof' Capes still burn in thermite fires. You certainly aren't a master of guerilla warfare, capable of killing Capes again and again with nothing more than mundane skill, prep-time and lots of guts. You've never been a Capekiller.

You've never been to San Antonio.

And everyone who might say different is long dead.

C-Lister

- Shameless (100CP, free for C-Lister)

The more powerful and famous heroes might have a choice in the matter, but for the ones a bit lower on the totem pole there's usually only one choice. Either you stay at home and let others do the 'super' things in life… or you go out there, no matter how lame, ugly or embarrassing your powers may make you. You'll suck it up and do the job though; your purpose is greater than any such concerns. You could be running around in a more-than-skin-tight supersuit with all your… uh, 'details' on full display, and kick super-ass without so much as the hint of a blush. You can still feel negative emotions such as shame or embarrassment, but never again will you be constrained or limited by such feelings.

- C-Lister Courage (200CP, discount for C-Lister)

It's easy to feel brave when you're indestructible, when your only concern is looking good for the camera because power just comes so easy to you. It's something else entirely to find yourself in mortal danger, again and again, and still keep the drive to go on - and that's before you add in the possible consequences of failure. More than a few C-Listers are openly mocked for their (lack of) skill and power, but to you such things don't matter. Once you've set a goal for yourself, it's all but impossible to dissuade you. Physical hardships, emotional turmoil, being screwed over by your so-called 'allies' again and again and again… you'll be there, no matter what, and if that means taking on that Supervillain's mech with tears in your eyes? Well, that's what it takes, and you're going to *wreck* it.

- Just A Joke (400CP, discount for C-Lister)

Every race has its winners, and every race has its losers. You're evidently the second, and you better know it. Your powers are shit, your boobs are too small, and you probably snore, too. No-one will take you seriously, that kind of thing is reserved only for the *real* Supers in this place, and you're not one of them… or are you? Unless people see you in action directly, you'll find that it's *far* easier to be underestimated by the rest of the world. Catching your foes off-guard, pretending to be weaker while holding your full power in reserve - even feinting by 'losing' while you're actually accomplishing the goals you set for yourself are all a cakewalk for you. It's like you've got an entire PR persona built around being harmless and ineffective. That

said, while it's very suitable for more subtle approaches, showing the kind of powers that mean you've got the chops to play in the big leagues might still cause problems. Sure, the first few times nobody will believe they got beaten by *Jumper* of all Supers, but rumors are persistent… and with enough of those, your see enemies will wisen up eventually.
This ability can be toggled on and off whenever you wish, in case you actually want the respect you're due or if you want to make multiple caped personas or something.

- *No More.* (600CP, discount for C-Lister)

There is an end to all things. No matter who you are, no matter what you've seen or experienced, eventually things just go too far - and something *snaps*. Even the weakest, most ineffective losers of them all can achieve greatness when the stars align just right and they fully, truly, stop holding back. Necromonger, one of if not *the* most insidious Supervillains fought entire teams of Capes at once and won - but they were eventually beaten by a *single* C-Lister, losing much of their power, their lair, and only barely escaping alive.
Much like Emp's rampage, so too can you bring the wrath of retribution against those who deserve it. The greater the amount of suffering caused by your target, *especially* by innocents, the greater the effects of this power. You will become no stronger, or more skilled, or better in any way, but somehow when you go all-out things just start going *right*. Call it luck, call it plot armor, call it weaponized Karma or the entire universe conspiring in your favor, whatever the case may be you'll basically become the eye of the storm… and woe to anyone standing in your way.

A-lister

- Smile For The Cameras (100CP, free for A-Listers)

Super strength isn't all that matters, what's important is using what you've *got* to get what you *want*. Which usually means fame, adoration, and the luxuries of a high-profile lifestyle. And that starts here. You've got the looks commonly associated with the 'Super' crowd, be it curves in all the right places or a six-pack you could bounce a quarter off, as well as the kind of natural charisma that could make even an undignified brawl look cool. It's everything you need to get started on becoming famous, though you'll still need to have something to be famous *for.* That said, show yourself in a good light and everything (or everyone) else will fall into your lap.

- Watch Each Other's Backs (200CP, discount for A-Listers)

Only losers go at it solo - the best work in teams: not only does it make the job easier, the company's often more fun as well. You've got solid teamwork skills, and can easily figure out how to work together with other Supers, including how to combine various powers and personalities into a coherent whole. You're also a bit more perceptive, allowing you to both keep an eye on your teammates (especially the good-looking parts) as well as making you a bit harder to get the drop on. Wouldn't want to get caught by the Chloroformaster, after all...

- Untouchable (400CP, discount for A-Listers)

Well, sort of (you'll probably be doing *plenty* of touching, after all). Rather, it seems that you've got a the non-stick Teflon coating just for bad rep and PR. You could be a raging misogynist, emotionally abusive to the junior members of your group, or just a plain old *asshole*, personality wise… and yet there rarely ever seem to be consequences for it. Your fans still love you because you 'say it how it is', the news focuses on your daring victories instead of your racist commentary during the latest interview, sexual harassment cases don't even get looked at until they come in by the dozen, and your teammates won't leave you until you're causing 'actual' harm instead of just some tears and flushed cheeks.

- Bargainer (600CP, discount for A-Lister)

Some Supers have a secret - that they're not actually all that super. A rather surprisingly large number of Supers rely on powers that aren't 'innate' as such, but that were instead acquired through a so-called 'bargain'. The details differ with every case, including everything from plasma genies granting a wish to getting your powers from machine elves during a drug trip to literal deals with the devil. Whatever the case may be, being a 'bargain baby' doesn't really matter for a Super - until they die.

You see, while a Super might be mortal… sometimes their power *isn't*. And so long as the power remains, so does the wielder. Should you die, you will find that rather than death you will instead become a 'Super-Dead', effectively a zombie maintained by their powers. Although you still need your brain to maintain the capacity for intelligent thought, you are otherwise no longer dependent on such things as organs, breathing, or being little more than a scorched and decapitated head..

However, while this will allow you to survive effectively anything up to total physical annihilation, the more powerful and esoteric your method of death was the more rapid your deterioration will be. You see, as a Super-Dead your innate healing abilities won't help you anymore… and you begin to decay, slowly but steadily, much like any other corpse. Dying from being stabbed in the heart is a fairly mundane way to go, and could probably see you remain mobile for years with little more than some bad smells and muscular degeneration. In contrast, having your soul ripped out and destroyed on a conceptual level might see you wither away to nothing over a handful of days at best.
This deterioration is unstoppable by anything short of a full resurrection, but dying will not end your chain until you are 'too far gone' or are still dead by the end of your current jump.

Undiscounted

- Pull Your Punches (100CP)

Sure, this world is pretty damn awful at times, but even so there are still some rules and traditions - chief among them, many of the super-on-super fights are not going to result in body bags getting shipped off to the local super-morgue. Although exceptions exist and are, sadly, not uncommon, in most cases it's pretty important you know how to fight without turning people into piles of ashes, radioactive sludge or the classic 'red mist'. This Perk allows you to turn any

power, skill, or other ability you might use in a fight into a guaranteed non-lethal method, no matter how powerful or dangerous it might otherwise be. Shooting someone in the head will simply knock them out, your Chillacious Cryo Cannon turns targets into human popsicles that are easily thawed with no lasting detriment instead of causing death-by-hypothermia, and that necromantic spell that rips the life force out of everyone in the city simply weakens them to complete exhaustion and collapse instead.
This otherwise doesn't make your efforts any less effective (unless their death is an integral and necessary part), just… without the dead people afterwards.

- Show A Little Leg (variable cost)

Hey, it's a sexy superhero comedy (except when it isn't)! That means you need to know how to be sexy, right? Well, look no further. This Perk has got everything you need to catch the eye of that special someone (or several) and make their heart beat just that bit faster.
For 100CP, you simply become more attractive, a bit better at flirting and seduction, and become just a bit better at showing off all your advantages. Flex your muscles without looking like you're posing, twist just right to show off your butt because you totally don't see them checking you out, and so on.
For 200CP (total), your aura of sexyness is even stronger, and now cuts through personal preferences and beliefs. Sure, the target of your affections might feel you're the wrong gender, or maybe they would disapprove of your… 'lacking' wardrobe, but in your case they might just be willing to give it a try. You're just a bit more special, after all.
For 400CP (total), you're the kind of seduction master that is normally found only in the worst Super-doujinshi, yaoi or otherwise. Supervillain with a personal vendetta against you, specifically? Robotic aliens without so much as emotions or the necessary 'parts'? Transdimensional energy beings who don't know, let alone care about such a thing as 'fornication'? Whether it's a winning smile and a wink or some other method of seduction, you've got a chance with *everyone*.
As a bonus, this level also prevents you from transmitting any STDs, and prevents any *negative* aspects of anything you would have picked up during your… adventures. There's an entire self-help group of Supers who (accidentally) got their powers from sleeping with someone or something, after all, and you wouldn't want to lose out on that kind of opportunity, would you?

- Number One Supra-Intel Ranking (200CP)

Sure, most of the Caped and/or Masked lunatics running around tend to solve problems with their fists or some similar brute-force approach, but even so the old idiom still holds: Knowledge *Is* Power. Your abilities to collect, keep track of, and use random tidbits of information is nothing short of astounding. For you, it's easy to combine snippets of overheard conversations from various enemies, rumors from TV, and maybe a briefly-seen label on a Villain's supersuit to identify the one achilles' heel they've got - be it a design flaw in their armor, the fact that your two enemies who are currently working together secretly have *hilariously* opposing political views, or similar such intel. A talent at gossiping isn't often seen as a superpower, but much like Empowered used her… less-than-ideal situations to her advantage, being this kind of perceptive can get you an utter goldmine of information if you can find a way to use it.

Superpowers

C-Listers gain an extra **200CP** they may only spend in this section. A-Listers receive **400CP**.

- Physical manifestation (Free)

Superpowers can get a bit... weird in this world. Captain Katana has a katana stuck through his head (and katanas for hands), Heavy Artillery has a powerful gun instead of a head, and Cindablokk is… well, the body of a bodybuilder and a head and hands made of cinderblocks. However that works. If you feel like looking a bit crazy, this option allows you to partially or wholly transform your body to make your superpowers a *literal* part of your physical self. This doesn't actually change anything aside from cosmetics (you can still eat just fine even if you turn your face into a laser cannon, for example), but other than that feel free to go crazy and look the part.

- Strength (100CP per tier)

A classic. Superhuman strength is a staple of the genre, and is common among both heroes and villains of all stripes. With one tier, you gain sufficient raw power to punch through a foot of solid concrete without any trouble. A second tier lets you lift train coaches, punch out house-sized monsters, and similar kinds of feats of strength. A third tier gives you the kind of strength that makes even other Capes sit up and take notice. Lift an aircraft carrier with one hand, that sort of thing.
All tiers come with free 'tactile telekinesis' or similar nonsense support effect so you can actually lift that car over your head instead of just standing there with a torn off bumper… like certain supers might occasionally end up as.

- Toughness (100CP per tier)

It's one thing to dish out the damage, but anyone who can't take what they give likely won't have a long career in this field. This power greatly increases your resistance to damage of all kind, be it mundane punches or exotic energy attacks. The first tier makes you effectively bulletproof against anything less powerful than a rocket launcher. A second purchase allows you to shrug off a direct hit from a modern-day artillery cannon with little more than singed eyebrows and maybe a faint bruise, and the third and final tier allows you to take a bath in a super-powered volcano or tank a nuke… though repeat performances of that last one are ill-advised without substantial recovery time.

- Regeneration (100CP per tier)

Ah, the healing factor. Perfect for when your toughness just doesn't quite cut it, and it combines very well for obvious reasons. The first tier gives you unnaturally potent healing that allows you to heal to full health in time, but the process might take hours or days - especially in case of severe injuries like shattered bones or even limb loss. Effectively useless in a fight, but it does mean you'll be ready for round two next week, and it makes sure you don't end up with any ugly

scars, too! A second purchase improves your healing speed to the point it is now effective in combat. Cuts and bruises vanish in seconds, bullet holes close in a minute, and you're effectively immune to exhaustion since your muscles recover faster than you can tax them. The third tier further enhances this ability to the point an opponent could rip your arm off only to then see it grow back in maybe half a minute, tops. This level also eliminates that pesky 'conservation of mass' issue, meaning you've got an effectively unlimited supply of body tissue to regrow. It also means you never need to worry about hunger or thirst again.

- Speed (100CP per tier)

Superspeed is not a very common power in this setting - most Super fights tend towards the more standard 'trading blows' kind… or maybe superspeed just doesn't look very good? Whatever the case, this ability makes you *fast*. A single purchase allows you to keep up with traffic on the highway with little strain (top speed of roughly 100 mph). A second purchase turns your legs into a well-honed racecar (400 mph), and a third purchase lets you break the sound barrier (800+ mph). Every tier comes complete with the necessary reflexes and awareness to use it without bumping into everyone, as well as immunity to any negative aspects of running that fast (like wind resistance or friction issues).

- Agility (100CP)

It's a sad fact of life that not every fight always goes your way… so it pays to be able to escape, even if you're tied down with enough rope to give someone ten miles of rope burn. You're superhumanly flexible, and can easily twist your limbs and torso in ways that few would expect - the perfect way to get out of all kinds of restraints. It also gives you a substantial edge when it comes to fitting through any small openings, like having to squeeze past a nearly-closed door barred from the other side.
Of course, you could also find more *fun* ways to put your new flexibility to use…

- Stretchiness (100CP per purchase, discounted on repeat purchases up to 300CP)

The power to get if you don't want to get up from the couch to grab the remote. This power gives you the ability to stretch one part of your body, like a limb, to about twenty times its normal size. You can even change which body part you're stretching at any given time, though you can only stretch one body part at a time. In addition, your 'stretched' body part becomes highly flexible and fully under your control, meaning you can use it as a remarkably dextrous tentacle appendage of sorts even if you normally can't even move it, just like Rubbernecker's neck or Mother Tongue's tongue. Yes, you could stretch *there* as well, in case you have any reason to feel… inadequate.
Repeat purchases allow you to stretch additional body parts simultaneously, with full no-limits stretching achieved at five purchases total

- Kinesis (200CP per tier)

There are numerous different kinds of energy one could draw on for their super-powered careers, the most common options such as 'fire' or 'air' being far from the only options available. Indeed, don't be surprised if you run into Supers capable of controlling plants, coffee or swords

during your stay here. You've gained a measure of control over one… well, let's call it an 'element' for now, sufficient to make you a decent Super in its own right. With one tier you can control and manifest a limited amount of your chosen element, allowing you to throw fireballs from your hands or shape holes into a steel wall with but a gesture. A second purchase grants you personal immunity to your 'element' of choice, and increases your power to the point you could manifest or control powerful auras like wreathing yourself in high-temperature flames or standing at the center of a small hurricane. The third and final tier not only further increases your raw power and control, but also allows you to infuse your element with a semblance of intelligence. As an example, the Superhero Syndablokk controls masonry to the point he could animate buildings and overpasses and literally bury a T-Rex styled villain (with appropriate size) in sentient, flying brickwork.

- Frikkin' Energy Beams! (100CP per tier)

Pew pew! You've got the wondrous, majestic power of shooting laser beams out of your face! It doesn't actually need to be lasers or your face, actually, but whatever the case may be you've got some kind of ranged attack. Freeze rays, telekinetic punches, and a machine gun for a head would all be this type of power. All tiers provide unlimited 'ammunition', insofar as that is an issue, and you may choose the exact nature of your attack from just about anything similar to this power level. You have full control over your power output, so being able to flatten cars with your Tele-Punch-O-Vision doesn't mean you can't use it for a more gentle tap instead.
The first tier gives your beams (or whatever) performance equivalent to a modern assault rifle in terms of firepower. Decently effective and accurate, but mostly useful for unarmored opponents.
The second tier improves your ability to be comparable to a state-of-the-art rocket launcher with each hit, while keeping the rapid rate of fire. Excellent for the tougher opponents, though impacts might only send the true top-tier Supers flying instead of doing any real damage.
The third and final tier makes you powerful enough that a single hit from your Frikkin' Energy Beams! can do enough damage to level a small building on its own. You're a walking artillery piece now, and let no one forget it!

- Flight (200CP)

Ah, to soar the skies…is there anything more amazing? This is a popular power, both for those who have it and those who don't… especially when combined with short skirts. It's only as fast as your running speed on flat ground, but your control is pretty much perfect and you can accelerate and come to a stop faster than a fine-tuned sports car.
Doesn't need wings to work, but you can include some cosmetic ones for free if you like - be they the standard feathered type or something more exotic like giant butterfly wings sprouting from your ears and feet.

- Teleportation (200CP per tier)

Surprisingly common though rarely found as a single power, having the power to decide to be somewhere else and simply *make it happen* is still pretty useful on its own. With a single purchase this gives you a personal and short-ranged but rapid-use teleportation ability, enough to blink around a room several times per second so long as you know where you're going. The

second tier improves your range to about two hundred meters and gives you the ability to bring passengers along, making you pretty good in team fights… or maybe you can start a Super Taxi Service? The third tier improves your range to about two miles, and eliminates the need for line of sight. As a bonus, jumping blind won't ever lead to any… 'accidents' even if your target location is already occupied - there's no need to worry about horrible Jumper-And-Concrete-Wall fusions. You can decide whether you instead appear in the nearest available space within your range, or if the teleport simply fizzles out instead.

- Size manipulation (300CP)

Ever feel like being *big*? Sure, it's not always the most practical power, given that modern society isn't really designed for people being ten stories tall, but damn if it doesn't leave an impression. Much like the (sort-of) late King Size and Size Queen, you have the ability to increase your physical size to massive proportions. Your upper limit stands at around a 300m height by default, though this power will allow you to grow proportionally larger should your base form itself be larger than an ordinary human. This ability doesn't grant any super strength or toughness beyond what you'd need to keep your normal speed and movement at your increased size, though even a 'weak' punch from a several-ton-heavy fist will probably do some serious damage. Just be careful where you put your feet down, okay?

- Biokinesis (400CP)

A potentially *very* potent power in the hands of someone with the drive and ruthlessness to push it to its limits, this is the power to change any living tissue with a touch. While the changes are still limited to what's actually *possible* and you still need to know what it is you're doing (or simply be willing to make mistakes), strengthening your muscles without training or changing your entire appearance in a manner of seconds are the *least* of your options. All of biology waits for you, and whether you use this power to become the greatest physician ever or turn it to darker purposes… well, that's up to you, isn't it?

- Shapeshifting (400CP)

More varied yet at the same time more limited than the Biokinesis power, this ability allows you to transform your own body in numerous different ways. You are not limited to biologically viable forms, and can easily turn yourself into materials such as metal, water, or a sentient mass of doilies (if you *really* want to terrify the Villains you're going after). Any new materials you encounter may need some practice to 'get them right', but otherwise you're essentially limited only to mundane, physical materials: transforming into space-age alloys is fine, transforming into a ghost or a sentient mass of fire is not. Finally, the shapes are limited by your total body size - you can't increase your size beyond what you have available, though your total *mass* is not a problem - in case you felt like turning yourself into solid steel.

- Magic Schmagic (600CP)

Congratulations, you're a genuine, grade-A magical badass now! Much like Sistah Spooky, you have the ability to wield some spectacular magical powers ranging from energy blasts and telekinesis to flight, illusions, limited mind control and so on. You start with a wide variety of

‘generic’ witchy magics, but can easily develop new stuff if you need to. It’s immensely flexible, but perhaps not quite as good at ‘raw power’ as some other options. However, with the kind of unflinching focus and sense of *purpose* that Sistah Spooky had, so too can you work much larger and longer-lasting effects… though this level of power can still be risky: powering a curse with an entire lifetime of loathing and hatred might make it difficult to *undo* the effects without a similarly powerful change of heart.
Unlike your counterpart, you don’t have to worry about any infernal deals you signed for your power - your soul remains blissfully unsold unless you decide to do some ‘trading’ on your own.

- Ultratech Savant (600CP)

If knowledge is power, then insight is the road *to* that power. You are an (un)certified genius, capable of matching wits with the average comic book thinker and making a good showing of yourself. You’ve got a superhuman grasp of both science and engineering, with a vastly increased insight into any kind of technology you encounter and a mind sharp enough to look at even insurmountable problems and come up with multiple potential solutions on the fly. Beyond that, you have a particular specialty in which you excel beyond anything capable by your so-called peers.
As an example, the young Cape known simply as ‘Manny’ had a particular talent for robotics: he turned a MRI scanner, some defibrillators and a bunch of other random junk into a jury-rigged mecha capable of overpowering even super-rated security systems while dying of not just ‘normal’ cancer, but voluntary *Mayfly* exposure.

- Nullifier (800CP)

This power is a doozie, and although it’s quite similar to the one held by the… rather lacklustre Super known as ‘Wet Towel’, using it right could make you an absolute nightmare when facing other Supers. You see, this power doesn’t make you Super… rather, it radiates some sort of field that takes *away* the powers of others around you. You can choose whether the effect applies to yourself or not, and can even control it to some extent so your allies aren’t affected. This aura disables supernatural abilities such as magic, unnatural powers such as mutant psionics, and just about anything else that is not found in the ‘average’ for whatever species your opponent is. However, it is not all-powerful: if you and your opponent are about evenly matched in terms of super-strength, they would only lose about 50% of that strength due to the aura, and similar effects will take place for magic, psionic powers, or whatever else you might be trying to suppress. If you’re weaker than your opponent you will drain less of their power, to a minimum of about 10% if they utterly eclipse you. Likewise, being more powerful will drain more, up to a maximum of 90% of their abilities.
Much like was the case for Wet Towel, this power persists in any parts of your body that is separated from you (cut off your finger, and it has its own aura), though the effect will fade to nothing over about a day.
This power will not disable what’s known as ‘required secondary powers’, like Captain Katana not dying from having a katana stuck through his head. However, it does disable powers like ‘not *feeling* that he has a katana stuck through his head’.

- Temporal Manipulation (1000CP)

To most, time is something that ever accompanies them, but rarely ever matters beyond being late or similar mundane concerns. Not for you. With this power, time becomes malleable, traversable, just another tool in your toolbox that you can use to change the world around you. And in case you're worried, this is the *real* stuff, not that 'Killing Time' nonsense.

At its most basic, this power allows you to speed up and slow down time in a wide area by up to a factor of ten, while leaving yourself unaffected. Alternatively, you can target a single person (including yourself) with a similar effect. You can create new temporal changes with but a thought, but only the most recent can be maintained indefinitely - any others will rapidly fade away as the flow of time re-asserts itself.

Furthermore, you are now capable of time travel, in both directions, with immunity to paradoxes guaranteed - even killing your 'younger' self will not suddenly erase you from existence. Each jump only takes you forwards or backwards along the timeline by at most a minute at first, but your maximum 'distance' can increase with practice and experience, and lengthy concentration can allow you to travel with much greater ease. That said, using this power becomes increasingly taxing when used in sequence. Attempting to 'try over' the same series of events a dozen times isn't a big deal, but after a hundred times your control over time might have faded to the point you can only jump a few seconds at a time instead.

Finally, your powers over time allow you to undo your untimely demise once every ten years - should you die, this power can automatically rewind your personal timeline by a full day, giving you a chance to avoid your original death or even turn the tables on whoever or whatever killed you the first time around.

- Mindf[redacted]k (1000CP)

Some say that we are what we think – we are shaped by our thoughts, our experiences and memories, human existence springing forth from the untold miles of neural pathways in the brain like a stripper from a birthday cake. You're likely more proof of this idea than anyone might need to be convinced – for your mind is great indeed. You possess telepathy with a range measured in hundreds of mile at the least, you can take control of other people's thoughts with... well, but a thought, and with a bit more work you could even rewrite someone's memories and personality – even your own. Should you wish it, you might even create an artificial simulacrum of your own being within someone else's mindscape, safeguarding your personality and memories somewhere that can outlast even your own death. Your psychic duplicate will not retain any aspect of your being (such as superpowers) other than your appearance, personality, memories, and thinking process at the time of your splitting, and the process is sufficiently complex and time-consuming that it is most useful with willing individuals to act as your 'host'. Though lacking in outward senses (or a physical existence), your imprint can still interact with your host anytime they try to remember whatever memories of theirs you have placed yourself into, allowing you to share advice, enjoy each other's company, or any number of other things. Your host may also willingly share their senses or even control over their body with your simulacrum. You can use your telepathy to absorb or share experience(s) between your simulacra and your real self instantly.

Once per jump, this power allows you to cheat death entirely – should you die, one of your simulacra will fully absorb your former self's power, restoring you to life as a psychic entity. From there, you may choose to take permanent control of your current host by completely erasing their existing personality or, if you prefer, find a different host to inhabit (be it a deserving victim, a previously prepared clone body, or some other target).
Unlike Mindf[redacted]k's own powers, yours come with a dimmer switch so you don't get overwhelmed, and you have some decent skill with using them - without the need for permanent crippling trauma at the hands of your sibling to 'kick-start' the process, so to speak.

- World Class (1200CP, requires the *'Attention'* Drawback)

It's lonely at the top. World Class Supers are rare, so controlling this kind of power makes you equal to a *very* small number of Supers in this setting… and staying there usually means you'll need it.
Being a World Class does not give you a specific ability or power. Rather, it means that you have one superpower (or combination of powers) at a truly immense strength. Whatever choice you make, your new power makes you powerful enough that taking on a sizable team of A-Lister Supers is at best a minor challenge for you.

You may apply World Class status to one or more powers you have purchased from this setting, which grants those powers for free (provided their total cost is less than 1200CP). Alternatively, you may choose one or more skills or powers you possess from other settings, such as chemistry or a specific type of magic, which are improved to the appropriate level of power. That said, the *total* strength this Perk offers remains the same: a Super with World Class *'Toughness'* would be more difficult to kill than one who chose to combine both *'Toughness'* and *'Strength'*.

Examples of this power in action include Deathmonger, a Super-Dead technological genius who used their technology to create a vast army of undead Supers under their command. This type of power could be created as a World Class *'Ultratech Savant'* with a focus on biotechnology and technological necromancy. Willy Pete, a massively powerful and near invulnerable fire elemental deadly enough to wipe out most of a team of experienced Heroes with a single blast could likewise be described with a World Class fire *'Kinesis'* power.

Supersuit

Every Super Needs A Suit - words to live by. This is where you can build and/or upgrade your very own iconic outfit, with all the cool gadgets, toys, and laser artillery you can afford to cram in there! Go out in *style!* That said, your suit doesn't need to function through super-science, you may just as easily have it work by the powers of magic, alchemical infusions, or some other method that you feel suits you.
Non-Supers and C-listers gain an extra **200CP** they may spend only in this section.

- Basic supersuit (free for all)

This is your regular, run-of-the-mill supersuit. It's… honestly not very 'super' yet, but it does look pretty cool. Guaranteed to be in a style you enjoy, fairly resilient, and machine washable (tumble dry low). Very slowly fixes itself, though slow enough you'll get bored long before it's recovered from something like getting pushed through the garbage disposal.

- The Import (Free)

What's that? You're already a super-powerful and charismatic Super with their own supersuit? Well, if you insist, you can instead import an existing suit (or similar piece of equipment) here so you can upgrade it further. Anything that's 'worn' is good to go, anything that's 'piloted' isn't.

- Augmentation (doubles total Supersuit cost)

Rather than simply creating a *suit*, you can go one step further. This upgrade allows you to fuse the suit with your own body, allowing you to gain all of its properties, defenses, tools, and other assets down to that super-caf coffee dispenser in your left pocket. All advantages you might have gotten from wearing it are now permanent, though you can disable any relevant systems, magical enchantments, or whatever else you've got at will. All the systems are controlled by an unhackable mind-machine interface, though you might want to practice with some blanks before you try using those integrated grenade launchers in your wrists. Wouldn't want to blow the wrong load during some 'private' time, right?

- Power integration (Half the CP cost of the integrated powers)

Sometimes a good suit makes the difference - there's plenty of times when a hydraulic fist works just as well as 'natural' super strength, and good old-fashioned armor plating can make bulletproof skin redundant. This option allows you to upgrade your suit with one or more abilities from the 'superpowers' section seen above. The downside, of course, is that since these powers aren't innate you won't be able to use them unless you're actually wearing the suit - not to mention that damage to the suit itself might disable some of the powers… it's hard to shoot lightning from your fingers when your power cable was ripped up at the shoulder, yeah? Still, this is the way to go if you want a shoulder mounted laser cannon instead of the *Frikkin' Energy Beams* power.

- Badass cape (Free)

Stylish, imposing, and guaranteed to never snag on stuff, be it because it tears and rebuilds itself, because it's made of hardlight/polymorphic weave or some other reason you feel suits your overall 'theme'. Aside from the obvious stylistic effects this can also be used to hide weaknesses like vulnerable systems on the back of your armor… just be careful with those 'savvy' types.

- Sense Boost (50CP per purchase)

A super suit can be useful for more than just punching harder or becoming bulletproof… for example, it pays to be aware of your surroundings, so that you're not caught off guard by any enemies you didn't spot before leaping into the fray. With each purchase, your supersuit gains

some manner of system to boost one of your senses. Lenses over your eyes might give you x-ray vision to spot concealed weaponry (and other 'interesting' details), the bound spirit of a bloodhound would let you identify and follow a lady's perfume in the middle of a gala with two hundred guests, or your suit somehow simply makes you more sensitive to touch and temperature. The first purchase grants you senses equivalent to those of a single mammal of your choice. Repeat purchases may be used to upgrade additional senses, or to double the effectiveness of an existing sense upgrade (to a maximum of five purchases per sense).
The additional senses provided by the suit come with built-in limiters to ensure they do not overwhelm you. That said, you might still want to be careful: much like Empowered herself, wearing your supersuit for any bedroom activities might result in almost addictively 'super' experiences - a heightened sensitivity to touch can be quite a rush down there...

- Flawless (100CP)

Many suits have weak points, be they seams, exhaust ports, or an uncovered mouth… just ask Thugboy. Yours is put together better though, and has no exploitable weaknesses of any kind. No matter where it is struck, the suit will always degrade over your entire body rather than at the point of impact, and it provides equal protection over every inch of your body no matter how thin the material might be.

- Combat-grade self-repair (200CP)

Even if you're bulletproof underneath your spandex it pays to make sure it doesn't get damaged entirely - if only so you don't look nearly naked in front of the cameras once the fight is over. This upgrade gives your entire suit advanced repair capabilities, ensuring that even the most catastrophic damage is repaired in at most a minute.

- Membrane (100CP)

This upgrade is a good pick for those desiring a bit more subtlety instead of striking an imposing figure. Your supersuit is now made of a full tactile sensation, hyper-efficient, and extremely thin but nonetheless equally effective material much like the supersuit used by our protagonist Empowered herself. Like hers, it can selectively 'smooth over' any physical details you'd rather not put on display. Unlike hers, your suit does not have any problems with the user wearing clothes over or underneath it. All its normal abilities and upgrades function just fine despite the greatly reduced mass of the suit. The classic 'latex' appearance and consistency are optional, though regardless of material it can do double duty as a condom… y'know, if that's your thing.

- Adaptation (50CP)

Don't like your current color scheme? Feel like trying out a new design? Gained a few pounds and now your suit is a bit *too* snug in all the right places? With this upgrade, your supersuit can adjust its appearance through some (minor) shapeshifting. It won't let you sprout blades from your arms or grow wings on your back, but anything that's mostly cosmetic or for basic comfort can be handled with ease.

- Selective cloak (100CP)

Another ability seen in Empowered's own suit, this upgrade gives the suit the ability to turn invisible - both partially and entirely. This makes it great for pretending to have damaged suit components, and allows you to do things like making an inch-thick solid steel visor transparent so you can see just fine while still protecting your face. That said, it only makes the *suit* invisible - not the person wearing it. You might want to wear some clothes underneath if only so you're not putting everything 'fun' on display every time...
For an additional 100CP, this ability can be upgraded to provide 'full' invisibility to the user as well - including infrared, ultraviolet, and a whole host of more exotic detection methods.

- Phasing (100CP)

By shifting your physical mass partially into a semi-adjacent reality (or some other method), you can now turn ethereal and move through solid objects. Walls will no longer bar your way, and you could walk through a hail of bullets without feeling so much as a tickle. For some reason you can still walk on floors and the like, though the suit can also disable this effect if you want to drop through the floor for some reason. This system does not turn you invisible, however, nor does it protect against more esoteric, non-physical effects.

- Selective Phase Upgrade (50, free with Phasing + Selective Cloak)

This system is similar to the Phasing upgrade above, but much more limited in function. Rather than shifting your entire suit, this will instead allow you to phase out up to a tenth of your suit's volume, such as a hand or the bullets fired from an integrated weapon. If you also have the Phasing upgrade, you can likewise phase *in* small parts of your suit, giving you the ability to punch people while leaving the rest of your body immune to retaliation.

- Shields (100CP per tier)

Not particularly common due to the fact that many supers are already pretty tough by nature (or simply prefer armor instead), these are nonetheless a classic: nothing says 'sci-fi supersuit' like getting hit by a laser blast only to stop it with your very own forcefield! This upgrade provides your suit with a multi-purpose system of shield emitters, creating a protective barrier that will continually recharge over about a minute of rest. The first tier makes you more resistant to heat, electricity, and other 'energy' types, and turns you effectively bulletproof until the shields are depleted (which would take a hundred bullets or so). The second tier improves the defensive power to the point you can now handle anti-vehicle weapons much like you did regular bullets before. Your energy resistances are good enough you could survive boiling heat and arctic temperatures without any discomfort. The third and final tier would improve your shields to let you stay unharmed even if you were punched straight *through* a building, and improves your environmental protection to the level needed to indefinitely stand in an active volcano without harm.

- Space Warping (100CP per purchase)

This improvement is pretty basic, but remarkably useful nonetheless. In short, your suit is now 'bigger on the inside' (or smaller on the outside, whatever), meaning that you've got a whole lot of extra space for loot, gadgets, air conditioning, first aid kits or whatever else you decide to

place in there. At the moment it's all just empty space, but I'm sure you've got some ideas on how to make it useful…
The initial storage space is roughly the size of a hiker's backpack (about 50 Liters), spread out over however many 'pockets' you like to have installed into your suit. That said, the weight of items is not changed by default, so you might want to make sure you've got the strength to carry it. Each repeat purchase can be used to increase the volume of the storage system by one order of magnitude, or reduce the effective weight of everything contained by an order of magnitude.

Items

Of course, there's plenty of other gadgets, tools, or other stuff you might want for your Super career beyond just your suit. Non-Supers gain an extra **200CP** they may only spend in this section, and Minions gain **400CP**.

- Import And Combine (Free)

You may import an existing item for each option to grant them whatever effects you purchase here, provided it's a similar kind of item. For example, you could enhance an existing Super Serum with Mayfly or give one of your pets the abilities of an Extermination Bioform. Likewise, you can combine multiple purchases from this section into a single whole so long as it makes sense (for example combining Power Armor + Deep Pockets gives each suit a handful of semi-random, minor upgrades). You may only import a single existing item per purchase, however, even if you 'combined' multiple items.

- Magazines (Free)

Congratulations! You now have your very own collection of comic books, sketches (lewd or otherwise), and pretty much everything else that's part of Empowered - complete with commentary and 'extras'. It also comes with a replenishing box of tissues for some reason? Unclear if it's for blowing your nose when you cry or for... that.

- Mellow Mr. Monkey (50CP)

This somewhat goofy-looking stuffed animal may or may not be the fabled Mellow Mr. Monkey… or perhaps you prefer a different design, like the more classic teddy bear? Regardless, this stuffed animal has the peculiar ability to effectively guarantee a trouble-free sleep. Sleep with this watchful guardian by your side, and you'll not be bothered by nightmares, bad memories, or even the physical consequences of your Superheroics (or Supervillainy, we still don't judge) like scrapes and bruises. Unlike Empowered, you'll truly sleep with nothing but sweet dreams, rather than simply forgetting your nightmares. 'Night!

- Herofuel (50CP)

Superheroics can be so tiring. That's why after a good fight, you need Herofuel©! Perfect to quench your thirst and refill those energy stores, this possibly-carbonated, probably-high-caffeine energy drink is *the* drink of choice for Superheroes everywhere. You get an unlimited supply of Herofuel cans in a wide variety of super flavors, as well as the previously-non-existent Villainfuel counterpart - y'know, if you're on *that* side of the law.

- Deep Pockets (50CP, Free For Non-Supers)

Ever found yourself in a tricky situation? Needed some of that amazing Maidman Shark Repellant? Or just a half-full bottle of booze to take the edge off things? This 'item' represents a somewhat disorganized collection of various quasi-useful trinkets, gadgets, and other miscellaneous items you might find a use for. These items can be found just by reaching into a pocket or some other container, but you can only do so a few times per day. They're never going to be all that useful, but the more niche and situational your problem, the better what you find will fit the challenge at hand. Fighting someone won't get you a gun (since that's kind of the 'obvious' solution), but you might be able to end an unexpected encounter with the vile Electromaestro by pulling a length of insulated rope out of your hat.

- Junk (50CP, Free for Minion)

What, another option for a random collection of 'stuff'? Ah, but this one's different. While nothing you find in this set of cardboard boxes is ever going to… y'know, be useful for anything except maybe some lewd cosplaying, it contains a veritable goldmine of discarded 'Super' gear. Costumes, the annotated map that a Villain used to plan the robbery of the National Museum Of History (which failed, live on TV), and a whole slew of other collector's items. Aside from the potential fun with dressing up as various characters, selling these on the wider market could make you a pretty penny… and you never seem to run out, always having another box or two stashed away somewhere.

- Tight And Tantalizing (50CP, Free for C-lister)

Ohhhhhhh, this is gonna be bad for your reputation… or good, depending on how you look at it and what you want to be famous for. You now have a seemingly endless supply of ropes, chains, handcuffs, blindfolds and even some knockout drugs in case you want to follow Chloroformaster's example. This will have pretty much everything you need to restrain someone safely - though you might want to practice first if you're still 'vanilla', so to speak. You don't want to actually strangle someone if they try to say 'stop' instead of 'harder', after all. Just be careful it doesn't get used on you instead, rope burns can be *such* a pain.

- Logo (50CP, Free for A-lister)

Congratulations! You are now the new, proud owner of your very own Super Branded… well, everything, really. This logo (which you can change if you like) is undeniably connected to you, such that anything you apply it to becomes tied to your persona in the public's eye. Maybe you want to have your Jumpersuit become a classic, along with your Jumperangs and your Jumpermobile? This is the way to go.

As a bonus, any dishonorable curs who put your logo onto anything to implicate you will find that it doesn't quite work for them - only the 'real deal' has this kind of PR effect.

- A Hero's Weapon (200CP)

This weapon, whatever it is, seems to be truly made for you. Not only is it more effective than it has any reason to be (effortlessly cutting through steel at the very least), it's also slightly empathic. This means it is capable of activating or deactivating any extra effects it possesses whenever you would choose to do so, without requiring you to take any action. This can include things such as activating or deactivating magical enchantments, overcharging the stun circuitry within the blade for some extra 'oomph', or automatically switching from non-lethal to armor-piercing rounds. For obvious reasons, this makes this purchase much better if designed for flexibility, or when a previous weapon is imported into it.
Furthermore, much like Phallik's 'phallospear' it might alter itself based on your mood or the needs of the moment, changing its shape and size to some extent to better serve your present situation. *Unlike* Phallik, you won't have to worry about it 'going limp' when hit with a power-draining effect.

- Super Collateral Insurance (200CP)

It's a sad fact of the Super life that sometimes things get a bit heated and stuff starts to break. Like prize mugs, cars, or apartment buildings. Sure, many people will hold the villains responsible instead of the heroes, but even in the more rare cases where they don't you *don't* want to be caught footing the bill. With this purchase, you get a lifelong insurance for any and all Super-related damages incurred during your masked activities. You probably still want to be careful with that superstrength, but at least this time all it takes to fix an errant demolition or two is a quick call and a little bit of time. Plus, now you get to chuck cars at those Supervilles without having to worry about getting the poor owner a replacement.

- Loadout (100CP per tier)

Hey, buddy, wanna buy a plasma gun? Freeze ray? Some other kind of weird, futuristic, or just plain *cool* weapon to wave in people's faces? Look no further. This item gets you a single weapon with abilities equivalent to that of the Frikkin' Energy Beams power, except… you know, as a gun. Size can be anywhere from a dingy handgun to the kind of oversized cannons you only see in bad cartoons, with no real influence on firepower from your chosen design. Each comes with unlimited ammunition (if it even uses any), and is replaced in a week if you end up losing it or get it broken.
Guaranteed to be cool, but you might want to learn from Single Action's mistakes - having to repeatedly cock the hammer on your plasma revolvers isn't quite so cool when there's a giant alien kidney trying to laser your face off and you really need the rate of fire.

- Advanced Restraint Research (300CP or 500CP)

The work of the pirate-themed technology experts A.R.R. is surprisingly useful in this line of work, even if it traces its origins back to being (thoroughly tested) heavy-duty bondage gear. Nonetheless, these designs include all manner of restraints and bindings, designed specially to

deal with the more-than-man type of target. Reinforced designs to deal with super strength, magic-draining circuitry for the more witchy type of targets, even counters meant for specific kinds of 'unique' abilities like channeling some kind of extra-cosmic radiation or magnetic clamps to deal with *literal* Men Of Steel.
You'll still have to actually get the designs put into action (maybe hire some enterprising mooks to build them?), but otherwise you've got a seemingly endlessly updating supply of more-than-slightly-lewd pacification systems. They still have limits though - these things are meant for the stuff that's still *somewhat* street-tier, so enemies that can punch the moon in half are probably not going to be covered in the user instructions.
For an additional 200CP, these designs are upgraded to include machinery on the level of the IMPERIAL COSMICHAINS. Much like the ones you might see in action against the soon-to-be-Caged Demonwolf, these are *far* more capable when it comes to dealing with overwhelming power, be it eldritch and extraterrestrial or otherwise. If you need to bind demon lords, demigods, and other such unruly but much more dangerous foes, these improved designs are probably a good idea. The upgraded variants also (optionally) come with energy boosters for rocket-assisted pimping… ahem, apprehension.

- Power Armor (300CP)

No, not like the Supersuit. Though this bulky but surprisingly tough armor won't have the kind of flexibility in terms of upgrades as your no-doubt Super Fabulous Supersuit, it does come with a number of advantages. First of all, there's, like, twenty of them - perfect for use by hired goons when you need some backup. Second, it's exceedingly easy to use, with an intuitive user interface and no easily-activated self-destruct switches or the like - perfect for use by *dumb* hired goons. Third, it's still strong and tough enough to make said goons a credible threat to lesser Supers. Bulletproof against anything smaller than a .50 cal, strong enough to lift cars, and with a power pack that lasts for a full day before it needs to be recharged.
Any damaged or destroyed suit can be replaced free of charge, with a week delivery time. Apparently these ones actually *do* come with decent warranty, unlike the variants used by certain poorly-prepared Supervillains.

- Lotus Network (300CP)

Less an item as an entire self-contained transportation infrastructure, this system of transdimensional teleporter gateways is similar to that seen during the comics. Capable of opening apertures to any size up to *at least* a good dozen yards across and probably quite a bit more, the only limit to where these gateways can link to is whether you've got accurate coordinates. Unless there's sufficiently powerful technological or magical interference it can create Lotus Nodes anywhere you really want, though misuse (like accessing Object 524 without authorization) may still have consequences. If you need to get reliable transportation across interstellar distances, into and out of secret bases, or if you just want to skip on bus fares, this is the thing for you.
It comes complete with schematics, source code, a rudimentary A.I. to manage access rights, a manual and interface in multiple languages complete with auto-adjusting language selection, and no tech support ever.

- Super dry-cleaner insurance (400CP, Discounted for Non-Supers)

Well, now, it wouldn't be very *super* if after your daring adventures out stopping (or committing) crime, you'd have to get up off the couch and clean the blood stains out of all your heroic (or villainous) costume pieces, would it? Fortunately for you, now you no longer have to. Everything you own is regularly cleaned, repaired, and polished to the finest degree so it's all ready for your next outing. This isn't limited to your costumes either - you'll find that your secret lair, iconic vehicles, and so on are all included in this free service. Basically, everything you need to be a hero but that you'd rather not bog yourself down with. No need to worry about the other half of your split personality not knowing how to get bloodstains out of your uniform!
Note that this will only cover minor repairs, not full re-construction of ruined power armor and the like - the faceless cleaners this provides will happily hammer out a few dents and apply a new coat of paint, but mucking around with that plasmachargion you installed into the chest plate isn't quite their area of expertise.

- Capekiller Legacy (400CP, Discounted for Minions)

Should you open this large, heavy carry-bag you'll find a stylish black T-shirt with some humorous D&D reference about how strong you may (or may not) be. Underneath that, though, it comes filled with some rather… worryingly heavy firepower for just a regular goon to possess. In addition to a seemingly limitless supply of molotov cocktails, demolition charges and thermite. But the most striking item by far is a Barret M82A1 .50 cal heavy sniper rifle - the weapon of choice for those who are *done* playing by a Super's rules. The rifle has effectively perfect accuracy, massive stopping power, immense range, and it seems to almost guide itself to target an enemy's weak spots - especially headshots.

- Rent-a-bomb (400CP, Discounted for C-lister)

Sometimes you just want to blow something up… or at least pretend so you can blackmail the locals into meeting your demands. Fortunate then, that you've got easy access to all manner of fun explosives, ready-made to order and with free delivery (and free bomb, in fact). These dastardly devices can have pretty much any kind of exotic, flashy effect up to demolishing a city block or EMP-ing a sizable city. They're uniquely suited for intimidation purposes, and guaranteed to get people's attention if combined with some appropriately badass radio broadcast wherein you present your demands and/or maniacal laughter. It's also likely to get you on everyone's shitlist if you try to actually *use* it instead of just threatening people, but that's still an option if you actually want to follow through.
You've got an extensive catalogue to choose from, with new options becoming available on a regular basis based on the jump you're in. The bombs have a one week delivery time, and renting includes a maximum of one bomb per customer at any time. If you want a new one, either set the old one off or have the company pick it up free of charge.

- The Show (400CP, Discounted for A-lister)

You're a star, and if there's one thing any star needs it's an audience. With this option you get your own radio or TV show, which focuses on a variety of different topics and interests but

always makes sure to show you in a good light, or at least a 'cool' one if you're a villain, at any opportunity. It never gets stale or contrived and it's fairly popular, making it a good source of PR… not to mention how it might get you into a few places you otherwise might not. Fame is good for a lot of things, after all, and if you're willing to give the occasional interview this can take you far. The fanclub which may or may not be obsessed with gay doujinshi of your Super alter-ego is optional, but entertaining.

- Spatiotemporal Asynchronicity Generator (400CP)

Only the most simplistic description calls this machine a tool that makes things 'bigger on the inside'. Given that it (possibly) operates by merging multiple alternate timelines or dimensions into a single semi-coherent whole, it's got some pretty wacko higher dimensional bullshit to dig your teeth into if you're the tech-enthusiastic kind of guy or gal. You've basically got a combined pocket dimension generator, pseudo-time machine, and dimensional shunt/portal generator all in one convenient, physics breaking package, with enough range to expand a 30-floor hospital into a lovecraftian monstrosity of spacetime where the floor numbers hit triple digits even *before* you start adding in duplicates. Comes with plentiful instructions and designs, in case you want to figure out how it works.

- The Lair (500CP)

Any self-respecting Super has a place they consider home, be it the shining landmarks of the Superheroes or the carefully hidden bunkers of the Supervillains. Now, you get a lair of your very own, to use as your base of operations for all your super-powered adventures. You can choose the exact style and implementation of this. Lavish mansions with secret basements full of gizmos and Jumper-themed vehicles are apparently quite popular, but you could also go for a more public team-based fortress/training ground/hanging spot if you feel like it. Or maybe it's the discarded base of a former villain with a penchant for snake-themed imagery? You could even go crazy and make it something like the Superhomeys' D8 - a large space station operating in low earth orbit. That said, anything on *that* level means it's going to be pretty much completely empty, and it doesn't come with any major tech or upgrades like a stealth generator, Lotus Network connections (unless you also bought those here), or leftover gizmos.
You gain a similar hideout in any future jumps you go to.

- Mayfly (600CP)

The name of this unassuming compound does not do it justice. A Class-Two Alien Derived Transformative Bioagent, 'Mayfly' is an extremely lethal, carcinogenic substance that has a near-total fatality rate - most users die within 24 hours. Mayfly causes extreme tumorogenesis in the brain - a rapid surge of exotic tumors growing throughout the user's neural tissues. Most users merely die of the massive shock to their brains - but in very rare instances, this unchecked growth will turn a user into an unmatched genius capable of harnessing their sudden newfound brainpower, gaining mental acuity comparable to the 'Ultratech Savant' Perk… at least, until they die due to still having extremely-rapid-onset alien brain cancer.
You gain a small supply of Mayfly, with the knowledge on how to synthesize more. As it is now it's merely extremely dangerous and unlikely to be worth the risk for anyone not already on

death's doorstep or completely, utterly desperate… but with enough study and testing, perhaps you can find a way to harness its effects safely without the whole 'dying of brain cancer' problem?

- Vorpal Sword (800CP)

This massively powerful vehicle is, strictly speaking, 'merely' an alien hyper-penetrating submunitions drone. Rather than focusing on more conventional weapons, the main method of attack of this machine is to mimic the blade that gives it its name - a ramming charge utilizing a devastatingly powerful 'cutting field' at the front of the ship. If you're looking for a spaceship powerful enough to *literally* ram the gates of hell head-on and come out the other end intact, this is the machine that gets the job done. The single Vorpal Sword that was on loan to the Super-community on Earth nearly shattered a continent when the Heroes lost control of it during the San Antonio uprising, creating a supervolcano after driving itself through the Earth's crust. Now, you have a second one, with all the bounty of alien technology on board and a rudimentary A.I. that will permit only you and those you authorize to command it. The Vorpal Sword will be repaired or replaced in one week should it be destroyed.

- Extermination Biodrone (800CP)

Also called a 'Shog Knight' by certain idiots, this gigantic, serpentine, partially-mechanical beast is the kind of monster that even career Supers won't tangle with without *very* good reason. Big as a skyscraper and with enough firepower to ruin even a Vorpal Sword, these creatures are considered a potential world-ending threat in any number larger than zero. This one, however, is guaranteed loyal to you and quite adept at using less-than-full power. It's *not* guaranteed to not have everyone shit their pants when they see you've got one as a pet, though. A new one arrives should the original be killed or destroyed (somehow) after a week.

Companions And Followers

- Super Team (50CP per purchase or 200CP for 8 Companions at once)

Sure, you could be one of those edgy loners, but why not fight (or commit) crime with all your buddies? With each purchase, you may import (or create) a Companion. Each gets a background of their choice and 300CP to spend, plus whatever stipend their background provides. Companions may each take up to 600CP in drawbacks.

- Recruit (100CP per purchase)

Or perhaps you'd like to make new friends instead? With each purchase, you may take one existing character from Empowered with you on your travels. Maybe you'd like to give Emp a chance for something better, or you've bonded with Maid Man over doilies and kicking ass?

- The Caged Demonwolf (50CP)

Once a being of vast and terrible power, the Caged Demonwolf is... well, slightly bored what with his current imprisonment inside a piece of alien power-draining bondage gear. He's not

particularly bothered by just watching TV all day, but that doesn't mean he won't appreciate some more options. With this option you can have him tag along. He's still stuck in his prison and therefore (mostly) useless aside from conversation, but he doesn't count as a Companion either... unless you set him free, anyway. Unnaturally knowledgeable in numerous subjects, excessively verbose, and remarkably sensible once you get past his jerkass exterior. Just remember he is a bad guy, all right? Setting him free may result in a fiery death for all involved.

- Sentient Supersuit (Free)

If you wish, you may take this option to turn your supersuit into an intelligent person... being... suit. It'll start off completely loyal to you, though it may or may not have a rather innocent outlook on life initially since it will literally awake into sentience when you start this jump. It will have all the upgrades you added to it in the Supersuit section. Yes, taking this with the 'Augmentation' option may lead to something not unlike a split personality if you don't get it out again. No, it does not come with a warranty. You don't put a warranty on friends.

Drawbacks

- No respect (+100CP)

Well, let's face it. You're a loser. Even if by all accounts you shouldn't be, even if you prove yourself over and over, you're still going to be treated as a loser. There will always be some reason for people to discard your accomplishments or assume you're simply lying when you claim you took down Dr. EvilMcDark. Say goodbye to ever getting any real leadership positions, and be wary of any award ceremonies you get invited to - *especially* if you somehow end up one of the winners. You wouldn't be the first one to be treated like Carrie, but lashing out at the insult won't make you any friends either.

- Slave to PR (+100CP)

Reputation is everything. It defines much of the Super scene, and is the biggest difference between those dismissed as jokes or failures and those who take to the spotlight and claim the fame and fortune they are due. Now, you too will hear this siren's call. You'll always feel that drive, that passion to make a good showing of yourself - even when it's going to get in the way of actual success. Looking good by posing in front of the cameras only works when the villains don't get away behind your back, after all.

- Hard-drinking possibly-a-ninja (+100CP)

Well, better put those booze-related ninjutsu techniques to use, Jumper, because you're now a grade-A super-alcoholic. Any time you're awake, you're going to be either tipsy, drunk, or hungover. No exceptions. Any abilities you might have to prevent you from getting drunk won't work, though you can still use whatever tricks you've got to stay a *functional* alcoholic… which might be useful if you intend to go out and be part of the Super community.

- Embarrassing (+100CP)

Is your costume prone to damage and ‘wardrobe malfunctions’? Do your powers only work in skintight latex? Does your magic only answer your call after a cheesy and embarrassing power-up sequence complete with panty shots (even and especially if you’re a guy)? Do your hands always end up on the wrong body parts when you try to arrest the villainous Superchicas? Maybe so, maybe not. Whatever the case may be though, you are now completely incapable of any form of superheroics and/or supervillainy without somehow getting into embarrassing situations along the way. You’re not going to be any less effective or powerful, mind you, just… well, try to keep that blush under control, yeah?

- Vocabularious (+100CP)

Does a truly Super individual not require an equally Super manner of speech? Do the pathetic scourges of this wretched world not require your much-vaunted and magnanimous verbosity as `you leave your vexingly witless and avaricious enemies mewling in defeat, their unseemingly schemes made forfeit and thwarted by your manyfold endeavours? Would you ever deign to speak without your every word of cannily cunning conversation revisioned into this *egregiously pompous male bovine defecate?*
No, actually. Have fun using all the long words, because you now talk like the Caged Demonwolf.... Whether you like it or not. As a consolation prize, you can keep this somewhat bizarre speech pattern and super-long-windedness, with an on/off switch, after you leave this jump.

- Kidnap Me (+200CP)

Oh, dear. Didn’t anyone tell you that Empowered was enough captured booty for the setting already? You’re now super vulnerable to getting tied up in any way, and any of your combat-viable powers aside from those that keep you alive (like super toughness) effectively ‘switch off’ the moment you get immobilized. Some quick thinking and improvisation might still get you out of your predicament, but even so… expect to be bound and gagged a lot more than before with this.

- Weird-o-phobic (+200CP)

It’s not a phobia, it’s a perfectly reasonable reaction to… uh, childhood trauma? Brain surgery gone wrong? Something else? Regardless, it’s entirely normal for you to be deathly afraid of, say, a fashion store. Or some other such completely ordinary thing you’ll encounter quite often in daily life. This fear will be strong enough you genuinely will not face it, and if it means letting your foes escape because they used it against you then so be it.

- Wait, What? (+200CP)

Oh, lucky you! Not only do you get everything you’ve bought here, but you’re getting a free extra superpower! Indeed, nobody can quite put their foot in their mouth like you do. Somehow, a lot of things you say get taken ‘super wrong’ somehow. Compliments to your girlfriend are taken as veiled criticism, taunting your enemy might look like flirting when it’s inevitably put online by watchful bystanders, and god help you if you ever give any comments on politics, religion, or some similarly divisive issue during an interview.

This won't happen *all* the time, of course, and it's not going to endanger you… but even so, expect to do a lot of verbal backtracking and apologizing for things you didn't really mean that way.

- Dark Past (+200CP)

Is virtue inborn or learned? Are we more than the sum of our experiences? Most will have some opinion on the matter, but as Mindf[redacted]k can attest there are some exceptions *far* beyond the norm. Much like her, you've gone through some form of horrendous and traumatizing experience in your past, enough to leave you physically crippled and utterly reliant on your superpower(s) for your daily life. Whether that's having yourself mind controlled until you destroyed your own eyes and tongue to force you to rely on telepathy or some other trauma, the effects remain the same. No power, technology, or other method can be used to heal your injuries or scars, forcing you to rely on your power instead. However, not only are you now extremely reliant on that power to counter your disability, even those are only a poor substitute - either because they are weaker or more difficult to use, or because they're dangerous or unnerving to those around you.

- Ronin (+200CP)

You are marked. Perhaps you've insulted one of the world's more powerful Ninja leaders, perhaps you escaped from your family to escape their treatments of you, perhaps there's a bounty on your head too great for them to ignore. Whatever the case may be, a Ninja clan such as the Kaburagi Clan wants you dead, and they'll stop at nothing to get the job done. With stealth skills one could understate as 'absurd', combat skills surpassing any but the most over-the-top martial arts movies, and the ability to pull seemingly unlimited quasi-superpowers out of their ass with their nonsense ninja training, this is a threat that shouldn't be understated. But even beyond that… even if you *do* manage to eliminate them all, that just means that you're now solidly 'on the radar' for the clan's allies - and Ninja politics are both highly complex and exceedingly bloody. Killing the wrong person could easily make you the target of another clan… or several.

- Close *Fucking* Window! (+200CP)

Seriously, who wrote the user interface on these damn suits? Wait, you did? Oh well. Any tech you use, from laser guns to supersuits to your mini-fridge, is now plagued with atrociously poor controls and an infestation of pop-ups and warning messages. It'll still work fine, but having a message box regarding voidance of your insurance policy take up your entire field of view *when you're in the middle of a heated battle* might still cause some problems. You'd better think long and hard on what kind of gear you actually want to use, because just about anything that runs on (or could run on) electricity is basically going to be more of a liability than an advantage.

- Unreliable (+200CP)

You've got all these fantastic superpowers, an amazing supersuit, and all the gadgets you might want… sometimes. You see, much like Empowered herself, all your superhuman advantages are now highly dependent on your situation, emotional state, or some other external measure

not wholly under your control. You can work around this with care and planning, on rare occasions even getting 'better than full' results with your *'VWORP'*s and your *'POW'*s, but most of the time this will manifest as sudden, unpredictable power drains where you'll have to make due with little more than faint echoes of your former abilities.

- Uncontrolled (+300CP, requires Unreliable)

Okay, scrap that. Rather than simply conking out at inopportune moments, you instead have effectively zero control over your personal powers. At all. Technopathy fries your phone (and the one you're trying to call), your telepathy continually tunes in to anyone nearby whether you want to hear them thinking about your butt or not, and God help you if you've got something more destructive like laser eyes or pyrokinesis. Switching off your power might still be an option if you could do that… but so long as your power is 'on', it'll go haywire.

- It's The Goddamn Jumper-Man! (+300CP)

Ohhhhh, this is bad. As inspiring as Maidman might be, this is one detail of his you *really* shouldn't have gone on to emulate. See, you've got a split personality now, and while between the two of you you'll still have all your skills and abilities, there's no 'overlap' so each will only be able to do half of what the original you could. Likewise, while you're still 'you' on both sides, each is nonetheless very distinct - one might be a badass superhero while the other might be terrified of anything more exciting than watching the Superball Championships, one side gets all your mental powers while the other is all brawn and no brain, or something similar. You can choose the 'split' to some extent, but it must guarantee each of your halves cannot effectively 'substitute' for the other - giving one super strength and the other a skin-tight forcefield that effectively does the same thing won't fly here.

Only the personality in control actually has any agency - the other is effectively asleep, so you're not hearing voices but you also have no memories of what your other self did while you were out. You've got limited control over when you 'swap' so your other self is not going to suddenly wake up in the middle of a fight with no powers, but both personalities must remain in control in roughly equal proportions or your mind will start getting unstable and forcing swaps beyond your control.

You may make this Drawback worse by putting the 'multiple' into 'multiple personality disorder', gaining an extra +100CP for each additional personality you accept. None of your personalities are hostile to each other (they're all 'you', after all), but your skills and abilities will be spread out even further.

- Haremized (+300CP)

Congratulations, Jumper! You have been selected for erotiservitude in the Cosmolactic Emperor's harem! Don't expect a curvy butt to save you either, for the Imperial Pimpotron Alpha (and Beta, and however many others get sent after you) knows his master wants you no matter your appearance, self-esteem, or lack of obedience to local physics. Even if you beat the first few robotic pimps he sends after you, he'll only escalate - after all, your every victory just proves your worthiness. Likewise, saying 'no' won't help, he wants you anyway. Maybe he thinks you're

a closet tsundere? Stopping his quasi-romantic advances might take some clever thinking or a *lot* of firepower on your part.

- Life And Death - But Mostly Death (+300CP)

There are a lot of dangers out there that the general populace doesn't know about, kept secret and very, very classified by the top of Superhero organizations around the globe. But of the ones that people *do* know? Deathmonger's name can be found very, very close to the top of the 'oh shit' list, and on the #1 spot on more than one occasion. Powerful, skilled, experienced and dangerous enough to take on entire Super teams with little difficulty, she's now set her eyes on you, dead or alive - but preferably dead. After all, even if you get captured alive there's no reason to *keep* you that way - she works better with dead tissue. As a Superdead Supergenius specializing in cybernetics, biomanipulation and… well, creating an army of mind-controlled zombie Supers, Deathmonger will stop at nothing to acquire you for her projects. Which will involve at the very least said army of mind-controlled zombie Supers, so you've got your work cut out for you. Try not to die, and if you do, try to die *thoroughly* enough that she can't patch you back together, okay?

- Meat And Skulls (+300CP)

Willy Pete has a bit of a problem - as a sentient fire elemental (sort of), he can't really find a lot of enjoyment in life. For a creature who can't taste food or touch flesh before it burns to ashes in his presence, it's certainly difficult to get his jollies off. But he manages, because if nothing else Supers tend to last just a little bit longer under his advances. And now, he thinks you've got the solution to his problems: a victim who might survive long enough to *really* give him pleasure. He wants you, Jumper, and much like with the countless other Super victims he's skull-fucked or eaten, he's not going to bother asking for consent.

- Ashen (+300CP)

And now, you too can experience that kind of hunger. For your entire stay here, you cannot experience any kind of positive, physical sensation. Not the feeling of a lover's hands in yours, not the taste of food in your mouth, not the scent of flowers in spring… all is like ashes, crumbling to nothingness at your touch. No power or technology will sate your needs, yet you still want such things - and no matter how impossible it might be to experience them, you never truly give up trying to feel something, anything. This won't necessarily drive you to the kind of psychotic mass-murder Wily Pete commits on a regular basis, but other possibilities may just lead to more *personal* dangers for you...
How far would you go for your happiness, Jumper? How far would you fall, if only for the chance to *feel?*

- No Superchica Left Behind (+300CP)

There are things that drive Superheroes to heights they've never known they could reach - things that leave even other Supers slack-jawed and unbelieving. Unfortunately, those things are universally *really, really bad.* And now, you get to face one such crisis. During your time here, you are guaranteed to be caught up in a fight, or a challenge, or a rescue mission, that will

take your normal limits and uncertainties and outright *shatter* them. At the very minimum, this kind of crisis will be on the level of 'sacrificing your entire career by stealing a beyond-top-secret WMD to break someone out of literal hell', much like Sistah Spooky experienced when trying to rescue Mindf[redacted]k, but circumstances will obviously be different for you based on your personality, powers, and so on. You will find that there is nothing you wouldn't do, no line you wouldn't cross.

And when it's all over, you'll know that you *failed*. That unless you can find a way to try again, to break yourself over and over for that second chance, you'll have to live with the knowledge that your very best simply wasn't good enough.

- Attention (+300CP, Mandatory For World-class)

The Unwritten Rules keep the Super Scene at least *somewhat* civilized, if only by necessity. You don't go after someone's family, you don't shoot a neutralized Super, you don't cross the line or the entire damn world will come down on you. But for some, the rules simply no longer apply. Some Supers are simply too powerful, too dangerous, too much of an *opportunity* for people to hold back. Whether it's due to your personal power level, (accidental) access to super-tech, because your Jumper nature has become known somehow, or some other reason, people in this world know you - and they're paying enough attention to know that when you're involved, there's no such thing as 'kid gloves'

Villainous monologues are skipped for an immediate laser-blast to your head. Collateral damage is no longer a concern if it means wiping you out with a Supertech bomb (or even a Vorpal Sword). Retirement doesn't matter, they'll try to find you anyway. Family and friends are acceptable targets. Your *dog* is an acceptable target. Entire teams of lunatics formally-at-each-other's-throats will now work together if it means getting a shot in against you. In short, your enemies will play dirty, cheat, and use any and every advantage they can get against you, regardless of how amoral or flat-out suicidal it might be for them. Hell, you might just cause an alien invasion or two if you're not careful.
This is *hard mode,* Jumper. Make sure you've got a good hand, because you'll be playing for keeps… and your life is always part of the stakes.

- A Light In The Darkness (+1000CP)

This setting is bleak, even in comparison to some other worlds you might have seen. There's no outside influence corrupting people, no global brainwashing to use as an excuse, no alien conspiracies. The truth is, the world Empowered lives in is shit because *people* are shit. The only reason that Supers are about 90% dicks by raw volume, the only reason Ninja Clans go around murdering people for cash when they're not mutilating their own daughters to turn them into 'powerless breeding stock', the only reason Empowered faces such horrendous emotional and physical trauma again and again is because… well, people are dicks, and they're dicks of their own free will.
And now, it's up to you to change that. You'll remain in this world until you make a big, lasting improvement to its culture and social values - especially the Super Scene. This is not

impossible, but you're still just one person… and you won't have access to anything you might have brought with you from other worlds. Even Companions or imported items lose their out-of-jump abilities, retaining only what you've paid for here. Do you have what it takes to pull this world out of the downward spiral of assholism and apathy it's in now?

Ending

You've spent your ten years here, and now it's time to make a choice. Regardless of what you decide, any Drawbacks you've taken stop affecting you.

If you're done Jumping or if you've died during your time here, you get to **go home** with everything you've collected during your chain. You're put back in your original starting dimension at the moment you left, and from there your life is yours.

You can also choose to **stay here**, if you've (somehow) come to love this setting and don't want to leave it behind. You likewise keep all your abilities and such, but you won't move on to new jumps anymore.

And finally, there's the ever-present chance to **move on** to the next jump. It's a big multiverse out there, and I'm sure there'll be plenty more curvy and barely-covered superchicas out there waiting for you.

Notes

If you've got a cool idea for any of the powers but you're not sure if it would be allowed or not: if it's something that's not actually more powerful than what's provided as examples you may consider yourself free to do absolutely anything whatsoever, especially for the more flexible power options like Kinesis or World Class. Creativity is never a bad thing, and so long as you have fun and keep it reasonable I see no reason to stop you :)

For the 'A Light In The Darkness' Drawback, consider your minimum 'goal' to be the effective elimination of Super douchebaggery in an entire city through genuine change rather than people being terrified of getting shot by you if they cross the line.

The comic is being updated online at http://www.empoweredcomic.com/ for those who want to take a look, though currently (May 2019) it's only up to around Volume 5 out of the 10 published in total.

A shout-out and 'thank you' to Nerx, who kindly provided support by getting me off my lazy ass and reading the remaining stuff.