

Super Powereds Jump v 2 by Adogdayz

The Super Powereds series by Drew Hayes focuses on the journey of five Powereds, people with uncontrolled powers, who have undergone a secret treatment to become Supers, people with controlled powers. They are required to attend Landers University's Hero Certification Program by the organization that treated them as a form of stress test to make sure the treatment holds. The world itself is a pretty standard superhero setting, minus magic and aliens. See the wiki link in the notes for more setting details.

Time and Place

You may enter the Jump on July 2, 2016, two months before Lander University's Hero Certification Program starts or on August 22, 2016; just a day shy of two weeks before the semester starts. Whichever suits you more. You may start in any city within the USA that you want but you will likely end up in Lander, California where Lander University is based.

Gender and Age

You may be whatever gender you like and age depends on the origin you choose. Treated Power and Super Student all start within 17-19 the age range since it is assumed they will be starting their first semester of college soon. Super Educators should be older than 26 as they need to be old enough to have the experience that qualifies them to teach future heroes. Drop-ins and Company Persons can be whatever age they want. Also, feel free to disregard the suggested age ranges if they don't work for you.

Origins

Drop-in: You pop into existence out of nowhere. No connections and no expectations.

Treated Power: Originally, you were Powered. That means you had a superpower but could not control it. After a few months of treatment that issue has been dealt with. On top of that you have been entered into Landers University's Hero Certification Program. You are expected by the Company that gave you the classified treatments to attend this program until you graduate or are drummed out. Don't worry, the Company is picking up the tuition cost and providing you a special dorm with the five other Treated Powers that they have arranged to attend as well.

Super Student: You are a Super, a person with a superpower that is under their control, that has been accepted into Landers University's Hero Certification Program. Manage to graduate and you will be a Hero. Get drummed out and your memories will be altered so that you can't remember who was in the program with you as a precaution against jealous dropouts making trouble for those still in the program.

Super Educator: You are a superpowered individual that has the experience and ability to teach the next generation of heroes. You have been hired to do so at Landers University in Lander, CA. Best of luck.

Certified Hero: You are a HCP graduate with all honors and responsibilities that come with that status. You may still be an intern hero or have reached the stage of being fully independent. Either way, great things are expected of you.

Company Person: You are an employee of The LaMont Company, a rather mysterious organization that does a lot of morally and legally gray business. The organization is strict with their employees but compensates well, so... good luck.

Corpie: Congratulations! You're a Privately Employed Emergency Response Super which is shortened to PEERS. Well, most supers will, especially certified heroes, are going to call you a corpie. You work for a corporation as a living advertisement that also saves people from

disasters, perform clean up efforts, and do charity work. It's honestly a noble profession if you ignore the logos on your costume and the bullocks that comes with being a company asset.

Perks

Perks are discounted by 50% for their Origin, and 100 CP perks are free for their Origin.

General

Looking Good (Free): The obligatory appearance booster. This makes sure you are considered at least a 8/10 on an arbitrary hotness scale of 1-10.

Secondary Powers (Free): You now have all the little powers that keep your main powers from being super inconvenient. Like having an enhanced skeletal structure so using your super strength doesn't snap every bone in your body.

Covert (100 CP): You have a solid grounding in acting and keeping secrets. Great for those who need to keep the fact that they are HCP students a secret.

Drop-in

Take Their Measure (100 CP): This perk gives you skill at sizing up other people, determining what strengths and weaknesses they possess. It's not foolproof but it will keep you from missing any tells that aren't well hidden. This skill can be developed with practice.

Mind Bunker (200 CP): This perk makes it so that your mind is immune to unwanted mental intrusion such as telepaths and empaths. Also defends against mind manipulating powers.

My Power and Only Mine (400 CP): No one and nothing can suppress, drain, or seal your powers without your consent, outside of drawbacks.

A Nightmare (600 CP): You are capable of leaving a terrifying impression on those who witness you let loose with your combat prowess. Those people will spread rumors and soon your reputation will be bolstered. Do this often enough and you may have opponents surrendering as soon as they realize who it is they are up against. Toggleable. Less effective against those above your own level of power but still enough to make them hesitate.

Treated Power

Endure (100 CP): You have had to endure years of being cursed with a power that does what it wants. That means enduring pain, humiliation, and isolation. Now that you are cured those past experiences have left you with an enhanced tolerance for pain and discomfort. About twice as much as a normal person.

True Words (200 CP): If you tell someone what you think is the truth, they will know that you are being honest with them. Great for building confidence in your character. This perk also lets you sense when people are telling you the complete truth as they know it. Toggleable.

Who's Middle Of The Pack Now?! (400 CP): Every so often you need to put on a show that changes people's opinion on you. I'm talking going from being thought of as someone purely average or a little less to being near or at the top of your group in one grand display. This perk gives you a talent for planning and foreseeing an opportunity to do so.

Great Potential (600 CP): There seems to be an odd pattern seen among those who were once Powered. One of increased potential strength and versatility over those who were born Supers. This perk gives you the ability to train and develop your powers, abilities, and skills without limit.

Super Student

Studious (100 CP): You are immune to boredom which makes hitting the books after a grueling HCP training session a bit easier.

Prior Training (200 CP): You have been preparing to attend the HCP for years. As a result you have taken it upon yourself to gain basic self-defense training, first aid training, and the legal knowledge needed to act as a Hero. In addition, you have a good understanding of how to use your powers in a combat scenario. You gain a similar understanding of any new powers or abilities you gain in future Jumps.

Learn Through Adversity (400 CP): The universal truth of combat is that there is always someone better. Now, when that someone kicks your butt you are guaranteed to learn from the experience. The more thorough the loss, the more you learn. A close loss is equal to a normal training session. Almost dying is equivalent to several months of hard training.

Needed (600 CP): You have a sixth sense for knowing when someone needs saving. In the case of people you know you will get a concrete sense that it is them in trouble, the nature of the trouble, and a general idea of where that trouble is. The less you know the person, the less details you get. sense for when you, a hero, is needed. The better you know the person that needs help and the greater the need, the further away you can sense their need and the more details this sense can glean about the situation. If the person is a complete stranger and is getting mugged you could sense their need from about three blocks away. You can tell if your best friend is having trouble putting together an Ikea desk halfway across the city. Can be dialed down and toggled.

Super Educator

Seen and Heard (100 CP): This perk gives you a sense of your students' mental, physical, and emotional health and how that is influencing their academic performance. This can help point out who is being bullied, is bullying, or needs some extra help due to things like dyslexia or ADHD. Doesn't tell you how to address these issues but knowing about a problem is the first step to resolving one.

Educator (200 CP): Anyone studying under you gains a learning boost, five times greater than their normal rate. Requires that the students be taught by you for two weeks before it takes hold. Fades after two weeks without regular lessons.

Team Builder (400 CP): You can, after a few minutes observation, figure out which of your students would work best with each other for various purposes. This means combat teams, study groups, and friend groups for some examples. Heck, this could even be used to figure out who would make good romantic couples.

Know Thyself (600 CP): In order to teach others to use their powers, you must know your own. This perk gives you two decades worth of experience using your powers in various situations. This translates to knowing most of the tricks your power is capable of.

Certified Hero

HCF Graduate (100 CP): You went through the grueling process of getting certified so you better believe you're getting something out of it. Your body is now always in prime physical condition as far as fitness goes. You know the laws that regulate hero work by heart and instantly know if those laws change and in what way.

No Unnecessary Fatalities (200 CP): You are a hero and sometimes heroes have to kill. This perk makes it so you don't have to worry about doing so by accident. You automatically know exactly how hard you can hit, where you can shoot, and so on without killing your target.

No Collateral (400 CP): You can create a field around you that is about fifty foot in radius. Buildings, vehicles, and other physical objects in the field instantly repair themselves to pristine condition overtime.

A Titan of the Moment (600 CP): When lives are on the line and you're at the end of your rope, you need to dig deep to find that hidden reserve in order to save the day. This perk allows you to

triple the potency and precision of your abilities, super or natural, when needed for a ten minute period. Within these minutes you can ignore any pain and continue to function despite your injuries. Afterward, you will be exhausted to the point of collapse so be careful with this.

Company Person

By the Book (100 CP): You always know and understand the regulations and policies of any organization you are a part of. As a bonus, you are now exceptional at doing paperwork of all kinds.

Talent Agent (200 CP): You have a keen ability to determine if someone has skills or abilities you or an organization you are a part of would find useful. You instantly get hints on sight and an accurate assessment after a couple hours of observation.

Protection Detail (400 CP): You may designate up to twenty people or objects as under your protection. Once done, you will know their location, physical condition, mental condition, and who is with them at all times. Being designated by this perk also grants the target a finite amount of good luck that will help avert serious injury or capture. Downgrading two headshots to grazes inside the same thirty minute period will drain the luck for the day.

Make a Deal (600 CP): Whenever you make a deal, the other party is forced to follow through with their end as long as you keep up your part of the deal. This deal must be acknowledged by both sides and have clear terms that all parties agree to. You will instantly know upon making a deal how committed they originally were to making good on their part. This perk can also let you act as a third party to enforce agreements between others.

Corpse

Best Angles (100 CP): You instinctively know how to best present yourself to observers.

Posture, expression, and the hang of your clothes are all factors you adjust with barely a thought to create the impression you want.

Talk the Talk (200 CP): It's one thing to be nice to look at but can you interact with the public without putting your foot in your mouth? Well, now that you have this perk you can speak any language after hearing or read a few sentences. On top of that you know how to guide conversations, pick up on the body language of groups and individuals, and can speak eloquently even when afflicted with stage fright. Oh, you also know how to sing with a voice worth listening to.

Triage (400 CP): As a PEERS, you end up dealing with a lot of emergency response situations. Fires, building collapses, super fight cleanup, and so on. To help with that you now have comprehensive EMT training, triage training, firefighter training, and the ability to know the extent of a person's injuries on sight. From how many scratches to internal bleeding, if you can see a person, you know what ails them.

The Brand (600 CP): You are your own brand! Your looks, style, personality, and everything else about you is for some reason extremely magnetic to the public and companies looking to hire a PEERS. With a few pics on social media, maybe a ten minute video of you showing off, and by the end of the week you'll have a following in the thousands and major companies looking to snap you up before their competition gets a chance. This has a side effect of boosting the brand/reputation/popularity of anyone, cause, or product you promote. Want chili peppers to be the newest health fad? Say you eat some with every meal and watch the masses buy in bulk. Do you think whales need more protections? Do a PSA and see new legislation get moving on the matter. So on and so on.

Items

Items are discounted by 50% for their Origin. 100 CP perks are free for their Origin for the first purchase and 50% for further purchases. Multiple purchases are allowed.

General

Scholarship (Free/ -100 CP): You have a free ride at Landers University and into the Hero Certification Program there. This covers tuition, a meal plan, on campus housing, books, and even a small weekly stipend for clothes and stuff. Lasts for as long as you are enrolled and maintain passing grades. You can pay 100 CP to keep this scholarship for use in future Jumps. This means that you may choose a school that is appropriate for your age range and gain a scholarship with the benefits of this item.

Halloween Supplies (Free): You get a box that contains unlimited Halloween related products and party supplies. Decorations, candy, costumes, and so on.

HCP University (400 CP): This is a fully functional university that caters to both mundane and super students along with having the Heri Certification Program taking place underground. The surface level is what you would expect with several buildings for classes, dormitories, cafeterias, and so on. Below the surface are several levels. First is a rather mundane collection of classrooms, sparring areas, gyms, and the like. Further down are entire floors dedicated to simulating environments and scenarios that are used to train heroes. An example is a city being overrun by criminal supers complete with high quality robots that look and act like real people, they can even simulate powers to a degree. The bottom floor is an ever shifting labyrinth. The university comes with NPC staff with the knowledge and skill required to teach their subjects. Utilities, taxes, and supplies are all covered by fiat so you could make this a free to attend university. Can be a warehouse attachment or placed in-Jump at the start of each Jump.

Super Serum (600 CP): You get a case of twelve vials that give the consumer a random good (standard to demolition tier) power without major drawbacks upon consumption. The theme of a

power may be influenced by writing a word on the blank label on the vial's side before consumption. A person may consume up to three vials. Powers gained via these vials by the same person will share an overarching theme. These new powers may replace old one's if desired but the three vial limit still stands. If a person who has imbibed one of these vials loses the gained power then that power no longer counts toward the limit. Case refills every year.

Drop-in

Identification (100 CP): This folder can produce all the documents needed for a legal identity. This makes the appropriate entries into government databases as well. Just fill out the forms with the details of your desired persona and you're done. Works once per Jump or every ten years, whichever is shorter.

Gadgets (200 CP): You have a box of useful gadgets like tracking devices, surveillance bugs, grappling guns, smoke bombs, and so on. Replenishes weekly. Rarely produces something highly advanced like a personal electromagnetic bullet screen device.

Power Stimulants (400 CP): This small case contains three autoinjectors that contain a serum that temporarily increases the potency of a person's powers by three fold. The effects last for thirty minutes and leave the user exhausted afterward. The case replenishes missing doses on the first of every month. The serum can be reverse engineered with enough time, resources, and research.

Base Jumper (600 CP): A flying base that is also submersible. Can comfortably house thirty people with private rooms, a common area, and kitchen. Comes with some basic defensive weaponry, armor, and a stealth system. Max flight speed is 600 MPH. Max nautical speed is 30 MPH. You design the base when you buy. Never needs refueling. Easily accepts and maintains upgrades.

Treated Power

Smartphone (100 CP): This smartphone is untraceable, self-repairing, returns to you if lost or stolen, always has a charge, and always has a signal. Great for keeping in touch with all those friends you can make now that your power is no longer forcing you to isolate yourself for the safety of yourself and others.

Eye Stone (200 CP): This strange flat stone has the image of an eye carved into it. It grows noticeably cold when the holder is unobserved and hotter when observed by more and more people. Does not get hot enough to burn skin.

Power Tool (400 CP): This is a custom made tool that either covers a weakness of your power, enhances a strength, or grants more versatility. IE a weapon that won't break from a powerhouse's strength or a portable, high capacity, self-charging battery that an electrokinetic can draw on.

Treatment Regimen (600 CP): This bundle of papers provides you with a treatment regimen that can allow a person to gain control of their unruly powers/abilities. Typically takes 2-4 months depending on how strong the power is.

Super Student

Independent Housing (100 CP): Seems like you have an alternate option to living in the dorms. At least, you will after freshman year. Damn University regulations. This two story house is nicely furnished, self-maintaining, has all common utilities paid for forever, and has a nice backyard with a jacuzzi. Keeps any upgrades made to it. Can be imported into future Jumps or used as a Warehouse attachment.

Costume (200 CP): This custom costume is meant for unsanctioned hero work. It is armored against cuts and light caliber gunfire, self-maintaining, and produces a short lived SEP field

when you put it on and take it off which decreases the chance of someone connecting civilian you with vigilante you. Retains upgrades made to it.

Portable Auto-doc (400 CP): This portable high tech backpack looking device is actually a fully capable auto-doc that is capable of treating any physical injury, reattaching limbs, stabilizing the dying, and resuscitating the recently dead. It's not magic so the patients will need recovery time. It's supplies are automatically refreshed every week. Requires no charging.

Corporation (600 CP): You are the sole owner of a multi-million dollar corporation. This business has follower staff capable of handling the day-to-day stuff with enough competence to turn a sizable profit without your input. Choose the type of business this is now, and it will appear in all future Jumps in a setting appropriate form.

Super Educator

Box of Credentials (100 CP): This box produces a degree or certificate for any subject you have sufficient knowledge and training in. These papers are fiat backed to be accepted as proof of your mastery.

Class Roster (200 CP): This roster has an entry for each of your students, includes their general history, and updates with any facts and observations you make about them. Also tracks their performance in class.

Coffee Maker (400 CP): This high end coffee maker seems to have superpowers of its own given the effects the brew it produces has on people. A single cup of coffee from this machine is equivalent to a full night's rest, acts as a mild cognitive booster, and even bestows a minor amount of healing on the imbiber. Drinking a full pot of coffee is equal to a month of recovery in a hospital with specialist care. Comes with a free, replenishing supply of mediocre coffee grounds and filters.

Simulation Pods (600 CP): This trio of high tech pods are capable of creating a full sensory simulation of a programmed scenario. Comes with five default scenarios and software to make custom scenarios. Also comes with the feedback suits users need to wear while in the pods.

Certified Hero

Hero Certification (100 CP): A license that declares you a fully trained hero. Show this to any law enforcement or emergency responder and they will understand that you are a valuable asset for fighting crime or saving lives. Simply put, gets officials to let you help them in areas you are trained to help in.

Dispatch Communicator (200 CP): A high tech earpiece that fits comfortably in your ear, traditionally the right. Through this device a calm and polite voice will inform you of any ongoing situations in the area that a hero could help with. She prioritizes by severity of danger to life and what you are suited for. This device can also be used as an untraceable way to contact and be contacted by officials and other heroes. You get six earpieces. If destroyed or lost, you will receive replacements within 24 hours.

Super Suit Maker (400 CP): A machine about the size of a coffin that can make custom hero costumes on demand. The process adapts the costume to work with the wearer's powers. A shifter will find that the costume changes size and shape to match their form. Gadget users find that the pockets are bigger than they should be. Pyromancers find that the costume is fireproof. You get the idea. All suits are by default stab, fire, acid, bullet, and shock resistant with armor over vital areas. Takes an hour to make one costume but once a design is selected the machine can make as many as desired without further input.

Jumper League HQ (600 CP): This is your superhero headquarters. A large reinforced building with up to ten floors filled with training equipment, science labs, an infirmary, private rooms, and an information center equipped to monitor a city. You decide the general layout, how many

floors are above ground, and the decor. Can comfortably house fifty people. Has non-lethal defenses capable of stunning even Demolition class Strongmen. Comes with NPC staff with the skills to run the various facilities with competence but not excellence. Utilities, taxes, and supplies are covered by fiat.

Company Person

Business Suit (100 CP): A business suit of your preferred color that was tailor made for you. Of course, this is not just a regular suit. The fabric is cut/stab proof, bullet resistant, fire resistant, and electric shock resistant. The suit repairs itself, going from shredded scraps to pristine in 24 hours. Can be fused with Costume for increased effectiveness and a different form.

Trackers (200 CP): Twenty extremely small tracking devices that transmit their location to any device you desire. They are no bigger than a tic tac, adhere in place as desired, and are hardened against EMP and technopathy powers. Transmission range is global. They can be harmlessly destroyed remotely. Come in a small case. Any unrecoverable or destroyed devices are replaced in the case after 24 hours.

Mind Rings (400 CP): Ten rings that change when the wearer is under the effect of a mind altering power. Increases mental resistance by 20% per ring. That means however resistant a person is naturally plus 20%. Rings size themselves to fit comfortably.

Inhibitors (600 CP): A technologically advanced collar that suppresses the power of those that wear it. Comes with instructions on how to build more.

Corpse

Super Camera (100 CP): This is a floating camera that positions itself to take the best pictures and video of you or who/whatever you desire in the area. Autocorrects for lighting and can do minor edits like removing acne, removing unwanted photobombers, and so on. Never runs out

of storage, always charged, can upload data in any format, and can blend into the background like a chameleon.

Sponsorship (200 CP): You have a deal with a company. You promote their products, they give you \$5000 every month. They expect you to do things like drinking their sports drink at the end of every heroic outing in view of the public, attending store openings, doing commercials, or wearing their logo on your costume. Just keep in mind that the money only rolls in if you actually do the advertising and maintain positive publicity. No one pays to tarnish their brand.

PEERS Mobile (400 CP): This HUMVEE sits eight comfortably, is heavily armored, and repairs itself over time. Its tires are proof against being damaged by environmental conditions and have optimal traction. The trunk of this vehicle is five times larger than it appears from the outside that comes stuffed with disaster relief supplies that can be restocked once every month. In the front driver side, built into the dash, is a grid map of the area that shows the distance and elevation of everyone in a half mile radius.

Talent Agency (600 CP): This agency has one goal: promoting you and those you deem worthy of the agency's expertise. Product promotions, merchandise deals, charity work, acting gigs, and general PR. This agency is one of the best at securing these deals for you, making you look good, and making sure you get the most out of each endeavor. Someone tries to slander you? The Agency has a strategy ready to turn the bad press into a story of overcoming past mistakes or convincing people that the only mistake made was trusting someone else not to be a sleaze. You can expect to either break even or come out ahead so long as you stick to the plan.

Powers

People with powers in this world tend to just have one, though they can have a few interrelated powers that could fall under an umbrella term like Advanced Mind like Mary Smith's powers (IE Telekinesis/Telepathy/Dreamwalking). Pay for the rank you wish for your powers to start at and design it to fit. You may only buy up to four interrelated powers and they must be of the same rank or lower, merely paying 100 CP for the second, third and fourth power.

Non-Threatening Combatant Class (Free): The Non-Threatening Combatant Class, also abbreviated as NTC Class, covers variant humans who have the same propensity of damage as a regular human. They are often just as frail, requiring only a "tap to the head" to incapacitate one. Many healer type variant humans and those with low-caliber display abilities.

Example: Nick Campbell. He has rather potent luck manipulation but anyone with a well maintained gun and sufficient situational awareness can kill/incapacitate him.

Standard Class (100 CP): The Standard Class covers those who are capable of inflicting significant damage and can be a danger to life but are not a threat to a large-scale area. Like the name would suggest, most Supers fall into this category.

Example: Shane Desoto has the ability to control and manipulate materialized shadows into blades and tendrils. His shadows can go a decent distance away, somewhere in the range of a few hundred feet, can restrain strongmen supers, make precision cuts on people to disable them, and has a sensory component.

Demolition Class (200 CP): The Demolition Class covers those who, if left unchecked, could level an entire city block in an hour.

Example: Alice Adair has highly potent gravity manipulation that is capable of affecting gravity over the size of a large parking lot. Buildings are meant to support their weight against gravity in one direction, reverse the direction of gravity and those buildings break apart readily.

Manhattan Class (400 CP): The Manhattan Class, likely referring to the Manhattan Project that oversaw the research and development of nuclear weapons, covers those who are capable of inflicting damage of similar impact and scale to a nuclear bomb over the course of an hour.

Example: Blake Hill can create spheres with black hole qualities. Assuming he can create a large enough sphere it is within reason that he could wipe cities off the map.

Armageddon Class (600 CP): The Armageddon Class is the final and highest ranking position of the damage rating. Those under this category are capable of destruction on a global scale.

Example: Vince Reynolds is an energy absorber that can seemingly take in any amount of energy, store it, and later release that energy. In the last book of the series he was shown to be able to easily absorb the concentrated energy generated by a Manhattan Class Super which implies that he could store and release much more energy than that given the opportunity.

Companions

Imported/Created (50/200 CP): For 50 CP you may import one of your Companions into this setting or create a new one. They get an origin, the freebies, origin freebies, and 600 CP to make purchases with. You can pay 200 CP as a group rate to import or create up to 8 Companions with similar benefits.

Drawbacks

Take as many as you like.

Odd Appearance (+100 CP): You have some unusual feature like silver hair or something similar that makes it harder to keep your secret identity.

Scrutiny (+100 CP): For some reason you are under far more scrutiny than is normal for someone in your position. Authorities, media, and other organizations will be constantly looking

to catch you in a mistake and making sure you suffer the full consequences. Best be on your utmost behavior.

Disarmed (+200 CP): Yep, you are missing a limb or eye. You may be able to compensate for this loss with a power or prosthetic but no one's going to be able to regenerate your missing bit during the next decade.

Power Trauma (+200 CP): Something traumatic happened in your past that makes it difficult for you to use your power effectively. This is a mental hangup that can be worked through but until you do so you will have trouble bringing yourself to use your powers at even a third of their true potential.

Embargo (+200 CP): You lose access to your warehouse and out of Jump items for the duration of this Jump or ten years, whichever is shorter.

Power Down (+400 CP): You are reduced to your body mod, excluding what you buy in this Jump, for the duration of this Jump or ten years, whichever is shorter.

Hostile Rival (+100-+900 CP): You now have an overly competitive classmate that has singled you out as their rival. For 100 CP, the rival will seek to outdo you but is honest in their methods. At the 200 CP level that honesty goes out the window and sabotaging you is not only an option but the preferred method of beating you. At the third tier, gaining you 300 CP to spend, this rival will be driven to murder if you keep outshining them. You can take this drawback up to three times, gaining a new rival each time, and at different tiers each time. Note: Tier 1 rival could be convinced to chill out eventually, even being recruitable as a companion if you like. Higher tiers, not so much.

The End

Stay, for this is a good place.

Go home, as that is where the heart is.

Go on to wander ever on.

Notes

The fan wiki for the series that I used as a resource while making this Jump:

https://superpowereds.fandom.com/wiki/Super_Powereds_Wiki

On the start date: I more or less based the starting date on the release date of the first audiobook (May 16, 2016) since that is the medium I have consumed this series through. Feel free to disregard this decision if it doesn't work for you or you know a more accurate date.

On the limits of healing powers: As far as I know, there are no full-blown resurrection powers in the series. There are probably powers that can bring back people who have only been dead for a few minutes but not after total brain death. I think the best healer shown was able to repair destroyed limbs, reverse aging, and probably repair brain damage but that all required the subject to be clinically alive.

There does not seem to be a Superman Expy in this setting. The hard limit for powers in this setting, as far as destructive capacity goes, seems to be rearranging landscapes or altering the climate to be more hostile. IE no planet smashing but definitely a threat to a large amount of the things living on it.

Interrelated Powers: Think fire generation, fire form, and fire minion creation. All linked because they involve fire but definitely not the same power. Or, coming from another angle, fire, water, air, and earth manipulation are all interrelated because they involve controlling classical elements.

How to do Power Copying: The first step is to buy a class for the power. That determines the maximum strength that your power can copy. I'd say whether these copies are permanent or not is up to you but I will say that the maximum number of copied powers you can express at one time is determined by how many powers you pay for. Meaning you can use up to four copied powers at a time, all at standard class by paying 100 cp for Standard Class and then 300 CP on the extra interrelated powers to serve as additional "slots" for your power. I would personally put a touch requirement for creating a copy of someone's power or a need to see the power used a few times so it's not complete cheese. You decide if this can work on magic and such after this Jump.

How to be an Eidolon Expy: Essentially pay for your power level to determine how strong your powers can be, pay for the extra powers to use as additional slots, and you're good. Honestly not all that different from the power copying method. I'd suggest a charging time for each newly slotted power to come fully online or a certain level of randomness to the slotted powers but this is a single player game so you do you.

On getting canon companions: I'm of the mind that so long as you can get them to agree, you can take anyone along on your chain. You'll just have to import them in the next Jump to get them full companion status.

Changelog

Version 2

Added Company Person Origin.

Added Certified Hero Origin.

Added Corpie Origin.

Fixed Lander University location in intro and other instances.

Moved Inhibitors from Drop-in to Company Person items.

Minor tweak to Treatment Regimen.

Added Super Serum to General items.

Added more drawbacks.

Version 1.5

Added examples to the power classes.

Fixed Power Down drawback.

Added some notes.

Changed how power buying works. Honestly, it's ridiculously abusable now.

Version 1

Started making the Jump.