

Super Powereds Jump v 1 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 March 5, 2016, six months before September 5, 2016 which is the day just before the Lander University's Hero Certification Program starts or on September 1, 2016. Whichever suits you more. You may start in any city within the USA that you want but you will likely end up in Greenwood, South Carolina where the said 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 experience that qualifies them to teach future heroes. Drop-ins 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 drop outs 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 Greenwood, South Carolina. Best of luck.

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.

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.

Items

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

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.

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.

Inhibitors (400 CP): A technologically advanced collar that suppresses the power of those that wear it. Comes with instructions on how to build more.

Power Stimulants (600 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.

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 colder when the holder is unobserved and hotter when observed.

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 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. The stronger the power, the longer the treatment takes but once completed the subject is guaranteed to be in control.

Standard Class powers take about four months to treat.

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.

Powers

People with powers in this world tend to just have the one, though they can be versatile. Pay for the rank you wish for your power to start at and design it to fit. You may only buy one power. For examples of powers suited to each class I have provided a link to the series wiki in the notes.

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.

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.

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

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.

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.

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.

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 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.

Changelog

Version 1

Started making the Jump.