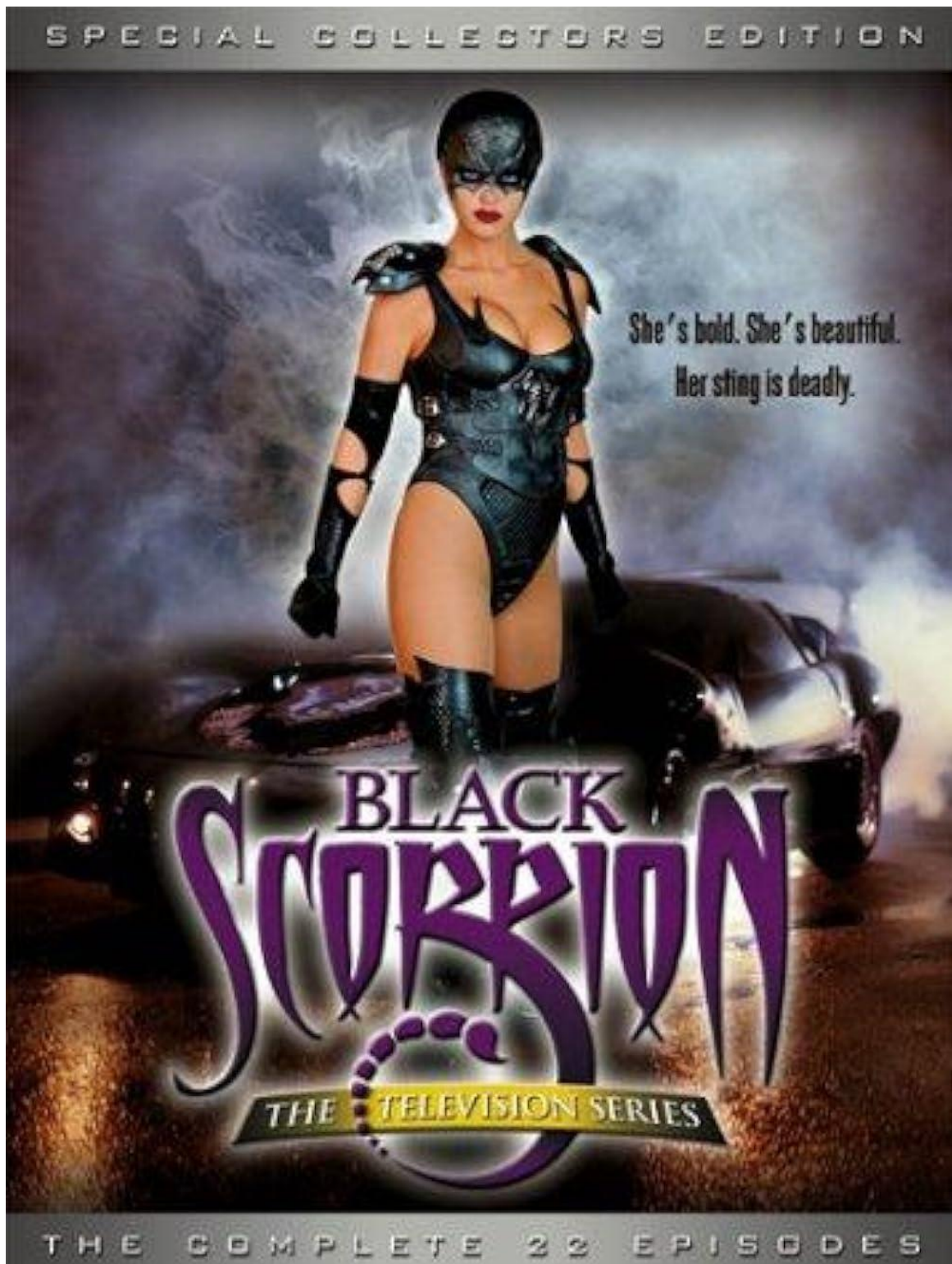


Black Scorpion

Version 1.0.0



When the villainous Breathmaker attempted to asphyxiate the crime ridden City of Angels, the suspended officer Darcy Walker took up a vigilante identity to put a stop to his actions. Now, in the light of day Darcy Walker is a cop, but in the dark of night she becomes... Black Scorpion. Doing with a mask what she can't with a badge.

She does her best to put a dent in the crime and injustice which fester in the City of Angels and defend its social order. This task is made more difficult by the corrupt Mayor Worth and his tendency to create supervillains bent on destroying him and the city, and his push to drive the police into pursuing the Black Scorpion as public enemy number one.

You will be arriving here at the start of the first episode of the series, and will be staying for 10 years. To help you take these:

+1000 Corman Points

Good luck and good jumping.

Location:

You arrive anywhere in the city appropriate to your origin. As a drop-in you appear in some alley somewhere.

Age and Gender:

Unless you're a drop-in, your age is yours to choose from 18 or older within the human range. Unless you're a drop-in you may freely change your gender. If you're a drop-in you're the same age and gender you ended the last jump in.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Hero: You are a hero, someone who has that spark of courage and determination to stand up against injustice and give it a brutal beating into submission. Alternatively you may take this origin without background memories or connections as a Drop-In.

Cop: You are employed by the City of Angels as a police officer. A detective even. It may not be the most glamorous job, but with the crime in the city it's a necessary one. Try not to get into too many crashes.

Criminal: Well if you aren't one now, you were one in the past. You've got a life on the wrong side of the tracks and the law. Still it's possible you just might have reformed, though if you have do try and stay on the straight and narrow.

Villain: You are a supervillain. Or if you're not one yet, someone will give you a reason to become one soon. Probably Mayor Worth. Whether it's out of personal greed, or just believing the current order is corrupt you'll tear down the current order.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Human Metronome (100 CP): You could easily serve as one. You have a perfect sense of how much time has passed down to a second. Not precise enough to perfectly time blows or pace out combat on its own, but should help you keep track of how long a fight has been going on, or any things that require a certain time to recharge.

Soft Corman Action (200 CP): While even the show was produced by Roger Corman, showed a fair amount of skin, and wasn't about some innuendo and suggestions of things that went on behind closed doors, the original TV movie was still a lot more open to nudity, and the NSFW. And now you can bring this Corman flair to worlds around you. People's outfits, especially major characters, will be more flattering, social norms towards sex will be more open and accepting, and people around you will be a fair bit more attractive on average; if 5.5 out of 10 was the average now it'd be 7 out of 10.

Mayor Corruption (300 CP): Your political corruption is surprisingly easily overlooked by your constituents in a democratic system. Individuals and vigilantes can still hate you, but the people will ignore all of your corruption, embezzling, misappropriation of government resources, and massive criminal record when it comes to voting. They won't ignore high unemployment, homelessness, and crime rates that are directly affecting them, but it's a lot easier to distract the voters from those things when they don't care that you had your old cellmate burning down public buildings for the insurance money.

Green Thumb (600 CP): You possess the ability to cultivate and grow plants with fantastic effects and powers like the Gasp-for-airius which sucks in the good air and pumps out gasses which knock people out (a head cold can somehow filter out these gasses), Apathetias which possess pollen that render the inhaler passive (stopped up noses can prevent this), Oxydendrons which clean the air, and carnivorous plants that can eat grown humans. This will take time and effort, but who knows what sort of floral monstrosities you will create.

Pollutant (600 CP): Like the villainess Pollutia, you are able to transform into a cloud of toxic smog, and back to normal again assuming you have the space to do so and are (mostly) whole. In this form you have some ability to control your movements, able to use it to fly, flow under doors, or just surround enemies and asphyxiate them with your poisonous form, though a powerful enough wind can control you. So while it will keep you safe from punches, kicks, and guns, you might want to avoid vacuums as one could suck you up, or hurricanes as one might be strong enough to rend your form apart.

Hero Perks

Sting (100 CP): Are you going undercover as a lady of the evening? Because you might be just a tad bit too attractive for people to buy it. Whether male or female you are easily in the running for the most attractive member of the cast, and could be called a perfect 10 when it comes to physical attractiveness. Your body especially seems to be suited for tight leotards, and showing off your ass.

As a small side bonus you possess the ability to easily come up with one-liners and puns about inflicting grievous bodily harm to others.

Who Is Black Scorpion (200 CP): Only one man knows and he's not telling anyone. Anyone else who has tried to find out has run into difficulties, dying and reviving with amnesia about that little detail, ending up trapped in a space satellite, gaslit and deceived, or just being unable to manage to remove the mask or identify her. Secret identity protection. Even her partners who work intimately with her have been unable to find out, and when one saw her unmasked he simply forgot her identity between films.

When you act as a masked hero or villain you possess similar protection of your 'civilian' identity. Opportunities appear for you to switch identities when the call for action arises, attempts to unmask you are interrupted by the arrival of third parties, enemies who discover your identity become strangely head trauma induced amnesia or forgetting it when resurrected if you kill them and typically will give you some warning that they have discovered it and a chance to stop them from revealing it one way or another instead of just broadcasting it. Should it be revealed despite this, you'll find outlandish plots to prove that you're not your alter ego are oddly successful - that insane clone you make will make it very clear you're not her before dying - and if only one or two people find out who aren't directly hostile they might just forget without explanation within a few days. This doesn't apply to people you deliberately reveal your identity to. They will remember who you are.

It's My Nature (400 CP): For someone who has had no special training beyond the norm for a detective, Darcy Walkers is able to handle herself quite well in a fight. Maybe it's just part of her nature that made her a crime fighter.

Whether a crime fighter or not, you possess similar abilities to fight. You're skilled enough that without being more than just 'fit' you could fight entire groups of thugs single handed and even without gadgets put up a good fight against one of Angel City's

supervillains, though you might need something to counter their special abilities if you actually want to win. Still you're a surprisingly adept streetfighter, and seem to be especially skilled at kicking people in the head.

Moreover impractical clothing doesn't impact your fighting ability. Whether it's boots with stiletto heels and platforms, a cape, or something else, you'll find that impractical clothing has a greatly reduced impact on your ability to fight, run, or just move in general than it really should. For something like bulky armor, or a straightjacket you'll still be noticing the restriction, but even then you'll be moving better than you'd expect - even if your arms are stuck in the straightjacket. This is especially effective, though, for high heels as they just don't seem to negatively impact your ability to move at all, or hurt your feet.

Round Two (600 CP): The hero always loses the first round. It's practically a rule. But they know how to win round two. And now so do you. Well at least usually.

You find yourself just operating a bit better when having a rematch against someone who defeated you the last time you both fought each other. You'll react faster, hit harder, come up with better ideas, be luckier, and in general be better when it comes to winning a rematch and avenging your defeat.

This isn't limited merely to the fight itself. You'll find your mind coming up with innovative ways to counter powers, techniques, or abilities which gave them victory over you. You'll develop the tools or techniques of your own that you need to combat them more quickly than usually would be possible, and the laws of reality even seem a little softer when it comes to your attempts things that exploit flaws in questionable ways becoming more effective. This softening of the laws of reality won't guarantee your victory, you'll still have to work for it, but your opponents may find some new vulnerabilities forming for you to take advantage of, or you'll be able to invent some gadgets which run on questionable physics. However, while tools or techniques you designed which could work normally will continue to work in the future, anything that only worked because of this softening of laws of reality will only work for the rematch it was created for.

Cop Perks

Detective (100 CP): You are actually a police detective. While you'll only get the rank and job in this jump, you possess all the skills that a police detective would be expected to possess - including firearms training - and the physical fitness needed for active duty.

You're also a good detective with a talent for deduction. You've also got a good memory for facts and details, and are good at collaborating informations to bring to mind what's relevant for a situation. You've also got a knack for figuring out - though not making - riddles, and puzzle clues.

Drive and Shoot (200 CP): Are handguns really an effective weapon to use while driving? You can make a good case that they are now. You are able to drive just as well while using only one hand to steer. Not only that, you are able to drive just as well while using only one hand to steer and leaning out the window to shoot at things. At least when they're in front of you, you still need to be mostly looking where you're going. Your aim also suffers a lot less than it should in such a situation, or similar ones; if you were riding shotgun you'd probably barely notice being in a speeding car when it came to aiming. Though why ride shotgun when you can drive and shoot at the same time? This applies to other vehicles as well; you can pilot/drive them just as well with one hand as two, and are surprisingly good at doing so while leaning out of the proper position so you can shoot things. And in case it needs to be said this applies to shooting with things other than handguns as well, as long as you can fire them one-handed.

Hopefully the Rookies Weren't In There (400 CP): Oh they'll be fine. Even the two idiots only got actually hurt in one of their comedically common crashes. Police who make the mistake of chasing the Black Scorpion tend to end up in rather explosive, car flipping pile-ups. The sort of pile-ups to leave cars landing on their roofs while on fire. Actually police cars in general seem to be prone to explosively flipping in this world so you might want this. With this, you can survive any car crash, no matter how fiery and destructive it was, completely unharmed. This won't protect you from harm once you're out of the vehicle, at least unless the harm is from the crash such as the vehicle (or what it hit into) exploding, but you won't get trapped inside of it either; so if you crash into a lake you'll still need to swim to the surface but you won't drown in the car. So try not to crash into lava, or outer space and you're probably fine.

And this isn't limited to cars. This applies to any vehicle you find yourself crashing in. If you were piloting a spaceship that crashed at interplanetary speeds and exploded in a nuclear explosion mid-air leaving you crashing to the ground, you would land completely unharmed and without radiation poisoning. Now this wouldn't necessarily save you from the environment you landed in, but the act of landing from the fall wouldn't kill you. Explosions even have a way of typically blasting you away from any resulting pools of molten materials, and crashes are more likely to deposit you somewhere non-lethal if possible; you bail from a crashing spaceship that's flying over the sea, you're far more likely to land on an island than you should be though do still try to aim for one.

Vigilante Kisses (600 CP): You seem to have a strange sexual magnetism towards those who work with you, or to a lesser extent those who fight against you. Even if you lack a personality, try and arrest their alter-ego, and just generally lack positive qualities you could find a smart, successful, independent woman falling for you, and even throwing herself at you, seemingly for no reason other than you're her partner. Now imagine if you actually had positive qualities. Though they might help less than you'd expect because this magnetisms seems to be increased by them having to rescue you.

And as noted while this is most effective when dealing with those who work closely with you, it does work on those who fight you too. If you decided to fight supervillain(esse)s you might find that one or two fall for you.

Criminal Perks

Name Your Price (100 CP): You seem to stand out as the first choice for people who want your special skills extra legally. Even when it's legal you're c.v. will be more likely to catch people's eyes, as long as you've got some marketable skill like being a mechanic you should be able to get by just fine, but when it's something outside of the law whether that's vigilante work or criminal something about you seems to attract prospective employers like bees to a flower. You'll find people willing to pay you for your criminal capabilities have a way of coming out of the woodwork ensuring you have a steady line of work.

You can toggle this off, if you don't want supervillains walking up to you to hire you to steal cars, or vigilantes recruiting you as their personal mechanic.

I Know Men (200 CP): Whether you acquired this knowledge in the same way that Tender Lovin' did or by some other means, you know how to appeal to the gender of your choice. Whether it's how to act, how to dress, or how to modify your appearance, you are an expert at attracting their attention and desire whether it's for some (paid) loving, or something longer term and more romantic.

And this isn't limited to just yourself. You know how to put this knowledge into bits of advice you can give to other people on how to land a date with the gender you chose.

You may gain this knowledge and skill for other genders at a cost of 100 CP for each extra gender.

Acceptable Criminal (400 CP): Your criminal acts - especially if non-violent - are strangely easy to overlook and generally under punished. If you merely did something like steal cars - without holding their drivers at gunpoint or violent assault included - you could be a regular at the police station to the point of even developing a friendly rapport with them, and being released in a sort of revolving door situation as long as you were willing to give them information from time to time. Not even major information, but just stuff anybody living in the bad part of town might know. If it was limited to something like picking pockets you probably would just be given a lecture and released even if you didn't give information. And should you go straight, as long as you paid for your crimes as much as the law demanded of you, people are very willing to forgive and even forget

your criminal past. This is especially effective with vigilantes, who, as long as you are willing to help them from time to time, seem to find you very trustworthy.

If you do violent crimes you can expect to still get some punishment, unless you really have some major information for the authorities and some deal making skills. Still your punishments tend to be lighter than usual, capital punishment is less likely for even the most supervillainous crimes, and if you could make a convincing case that you'd magically been reformed you might be able to get people to overlook years of having been a notoriously violent gangster by stopping a few attempted bombings. If you return to a life of crime, though, this ability to get them to forget your old life will weaken.

I Fix Cars (600 CP): That's one way of describing what you can do... I guess. You are a master mechanic so fixing cars is easy for you. But you're also something of a rather skilled engineer, at least when it comes to inventing the sort of gadgets a superhero might use. Oh you won't be recreating Aftershock's earthquake machine, or the Scorpion Mobile's molecular rearranger, but but special sensors, voice activation systems for computers, taser rings, or turning an old analog tv into a device to blow open a prison cell door are all things that would be easily in your wheelhouse.

This won't make you Doctor Phoenix, or a super scientist by any means, but if Argyle could make it you probably could. Just remember some of the stuff in the Scorpion Mobile (like its computer and molecular rearranger) he didn't make, merely install. Though you are good at working with others' super tech as well.

Villain Perks

Doctorate (100 CP): While not all supervillains are doctors, it does seem that in the City of Angels all doctors do seem to be supervillains. Or Dr Phoenix which might be worse. So here you go, the education and skills of a doctorate of your choice, and the equivalent of several years of work in the field.

In future settings assuming the doctorate in question could exist proof of your having obtained it can be included in your background if desired. Even if you drop-in the proper documentation will exist. Just consider if you want it to first, even if you have all the official paperwork, people might be suspect if you supposedly completed a doctorate program that would take more time than you've been alive.

Old West (200 CP): Heroes are fine and dandy, but it's their rogue's gallery that really keeps the audience's attention. And while Black Scorpion's did fine, certain members simply had more stage presence. Clockwise, Breathmaker, and now you.

Like a veteran of that wild frontier of Gotham, you possess an ability to steal the limelight, chew the scenery, and just generally make yourself the center of attention. You possess a combination of theatricality, presentation, and when you want it gravitas that just seems to attract the attention of others, and give your actions a sense of something larger than life to them.

You're also very good at coming up with puns based on whatever you seem to theme yourself around. Whether it's clocks, breath problems, photography, or something else.

I Should be Dead (400 CP): You really probably should with the sort of stuff you've been exposed to. I mean you just went swimming in industrial toxic waste, or got bombarded with strange radiation. That can't be healthy. Except apparently for you it's... well it's not healthy but it's not unhealthy. You are unaffected by radiation poisoning, and don't seem to be poisoned by industrial waste. This won't protect you from being melted into a puddle if the radiation is energetic enough for that, but you won't suffer radiation poisoning or cancer from it. You are resistant to acids like those produced as an industrial byproduct, so if you want to bathe in sulfuric acid feel free.

This extends to other toxins, though at a reduced rate. You're mostly immune to inorganic poisons of all kinds, though biologically produced ones can still threaten you albeit to a greatly reduced extent.

Elemental Power (600 CP): Aftershock, Hurricane, Inferno, Stunner... Elemental villains aren't too uncommon in the City of Angels, and now you possess a similar elemental power. You can choose to copy one of the four above, though in the case of Stunner you won't feel her hunger for electrical power, but you also won't be able to overcharge a machine to explode electronics all across the city instead showing the level she could use in combat. Alternatively you can create your own similar power projecting or manipulating energy or elements on a similar level. This is a rather strictly a street level power; Aftershock could send people flying or wreck overpasses, Hurricane could control weather on a scale of a city block with low powered mini lightning bolts which weren't easy to aim, and Inferno had an aura which melted incoming bullets (and only bullets not harming people or objects other than bullets) and throw fireballs. Still maybe you have a more focused control of the wind, hydrokinesis that allows you to manipulate water, cryokinesis that lets you create ice to freeze things over, or even some ability to create 'darkness' and project it. This won't be anything too esoteric, or manipulating fundamental constants, but some sort of street level energy projection. Being able to generate magnetism to throw magnetic objects around maybe, but you'd not be even close to breaking molecular bonds with your magnetic control.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Bimbo Secretary (100 CP): Jealous that Mayor Worth gets to have a secretary like Babette and you don't? Well you can have your own little bimbo too if you really want. They'll be physically whatever type you find most attractive (well at least within the limits of mundane humanity), and they will definitely be a major looker. They're more than happy to be your illicit lover too, and unlike Babette they won't be hostile to your wife (or husband) if you tell them not to be. Also unlike Babette they'll actually be loyal to you.

Can be a guy if you prefer. They'll still be an airhead who cares a bit too much about looking good and can't get their head too far away from NSFW matters though.

Every Citizen's Right (100 CP): This is a cybernetic arm, from the elbow down, though a little longer than a forearm and hand normally should be. It lacks a hand, though it possesses something better. This isn't a prosthetic hand it's a prosthetic gun. It can function as a submachine gun, or shoot explosive shells capable of demolishing (even normally bulletproof) cars. Since this lacks a hand your version can be worn over your arm instead of having to replace it, though if you do lose your arm somehow it will still function as a prosthetic gun. It will automatically reload itself over time.

Whip (100 CP): Black Scorpion seems to have ditched hers in the 2 years between the films and the series, but maybe you want one. This is a whip seems extremely easy and intuitive to use, almost like it's a part of your own arm, letting you wrap it around limbs, or objects to 'grab' them with the whip and pull them to you or just to trip them up.

Campaign Fund (200/300/400/600 CP): Sometimes you just need some money, re-election campaigns are expensive after all. This right here is \$100,000, and any spent money will be replaced at the start of the next jump.

For 300 CP this increases to \$1,000,000, for 400 CP to \$10,000,000, and for 600 CP all the way to \$100,000,000, hopefully you can put this to good use.

Plaster Blaster (300 CP): This is a spray gun, similar to a water gun, that shoots a quick hardening cement which preserves victims beneath it where they can later be revived as long as you leave an air hole. This plaster is strong enough that even the Black Scorpion couldn't break out, though her electrified ring could blast her free, and will harden around someone in mere moments. If you don't want to coat someone entirely you can also be used to trap people's feet to the ground, adhere hands to things, or stop one or more of a car's wheels. It doesn't contain infinite goop, but it holds a lot more than you'd expect, enough to completely coat several people, and it will automatically refill itself with time.

Cinemolecular Camera (500 CP): This camera is something a bit special. It doesn't take normal pictures. Instead this camera transports individuals or objects focused on and photographed onto its film to be released next time a 'photo' is taken with the same roll of film in the camera, or if the film is exposed to light, developed, or destroyed.

It comes with a 3d optimizer that can accept this special film and edit them into positions around pre-existing objects in its field of projection, or take objects from multiple pieces of film and materialize them in positions you desire. This won't let you break off pieces of an object or individual photographed, but you can say take photographed chains and place them around a photographed individual. Anything photographed together (such as a person and what they're wearing) will appear together, and it is possible to cinemolecularize multiple people at once if you can get them all in focus at once.

Cupid's Arsenal (600 CP): This hoverboard is capable of low altitude flight relying on the ground effect, and capable of outspeeding cars. The hoverboard is really more of a small side benefit that comes for free with the bow and arrows. The bow is also pretty mundane, but the arrows instead of having a sharp arrowhead have a container which

when fire ignites and burns ‘lovebird pheromones’. These lovebird pheromones make people who are exposed to the smoke fall head over heels with the first person of the opposite sex they see afterwards. If they don’t encounter someone within a few minutes they seem to wear off, but if they do, the effect lasts until a cure is applied. While you don’t have infinite arrows they do respawn over time.

Stopwatch (600 CP): This is a very special stopwatch. See it doesn’t work like a normal stopwatch. Instead when you press the button on top of it, it produces an electromagnetic pulse that freezes in time objects or individuals you desire for 3 seconds when pressed. It takes a few seconds longer than that to recharge, and some things can resist this electromagnetic pulse; Clockwise froze other cars while trying to escape the Scorpion Mobile but couldn’t freeze it, so electrically shielded or overly powerful entities and objects are most likely immune, and anything larger than an intersection is likely out of its scope of effect.

Voice of the People (800 CP): This is a music recording studio. It’s fairly normal, except that it has a special switch that encodes music recorded in it with subliminal messages (via super subquantum tachyon propelled ultrasonic receptor wave) which inspire people to act out in ways related to the lyrics of the song(s). This isn’t an all powerful effect, but it will build up over time; you could apply it to the music of the most popular band in town whose lyrics are all about committing crimes and while you’d have a crimewave within days most people wouldn’t be part of it, and even if they kept listening to a song about shooting cops an average person wouldn’t go out and shoot the cops without listening to the song while cops were around and she had a gun.

Fenghuang Institute (1500 CP): This is your very own knock off version of the Phoenix Institute. Or at least it's a similar lab. That is, it's a lab for studying cloning and resurrection. It possesses technology within which can raise the dead from their DNA, or even create clones of the living. They'll even keep tattoos somehow. Well arguably it's less about raising the dead and just cloning them too, but as the dead are restored with their memories and at the age of their death raising them seems more accurate.

You can even implant a brain implant into the clones which will prevent hostile or aggressive actions being taken by detecting such desires and inflicting massive amounts of pain. This can be deactivated or controlled by a control panel in the institute, if you'd rather shut off the automatic use and simply set it to manual control. Though do be warned all the implants seem to have to be set to the same automatic or manual, and manually activating one activates all of them.

There are some problems here. While it can grant clones of the living their memories as well, it results in madness, hatred for their maker, hyper aggression, and uncontrollable brain growth which inevitably kills them eventually. Also while it can be used to raise the dead, it requires 'fresh DNA' as at approximately 2 years old it gets unstable and the clone will only last at most 24 hours, and the older it gets beyond that the shorter the clone will last. So you won't be resurrecting dinosaurs with this, or even people dead a decade ago. Finally you may have to jar memories of those resurrected, and the amount they retain or regain seems to vary; while the Gangster Prankster seemed to remember everything, and the Lieutenant only seemed to have forgotten his own death, the Breathmaker and Inferno showed significant gaps and neither ever remembered the Black Scorpion's other identity despite both knowing it before they died.

Still with this lab the power of life is in your hand.

Hero Items

Nightstick (100 CP): This is an expandable nightstick. No matter how strong you become it will become sturdier and stronger itself so that you can still use it effectively as a weapon without fearing that you'll break it by using your full strength. It's also non-lethal, and you won't accidentally kill someone when striking them with it. Despite this it's disproportionately damaging to inanimate objects; for example even an ordinary person could casually smash off part of a fire hydrant to spray someone with the water inside.

Fantastic Fashion (200 CP): This is a superhero (or supervillain) costume which seems to have been made to highlight your attractive features. It comes with a mask - and an optional wig - which will never come off by accident, and even seems to resist slightly attempts to forcibly remove it, but is mostly mundane. Well physically mundane, as when you wear it, seem to be more attractive to your preferred gender(s), and as long as you keep the mask on you seem to possess a heightened air of mystique.

Gadgets (400 CP): You might not get a utility belt, but hopefully this ring, and the other associated gadgets will make up for it. This ring looks like costume jewelry, and has a symbol of your choice on it, scorpion is taken already but you could double up if you wanted. The ring has a built in taser, though it's capable of projecting the electrical charge out several feet when you extend your arm to stun people or blow up fuse boxes. This electrical shock is also useful for branding the symbol into people's flesh by pressing it against them, cutting through metal or other objects, and seems strangely able to blast off handcuffs and other restraints. But that's not the only use of the ring. When you put it on, or say a trigger phrase with it on, it will store your current outfit and instantly dress you in another stored in this ring. It can only store one outfit at a time, though clothing (including armor) you purchased with CP do not count against this limit.

This ring comes with several other gadgets. The first is a small plate, about the size of a wallet, which seems to have many uses. First it can, on a vocal command, change you into an outfit stored by the ring and store your currently worn outfit into the ring. Second the plate can deflect bullets which strike it, as well as more esoteric beams and energy attacks. Finally it is a quintillion volt battery, which while it won't charge itself, will help absorb electrical attacks against you.

The second is a pair of polarizing glasses that protect your eyes from blinding lights and lasers without limiting your vision in lesser intensities of brightness. The third, and unfortunately last, is a set of supersonic audio plugs which functions to protect your hearing against deafening high notes and ear-damaging levels of sound without reducing your ability to hear lesser intensities of noise.

THE Car (600 CP): Your very own replica of the Scorpion Mobile. Containing a molecular rearranger which can change its make and color, as well as repair it, and allow this car to shift from civilian model to a high end superhero vehicle. In both forms it is able to pick up on police bands, as well as possesses a computer which allows it to recognize voice commands and drive itself - though it drives a bit aggressively and with little car for the rules of the road so be careful letting it do so in crowded streets. In its superhero mode it is capable of projecting its computer screen upon the polarized and bulletproof glass of its windshield, turning it into a touch screen - though probably best just to use the voice activated computer. Still it can tap into local municipal databases and bring up maps or information across the windshield on command, or I guess you could surf the internet if you had wifi available; it does not come with wifi.

In addition to this computer, it possesses a vast array of gadgets, including those that the Scorpion Mobile did not begin with. In super car mode it is well armored and bulletproof. It also possesses a thermoshield which when active will allow it to be shot by a bazooka and be unharmed, and survive Inferno's fires without damage. It also is not a gas guzzler, but uses a special hydrogen fuel when in supercar mode; this fuel is clean burning, more efficient than gas, and its supercharger can be used to give it a massive boost in acceleration to outspeed pursuers though it is going pretty fast at that point. Oh and don't worry about using up this special hydrogen fuel as it seems to refuel itself when not in use. Finally it possesses a variety of sensors allowing it to detect 'toxic waste' and track specific other vehicles across a city.

But we can't forget weapons. It has a machine gun in front as well as a flamethrower, and the 'stingray' which is an electrical weapon capable of blowing up a car, or incinerating a person, with its electrical bolt, though it's not that good at being used to hit moving vehicles or when driving at full speed. Less destructively it possesses a rear mounted oil 'gun' which releases oil slicks, a similar glue 'gun' which releases glue, the ability to generate a magnetic field which seems to only affect guns to rip them from people's hands, release caltrops to pop tires, and finally can launch a pair of magnets off of the back which will affix to what they strike and then strongly attract themselves to each

other with enough force to slam cars into each other. Finally it possesses an aerocannon capable of creating airforce strong enough to make it difficult for grown men to stand against it, or being reversed to suck in air to pull in poisonous gasses as a powerful vacuum.

Cop Items

Police Car (100 CP): Where the last item was THE car, this is merely a car. Specifically a police car. Besides the siren and police radio of a police car, you can have this be a make and model other than the standard for police vehicles. Still it's only special trait is that if it's damaged or destroyed it will be good as new within 1 hour.

Bottomless Pistol (200 CP): Maybe the prosthetic arm gun had more firepower, than a handgun but sometimes you want something more subtle. Besides it can run out of ammunition if only temporarily. This is a handgun of the make and model - available in 2001 or earlier - of your choice with one special quirk: It doesn't actually seem to need to be loaded. No matter how much you shoot there's always more bullets in it; you could even make a show of 'reloading it' without bothering to actually reload it, and have all its chambers empty and it'd still be able to shoot a limitless number of times.

Precinct (400 CP): This is your very own police station, and the position of police captain to go with it. In future jumps it will adapt to the equivalent of a municipal police precinct and insert into the jump as part of the local law enforcement services if you desire, and in so doing grant you a position equivalent to police captain. If you don't desire it to insert into a jump you may have it simply not exist during that jump.

Pearl Gate (600 CP): This is a poorly, poorly run prison. Despite that prisoners who are confined within it seem incapable of escaping without outside help to get them out of their cell block. Even when they possess superpowers which should make their escape easy, even trivial, they will have to get outside assistance to escape. You could imprison a god in this place if you had to, and they would be unable to escape without someone on the outside helping them. Just do try to keep an eye on it as anyone who staffs it long seems to suffer a major reduction in intelligence.

Criminal Items

Tender Lovin' Originals (100 CP): This is a wardrobe designed for your use presumably by Tender Lovin' herself. Maybe it wasn't? Either way while it's not high fashion, or the sort of fancy brands you'd see the upper class wearing, it's fashionable for the lower to middle class groups, and the clothes will fit well and more importantly look good on you. You get a small wardrobe now, but you'll get some more outfits every 3 months to fit with changing styles... or the changing styles of new worlds you visit.

Easy Street (200 CP): This is your very own strip club. There are prostitutes who frequent it, and give you a portion of their earnings, and the bar seems to attract criminal types with its bartender being willing to keep you informed about things they overhear. Plus as it's your strip club you get in free, and you do get a portion of the proceeds, all while its competent manager seems to take care of business for you, unless you'd rather get involved directly.

Wholesale Meats (400 CP): This is your very own chopshop. While there is a small facade of an underproductive meat wholesaler, the bulk of it is an underground garage. Stolen cars just sort of filter into the garage, and the employees will take them apart for parts, or fix them up for resale, giving you a tidy sum of the profits all without you having to take a direct hand in things. This garage is oddly well equipped though, with everything you'd need to maintain or modify military vehicles, or something like the Scorpion Mobile, Batmobile, Mach 5, or other 'super car' which incorporates military tech into a civilian car.

If you'd prefer this can be a legitimate garage with no illegal activities. It'll probably make less money, but you won't have to worry about cops poking around.

Celebrity Lawyer (600 CP): This is the phone number for a truly superb trial attorney, possibly the very best in the world. You seem to have them on special retainer, or your Benefactor does as you don't need to pay them, and they don't seem to exist unless you need them, at which point they'll come to help you. While they're willing to do other legal work you need, their specialty is as a defense attorney at trials, so while they can advise you on for example contract law they'll probably tell you to talk to a specialist for best results. But if you want to get away with murder, they'll be sure to convince the jury that the glove doesn't fit, and if the cops get too rough in arresting you for robbing a store they might be up to the task of not only getting you off but suing the police department while you're at it.

Villain Items

Themed Minions (100 CP): Even more common to supervillains in this world than a doctorate, it's the pair of themed minions. These are 2 ordinary human beings who are willing to do what you say, commit violence, and seem to have no moral or ethical compunctions. They're strong and skilled enough in a fight to serve as thugs or muscles, but don't expect them to beat Black Scorpion, and they're not particularly bright. Still you can pick out their general designs and nature - maybe you want two blonde cheerleaders who cheer as they fight, two muscle men, a pair of yoga instructors, or identical twin yes men who never tell you no and sometimes get confused which one of them is which. You could even have a pair of cops like Slugger and Specs.

Highway Explosives (200 CP): If there's anything the villains of this world all possess it's a pair of themed minions. If there's another, though, it's explosive devices to throw out the back of cars. And now you'll have them too. Whenever you're in a vehicle that is capable of going at car-like speeds, you'll find small explosives in the back. These explosives will only explode when you throw them out the back of a speeding vehicle. You seem to have a steady stream of them, and they seem to disappear the moment you don't need them or you're not in a vehicle going fast enough to trigger them. These explosives are not super strong, but they're enough to make pursuit difficult for the Scorpion Mobile, make pot holes, or crash ordinary cars that think it's a good idea to tailgate you.

Mechanized Mobility (400 CP): Sometimes you need a little mechanical assistance. This is a powered exoskeleton which provides you with assistance in moving if your spine is broken, or if you simply wish to be strong enough to tie people up with barbells. This powered exoskeleton is bulletproof and provides you with the strength to overpower Black Scorpion, pull people through car windows, twist barbells, and generally have what could be described as the 'strength of 10 men'. It is a bit bulky and slow, and the helmet's face plate is easy to remove.

Alternatively you may have internal cybernetics. This won't be quite as strong, or nearly as bullet proof, though the bones of your spine and limbs will be armored and reinforced, but it won't be as bulky and slow, and won't be visibly apparent.

Power Magnifier (600 CP): While each villain's seemed different, it was far from uncommon for a villain to have some machine which could expand their power to a larger scale; Inferno was going to burn the city, Aftershock was going to create the largest earthquake to ever hit the city, Hurricane was going to cause an actual (toxic) hurricane, Shocker was going to electrocute the city. Well now you get to have one of your own. This is a large room filled with a series of machines which are capable of magnifying the reach and scale of your powers to bring them up to a scale of roughly a city: if you could create and control storms localized to your immediate area you could use the machine to control the weather across a city; if you had personal scale energy blasts you could use it to turn your blasts into something that might destroy buildings across a city or its outskirts; if you could mind control people with your presence the machine could expand it to control a city; etc. This will make your power substantially more straining to use. Machine will require a fair deal of power, and take time to activate.

If your power already functioned on a city wide scale it could be expanded further up to an order of magnitude, though the larger you go beyond a city the smaller this expansion will be - by the time you are capable of affecting an entire planet don't expect to see more than maybe a 1% change.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 200 CP you can import or create 3 companions with 600 CP. For 400 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 100 CP per companion to give them 600 CP (and ability to get an origin). You may pay 300 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Babette (Free): Mayor Worth's secretary and mistress. She's attracted to power and authority. As long as you can demonstrate you have more power and authority than Mayor Worth she'll be more than happy to join you on your journey.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

The Movies? (Toggle): Want to start earlier with Darcy's origin as Black Scorpion? Well feel free to begin at the start of the first film instead of at the start of the first episode.

Only 1 Season (Special): While the amount of time covered by the show's one season is unclear, it's definitely no 10 years. In fact the end of it is only about 2 years after the start of the first film. If you'd like instead of staying 10 years you can stay only until the end of the series, but if you choose to do so you will receive ½ as much CP from drawbacks.

City of Fallen Angels (+100 CP): We only really see a snapshot of events, so we can't be certain how many villains that the City of Angels has, whether the 2 films and series show them all or if it's just your average year. But now the number is substantially more, and you can expect during the events of the series for there to be twice as many, and this to be at most an average amount with future years being just as exciting. And somehow you will continuously find yourself dragged into their plots one way or another, and often as a special target of these 'villains'.

Fear of Water (+100 CP): You get sea sick just at the idea of being on a boat, can't swim to save your life, and hate being near water. You might have trouble drowning in a kiddie pool until someone pointed out just how shallow it was to you.

Rejection Hurts (+100 CP): You don't take rejection well. The fact that you've got a horribly scarred face or other disfigurement which mars any beauty you may have had, as well as disables any beauty or appearance enhancements from perks, and follows you through any form you take is going to make this worse. While this drawback won't ensure you go on a criminal rampage due to being rejected, it will make certain that you have romantic urges to be rejected in pursuing, and that it will hurt when you're rejected and you will do stupid and emotional things in response. Hopefully you've got a personality to win people over despite your external beauty.

Strickland Hunger (+100 CP): You like to eat. A lot. Too much even. This also deactivates anything that would stop you from gaining weight from overeating besides good old fashioned exercise. And yes you will eat, and gain weight, even if you're a robot, undead, or some sort of non-corporeal entity.

Tabloid Target (+100 CP): One way or another, you seem to have attracted the attention of tabloids. Whatever you are or do, tabloid reporters pursue you, and somehow manage to slip in and take pictures of you in compromising and embarrassing positions you'd prefer the world not to see.

Babette 2 (+200 CP): You're not very bright. In fact you're very not bright. But you do have a very healthy sexual appetite. If the name didn't give it away you're now rather reminiscent of the mayor's secretary Babbette. But don't worry, if you're pretty enough it'll work out, and you're still probably more competent than Specs and Slugger.

Brain Implant (+200 CP): This implant causes you excruciating pain which will reduce you to a crumpled crying heap if you attempt to cause harm to anyone (even in self-defense) or do anything illegal or evil. Even trying to touch a lethal weapon will hurt you. It doesn't matter if you're something that shouldn't even feel pain, the pain from this implant will be sufficient to bring you to a crumpled heap, and don't try removing it as any attempts to do so are doomed to fail.

Phoenix Program (+200 CP): It would seem Doctor Phoenix has decided to try and redeem your past enemies. Or someone has. Since if you stop him from doing so it won't stop them from appearing. But your dead enemies from this world and past jumps as well keep appearing. If you haven't had sufficiently challenging foes in your past expect to see a list of dead killers and conquerors from history being resurrected sometimes with superpowers. You might think Napoleon is just a shortman with big ambitions, but you might rethink it when you're facing one of the greatest military geniuses of all time with lightning powers. You can expect to see them start to team up by the end, and have to deal with a whole group of your worst foes from the past all of whom remember how you fought them before and seem to have learned new tricks while dead.

Swore Not to Get Close to Anyone (+200 CP): Maybe your best friend and partner got shot in the head in front of you. Maybe you're just not a people person. Either way you will find that none of your companions, followers, AIs, or even pets have joined you in this jump, and you have an unhealthy dose of inability to open up or form close connections to people. Maybe if someone worked at it for the entire jump they could get you to open up and form a human relationship, but without someone persistent on the outside you won't be forming anything more than casual acquaintances. And this doesn't remove your desire for companionship, just your ability to productively act on it.

Just a Woman (+300 CP): The ~~Batman~~ Black Scorpion doesn't need powers so why would you? Your warehouse and anything from other jumps or simply outside of this jump including perks, powers, rewards, items, etc, is locked away from you until the end of the jump. You can keep things from your body mod as long as they are things that real world humans can possess in that combination. The only exception is companions who you paid to import who will appear but will similarly have everything from outside of the jump locked away.

The Mayor Called You Incompetent (+300 CP): The cops, other than Darcy, really took a nosedive in competence between the movies and the show. And now so have you. Even minor tasks like opening a bottle of water are prone to be difficult for you, and you can forget successfully fighting crime or catching a vigilante. Despite all your godlike powers and abilities, you will be as competent and successful as Slugger or Specs.

We're One and the Same (+300 CP): You've been cloned! There's now an aggressive clone of yourself, with all your perks and powers, willing to go further to accomplish its goals than you would normally be morally comfortable with, and determined to end you whatever it takes. What's worse they have your warehouse key and you don't, as well as all your items - from this jump or otherwise - and again you don't. Any items that have theft prevention or can only be used by their rightful wielder will recognize your clone as such until they are destroyed permanently. Taken with Just a Woman they'll still have all your powers and items, but you (and your companions) will be unable to use any of these items from outside of this jump even after they're defeated.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

In the last episode of the show they state that the DNA from Darcy's father is over 2 years old so resurrecting him permanently is impossible. This is the only clear sign of time between events I can point to. Breathmaker was revived significantly earlier in the series, and did die some time later though how much later is hard to say.

Changelog:

Version 1.0.0: Released.