

In the beginning, the Primals, those inscrutable and infinite entities, created the Multiverse. For a time, it was good. Not perfect, mind you, there was a lot of stereotyping and casual sexism, not to mention it was curiously devoid of swearing, but overall, it was good.

Then the Great Beasts ate it, and devoured every soul they could manage, Final Crisis style, in an event called the Great Cataclysm.

And then the Multiverse was rebooted, replaced, recreated, whatever you'd like to call it. What is important is that the cycle began again.

Still, such things matter little in day to day life, for the Multiverse is vast, and contains multitudes. The world you land on is sometimes called ~~Earth-M~~ Earth-A. Almost a century ago, an African-American astronomer named Moses Anders came into contact with a manifestation of the broader universe, called the Ultra-Force. Taking on the name Ultragod, he began living his life according to the tropes of the then-new superhero genre.

Amazingly, the rest of the world followed suit, possibly because he was the rare combination of terrifyingly powerful and a really nice guy.

Needless to say, history continued with shockingly few major changes, as it always does in these kinds of stories - though *not* with none. Alas, even superheroes are not immune to the march of time, and much of the old guard is feeling their age. Twilight is upon the superheroes and villains alike, and soon night must fall.

As though to prove this point, Earth-A's equivalent of the Dark Knight, by name the Nightwalker, recently perished of natural causes (no, really, he was over a hundred), and the magical cloak that once belonged to him somehow found its way to Gary Karkofsky, local supervillain enthusiast and younger brother of the now-deceased supervillain Stingray, giving him the opportunity to live out his dream to be a supervillain.

You arrive on Earth-A in Falconcrest City, the City of Nightmares, the same day Merciless, the Supervillain Without Mercy™, stops the Typewriter from robbing a bank, before robbing it himself, with 1000 CP to set yourself up. Have fun.

Origins

Any origins may be taken as a drop-in. You may freely choose your age and sex during this jump. If you aren't a drop in, feel free to make your backstory as crazy as you like.

Hero

In every age, there are some who fight. Not merely to fight, but to make the world a better place. You are one of them, broadly speaking. With a code name, a colorful costume, and a membership to the Society of Superheroes, it is your sworn duty to fight evil and protect the world from the many threats to it. You poor sod.

Antihero

In the 90s, it became common for jackasses with guns and cybernetics to try and fight criminals and supervillains with no care for collateral damage. Sometimes it even worked. Usually it lead to as much or more death than the supervillains they were fighting. You are either one such "antihero" or at least a superhero who doesn't mind executing captured opponents.

Antivillain

You're screwy, is what you are. You're a few somethings short of a complete set, though what those somethings are is beyond me. You are totally willing to murder in cold blood and habitually commit generally bloodless crimes because you thing being a supervillain is cool

and fun. That said, you don't generally betray people unless they started it, and you're the first to sign up when the world is in danger - how else can you take it over and rule it, right?

Villain

Unlike those above, you are one of the genuine psychopaths who want to run the world into the ground to prove that they can or some nonsense. Or a spree-killer with superpowers, colorful costumes optional. At the very least you are a selfish person who makes the world a worse place to live in for personal benefit, such as a gangster.

Perks

Named Character (Free) Supers are almost always "warriors" rather than "soldiers."

Among mundane humans, the former almost always wins, but it's very much the other way around for supers. Grandstanding, individualistic tactics, personalized abilities, unique and stylized weapons and clothes - all of these are a boon rather than a detriment in worlds like this. *Especially* when facing "faceless" opponents like zombies or militaries. You carry this narrative conceit with you wherever you go. Mind you, there's still no excuse to be *dumb*. Additionally, you are a significant figure in the "ongoing mythology" of whatever world you inhabit, essentially a major character (if not a protagonist) of history and reality, which ensures that you are unusually resistant to most forms of mischief and

always have great agency in the universe - personal, spiritual, metaphysical, whatever.

Unless you actively avoid it, you will always stand near, if not at, the center of the world's destiny. It isn't absolute, so don't think you can overcome ta'veren with this alone, but you could meaningfully impact the society of a cyberpunk dystopia, fight a destiny of irrelevance, break glass ceilings, and otherwise ignore the universe's "patterns" or similar nonsense. At least, most of them. Generally. Mind you, the effect you want is not necessarily the impact you get, and this isn't carte blanche to ignore destiny and similar. It's simply... agency. Oh, and you have the balls to fight crime when the criminals are all cannibalistic undead.

A Mythological Medium (200) The supernatural, divine, and eldritch exist objectively, but encountering them in their true forms is rare, because they tend to take the shapes humans can understand them in, such as figures from our myths and legends. Doing so blunts their insanity-causing presences and makes them more predictable for us, even opening up new options, as the Masks they wear are more than merely appearances. It also protects them from hostile reality and reality from their corrosive touch. In the future, this continues to happen when you channel, commune with, or summon spirits and gods and demons and eldritch horrors.

Not so Ordinary (100) Gary appears to be a pretty average Joe at first, behavior and

relation to Stingray aside, but over time it becomes clear he has a startling number of previous personal connections to the world of supers. He also has a lot of weird anecdotes and incidents, though that probably just comes from growing up, going to college, and/or living in Falconcrest City. By default, you are the same in this jump, but by purchasing this you can make sure the same holds true for all future jumps where you aren't a drop-in.

Midseason Upgrade (300) You can call it power creep if you like, but powers gradually improving is the rule rather than the exception in places like Earth-A. Whatever powers you come to possess, you can certainly improve or gain greater control over them with time and effort. While your power cap is not removed, it is always at least several times above your starting point. In addition, your powers tend to not merely improve, but expand, developing new abilities, new applications, broader usability, and new specific uses while decreasing downsides and costs along the way, rather than just becoming stronger, easier, and more precise. That said, possible is not the same as easy, though it does help if there is a concrete goal, deep understanding, pressing need, or ability with ritual components. If you work like a fiend you could go from super tough to super tough *and* super strong in a few weeks, a pyrokinetic to a thermokinetic in a few months, or divinely empowered to magician in a few years, though circumstances can make it slower. If you have to invent the magic system from a simple Faustian Bargain, for instance, it may well take a few decades, and you'll need to actually use your abilities to get anywhere, no matter how distasteful

they are.

Status Quo is Primal (100) We all know the story. The bad guy is finally defeated, the hero has lost his powers forever... not. He'll be back for the next issue. Maybe next year at worst. Short of death, what's yours is yours, at least when it comes to your perks, fiat-backed items, and other powers that are central to you. No matter how "permanently" stolen, expended, stripped, sealed, sacrificed, altered, crippled, given away, destroyed, twisted outgrown, or whatever version of *lost*, *inaccessible*, or not working properly your powers have been, you will always inevitably get back to where you ought to be, if not where you started. The universe, gods, your Benefactor, or the Primals will provide, somehow. If you want that magic item you absorbed back, a simple ritual to "regurgitate" it will find its way into your hands after only a cursory search. If you've been genetically altered to strip you of your abilities, you will mutate all over again. If you have lost your magic so completely you can never relearn it, you will find a whole new way of doing magic that they didn't account for. The fine print now lists a lifelong warranty under one purchase per customer. This doesn't prevent you from losing your powers, to be clear - it just ensures you'll get them back eventually.

Foundation for World Harmony Training (100, Free Hero) Like Mandy you have the skills to join that illustrious organization, which include martial arts, gymnastics, linguistics,

mathematics, criminology, gunplay, ethics, computer science, and ballet. That last one might be replaced with some other form of dance, but either way it's nothing to sneeze at, even if it is outmatched by even minor superpowers.

The Direction of Battle (200, Discount Hero) Every hero learns how to limit civilian casualties in their battles, and you are no different. No matter the situation, you can quickly adapt to minimize the damage done. You can also usually subdue people (even supervillains) nonlethally and usually find where you are needed when you patrol an area.

Third Greatest (400, Discount Hero) You are one of the best detectives in the world. Only the most clever and lucky of criminals can possibly escape your brilliance.

Archetype (600, Discount Hero) Your willpower, courage, integrity, and determination are something very similar boundless, as is your compassion and ability to recognize the essential humanity of others. You will never give way to (mundane) corruption.

Furthermore, you possess the same gift Ultragod is implied to unknowingly have, and can restructure a world's ongoing mythology, its narrativium, the types of stories it prefers to create, through some sort of "Unknown Armies" effect, simply by acting out a genre in a publicized manner. The more publicly you act, the more dramatic and clear the changes will

be. Ultragod transformed a Cthulhu-esque Lovecraftian Horror setting into a superhero reconstruction. You could turn it into a Chivalric Romance or a comedy or anything else you might imagine - even if history needs to shift a little bit to make that happen. Infinite possible and alternate pasts and all that. The way others see that genre does have some effect, but unless the universe is destroyed and restarted, it will have far less effect than it apparently did for Ultragod.

Fantastic Lover (100, Free Antihero) Superheroes stay single forever. The lower side of the alignment pool is where relationships last, ironically. Or at least the morally ambiguous end of things. Besides being really good in the sack, you have mastered the give and take of a successful relationship. So much so that you could maintain a relationship with someone with the opposite alignment.

Dark and Brooding (200, Discount Antihero) You possess a very particular form of charisma, that makes people look past how much of an asshole you tend to be, and pay attention to your actions. And a bit less attention to your collateral damage, terrible politics, and/or sociopathic tendencies. Not none, however.

Edgelord (400, Discount Antihero) You might just be the damndest bastard that ever was.

Like an antediluvian king of old, you were born on and for a battlefield. Battle is not just a way of life - it is the only way of life you've ever known or ever want to know. Your weapon of choice is beyond mastered, it is another limb, a part of you - instinctive and innate.

Such a warrior as you can fight his way through wave upon wave of modern soldiers, horrible monsters, or cyborgs. This also comes with some supplementary skills, defined by style and weapon. A ninja would be stealthy and acrobatic, while a knight would have tactical and leadership skills, for instance. This may be purchased multiple times for multiple weapons and styles.

Artemis Slasher (600, Discount Antihero) A member of a primordial race of monster hunters like Herakles and Beowulf, corrupted by spirit of murder, your resistance to pain and injury as well as strength, stamina, and reflexes are all enhanced significantly. Your ancestry also gives you regeneration, the ability to feed on fear, immunity to most of the psychological consequences of being exposed to violence, a supernatural affinity for both melee weapons and hunting in general, as well as the ability to improve upon all of the above, given time. Oh, and you can see ghosts, sense your own kind, won't shit yourself when you die, and might become a malevolent spirit when you do. Despite these gifts, you are only a beginning slasher, and though you do know the various tools and tricks of murder and getting away with it, only experience and fear can make you truly deadly. Experienced and feared hunters can even resurrect themselves from all but the most complete

destruction. You may also select your prey of choice, whether monster or murderer or teenaged girl, which you can recognize on sight. Unlike most those connected to Bloody Mary, you are not *forced* to hunt and kill them, nor can she control you outright, but you will feel the urge to and take great pleasure in doing so. If you really want to, you can be an *uncorrupted* hunter - an "Artemis" - with a compact with the actual spirit of the hunt, not the homicidal pretender. Such warriors are still driven to hunt and kill, and certainly enjoy the task, but their impulses are geared towards protecting humans by the slaying the monsters who are their natural prey. Unfortunately, they aren't as good at feeding on fear, but are correspondingly better at tracking and maintaining their self-control. Post-jump these murderous or benevolent impulses can be suppressed at will, but doing so will also suppress your ability to sense your prey.

Quick Witted (100, Free Antivillain) You have a mouth that does not know how, much less where, to stop. You can make jokes and pop culture references while doing the most complex mental tasks, including fighting, which ironically helps you remain focused. Additionally, you're generally clever in a pinch.

Unusual Criminology (200 Discount Antivillain) You have a Doctorate in Unusual Criminology, which is like having Masters degrees in both psychology and criminology, except you are *also* really good at understanding the minds of the evil and unusual. Also, you know how to

pull off all kinds of mental tricks, like manifest objects on a psychic plane, fooling a copy of yourself with your own psychological blindspots, or snarking your way out of memetic hazards.

Genre Savvy (400, Discount Antivillain) This world is... complex. Continuity of reality is more suggestion than fact, fiction and fact tend to blur at the highest levels of reality, and to make matters worse spirits and higher beings tend to take the form of what people believe in, as do certain spiritual realms. Still, certain patterns, tropes, and conventions tend to reflect fiction, and you can recognize it. Essentially, you always know what kind of story you are in, which gives you something that almost resembles precognition. Also you aren't blind to certain facts, like the idea that a corporate scumbag named "Omega" may be evil.

Audacity (600, Discount Anti-Villain) You possess three incredible abilities: your ridiculous plans are actually reinforced the more ridiculous and over the top they are. Even more so than the basic genre conceits of this universe ensure, which is great, because you're really good at coming up with ridiculous plans. This also lets you come up with ridiculous solutions, which really shouldn't work just because they are too *stupid*, but do anyway, even in situations where they shouldn't exist. For example, throwing something inanimate across a magical barrier which nothing living or dead can possibly cross. Secondly, perhaps as some

quirk of your heritage, higher powers almost always find your impertinence and disrespect amusing rather than insulting.

Made It! (100, Free Villain) You have the skills of a top-rate supervillain. You know the basic Rules (Never show fear, never compromise your own principles, never trust another supervillain, never kill a superhero) and can acquire great wealth illicitly, launder that money, fence stolen objections, acquire and lead henchmen, plan effectively, create hideouts, and be flashy and theatrical on a budget. With your skills, you could become quite wealthy, even in a world with superheroes. Assuming you have the combat skills to back it up, anyway.

Unorthodox Usage (200, Discount Villain) Villains always seem to be so cunning when it comes to the unusual resources at their disposal. Now, so are you. Whenever you get your hands on something rare, exotic or powerful, you can always find a way to use it in mad science and magic alike. Unusual materials, magical plants, alien chemical residue, it doesn't matter if it's a monster's carrion or the shattered remnants of the magic sword that slew it. It will be worth possessing - at least for you. With magic in particular you needn't bother with exotic or powerful if you're willing to get specific, though the returns aren't as great or as broad. The blood and bones of a seventh son or a royal heir or a blushing

teenager all have their uses, and you can certainly find them, but a powerful sorcerer needn't bother. This also makes you pretty good at magic and clarktech problem solving, though it usually comes with caveats or price tags. Time paradox? Invent some time resistance serum and drink it periodically. Angry eldritch god? Design an evil ritual that involves torturing someone to death, and they will be appeased. Etc.

Secret Plot (400, Discount Villain) Like a certain infamous organization, you are disturbingly talented at hiding things. You have the mundane skills that, in better hands, might be used to hide a resistance group from a surveillance state, but on top of that you can always find some way to ensure that your secrets remain secret - or make them secret. Granted, the scale of the secret and the scrutiny determines how much effort you need to go through to hide it, but it is always possible. Mental exercises can prevent a routine telepathic probe from realizing you're plotting something, but you could also prevent one of the world's greatest detectives from realizing your secret society exists for the better part of a century by creating artificial opposition for him. In an earlier era you could have constructed and maintained a Great Lie to hide magic and monsters from the public, if you were willing to found a conspiracy that makes heavy use of mind magic and propaganda as it threatens, cajoles, murders, and bribes those who disagrees into submission.

Nine Lives (600) Quite literally, you have nine lives. One for every year. If you die, some force will contrive to ensure you return, even if it need to cosmically retcon of the universe, perform necromancy, turn you into a vampire, or ensure that you were only a clone of the original Jumper (whose soul will promptly merge with the actual Jumper). This stock of lives is restored every jump or decade - whichever is shorter. Additionally, that power has a vested interest in making sure you are not imprisoned or incapacitated long term either, so ou will generally break out of all but the most secure of prisons biannually at least, assuming you want to. Somehow. Yes, including the one on the moon, where magic is blocked.

Items

Everything bought here will follow you into later jumps and replenish and refuel after a day if destroyed or expended.

Costume (Free) An outfit made of alien polymers that provides significant protection and is capable of being covered in illusion spells for... other purposes.

Weird Gadgets (100, Discount Hero) Lockpicks, grappling hooks, first aid kits, night vision

googles, dinosaur repellant spray, smoke bombs, throwing stars, flashbang holograms, and lots of other hand held devices that may or may not be useful to a vigilante. Plus an anonymous white van. All of them will restock and replenish daily.

Cybernetic Ax (200, Discount Hero) It's an ax which is supernaturally tough and supernaturally sharp. Besides that, the only special thing is that it can be summoned to hand or dismissed at will. Sorry, is that significant? You may pick another weapon if you *really* want to.

JumperTower (400, Discount Hero) A cool looking, well defended and hidden secret base, to which you cannot be tracked unless you are truly brazen, with a vast number of tools and objects which may be useful to you. There's a supercomputer, of course, and lots of monitors, trophies, and space for more of both, but beyond that it depends on you. A magical vigilante would have lot of occult paraphernalia and spellbooks, while a super scientist would have more scientific tools and resources. Both restock. If discovered, it can be moved once a year by the power of Jump Fiat. Post-jump, you may access it through your Warehouse, though it still must be imported into the jump somewhere.

New Avalon (600, Discount Hero) An honest-to-Primals moon colony, centered around a headquarters for the Society of Superheroes. It is filled with the best resources magic and superscience could possibly ask for, not to mention it has room for tens of thousands

of inhabitants, and the best prison in the Sol system. Post-jump, while it no longer has inhabitants, it will become self-supplying and place itself on the nearest moon, so between its teleporters and its spaceship fleet, you should have no issue replacing its population.

Guns (100, Free Antihero) You wouldn't be much of an antihero without a few of these. You have half a dozen. They're military grade and need maintenance.

Infinite Ammo (200, Discount Antihero) Again, very important. It only applies to more mundane firearms, not to mention mundane bullets, but you'll never need to reload your weapons again.

Power Armor (400, Discount Antihero) Your own personal suit of armor for when you want to cosplay as an edgier Iron Man. It is extremely tough and multiplies your strength immensely. It also lets you fly and shoots transdimensional energy across multiple spectrums of existence.

Hydra Venom (600, Discount Antihero) This poison is one of the deadliest in existence, and it is entirely capable of killing most forms of immortal stone dead. Those that can survive it will very likely wish that they had not.

Superpedia Access (100, Free Antivillain) As long as you have internet access, you can search for almost any individual, power, or skillset on Superpedia. Not only does this help you find potential helpers, it also helps you find out the details of your opponent. That said, clever enemies may have their page filled with nonsense.

Crimebay (200, Discount Antivillain) Like ebay, but better! As long as you have internet access, you can find all sorts of goodies on this site, which you can get to even in other jumps. Razor sharp throwable bowler hat, laser guns, super serums, spaceships, estates, spellbooks, henchpeople, ultranium, alternate versions of the fiction you like, lost texts, out of print tapes, time machines, antitime particles, it's all here, and it's only the beginning. Talk about one stop shopping! Of course, the downside is that all of these things cost as much as they're worth, if not more, and it is a more evil version of ebay, so it's not wholly trustworthy. Still, all but the rarest and most powerful of items can be found here.

Estate (400, Discount Antivillain) It turns out crime does in fact pay. At the very least, it paid you enough to purchase a plot of land that is essentially a small country you rule, complete with a mansion, multiple other buildings, and the robots necessary to maintain the

place. Also, you don't have to pay taxes on it, for some reason. Water and electricity are somehow self-supplying as well. Don't think about it too hard.

Astral Artifact (600, Discount Antivillain) Objects like these provide safe and consistent access to magic, so magicians tend to fight over them. They are usually created by powerful astral beings like the Primals, and tend to have many benefits. This one is on par with a Reaper's Cloaks, which, to describe in full, bind to their users for life (and beyond...) once donned, and generally give them intangibility, levitation, extradimensional pockets, pain resistance, and all sorts of necromantic abilities such as acting as a psychopomp, plus two other powers, which vary from cloak to cloak. Gary's gave him both pyrokinesis and cryokinesis, while Amanda's gives her electrokinesis and superstrength. Most of these abilities were reliant on a regenerating energy pool provided by the cloak, which can also be repurposed to let even the most untalented person become a relatively powerful mage - even without serving their creator to improve upon them. Oh, and while they could not be removed, they could be dematerialized when inconvenient. Your's is on par with that.

A Secret Identity (100, Free Villain) Superheroes tend to maintain their secret identities. Villains, not so much. The downside of frequent arrests. Fortunately, you possess a small, handheld mind control device with a very simple purpose: it erases all memory and record that your two personas are one and the same, unless a person is somehow guarded or

immune. And it doesn't just target individuals, it targets whole worlds. Unfortunately, it only works on a given person once a year. Where did you get this?

Cash (200, Discount Villain) A fortune, and not a small one, which can be converted into any currency you like at will. It only replenishes after a year, but it can be used to purchase all sorts of equipment and also bribe people.

Evil Lair (400, Discount Villain) Like a genuine medieval castle, defended by the best magic and mad science can provide - which is enough to scare off a major world power's government. Just as a random example. It may or may not be secret, but it has all kinds of defenses and helpful tools, like sacrificial altars, a two way teleporter, and a computer that can hack almost anything. Furthermore, it does not need any outside resources to supply.

~~Power Nullifier~~ Meriless Gun (600, Discount Villain) The shots only automatically replenish once a decade and you only get two, but this weapon has the ability to temporarily strip the most powerful of opponents of their superhuman abilities. A second shot restores them, but it hardly matters if Ultragod himself is helpless before you, now does it? Just remember, it's less effective on those whose powers are innate to them, and will very definitely not work on higher level astral beings, so don't try to threaten the greater

gods, nevermind the Primals. That only ends one way.

Powers

All powers in this setting are technically a manifestation of magic, taking new and strange forms due to the character of this age and its ongoing mythology. Still, they can take many forms. Many people in this era are Natural Supers, born with their abilities due to magical lineage, exposure to extra-dimensional energies, or other wackiness, though many still develop them through the orthodox methodologies of studying witchcraft, taking unreliable drugs, volunteering for experimental surgeries, or being an alien. Feel free to figure out how you came into yours.

Chronotonic Energy Exposure (100) You have traveled back in time dozens of times, and had all sorts of wacky time misadventures, probably involving baby Hitlers. As a result, you are now immunized from retroactive assassination. Or at least resistant to it. Anti-time particles are rare, but they *can* alter an otherwise fixed timeline if you have enough for the change to occur. In a setting where continuity is *explicitly* unreliable and people know it, this is a valuable resource.

Ancient Tibetan Calisthenics (100) Unlike the calisthenics of your world, these are a set of genuinely supernatural exercises which can totally almost totally halt or reverse the ravages of age if practiced regularly. That said, they don't stop you from dying of old age -

they just make sure you mostly maintain your youthful physique until you do die, which will probably take longer. Additionally, have mastered a mixture of martial arts and acrobatics to the extent that you can fight off a small group of gunmen or opponents that could be felled by such.

Immortal (200) You know, this really ought to be more expensive, but given how often immortal-killers turn up and how often people come back from the dead, it just isn't worth it. Basically, you regenerate from any wound, aren't impeded by mechanical damage, and generally won't die when you're killed and have a whole bunch of other perks to facilitate the whole "eternal life" thing. Still, while you have no specific physical weaknesses, a determined magician or mad scientist can find a way to put you down permanently.

Precognition (200) You possess the power to scry the future in a vaguely defined way involving percentages, and probably trances as well. Unfortunately, it is much more art than science.

Supernatural Beauty (200) Like *Angel Eyes*, *Succubus*, and *Guinevere*, you are disturbingly good looking. Emphasis on disturbing, because being as good looking as you are is borderline mind control. Emphasis on borderline. You'll have people jumping to do your will and all but literally throwing themselves at you - even if they aren't usually inclined towards your gender.

Bronze Medalist (200) Superspeed and regeneration are not the rarest power, but they can be potent. You aren't the fastest or most powerful speedster in the multiverse, or even this universe, and it doesn't come with any *esoteric* powers, but it shouldn't be underestimated.

Spookseer (300) You can see dead people. As in ghosts, not the corpses they leave behind. Such spirits haunt every world, trapped however momentarily between their mortal home and the Place Beyond, where they belong. When you talk to them it can quicken even the most faded specter back to true consciousness and give them a degree of selective physicality, which I'm sure will make them protective of you, which will be very useful, given they can drag people to Hell, or whatever afterlife is accessible.

Telepyrotic (300) You can create and control fire, WITH YOUR MIND. You can also correct people's Latin and tell them about how Stephen King isn't much of a linguist. If you want.

Weredeer (300) Due to an ancient bloodline, you have all the power of a deer-related shifter. Or something. Yeah, I don't have the details either, but it's not a horror movie around here (except when the slashers get involved) so assume regeneration, supernatural physicality, and shifting more or less at will. Yes, you can be another sort of shifter, but

why would you want that?

Backwoodsman (300) You are super strong, super tough, and do not age past your prime.

It's not a complex powerset, but it is effective in most scenarios.

Telekinetic (300) You are an extremely powerful telekinetic, and can lift and hurl many tons of material at combat applicable speeds.

Old One (300) You are a vampire of roughly two centuries of age - or were directly transformed by the **Book of Midnight**, **Bloodsword**, or **Chalice of Blood**, allowing you to stick over the early stages of vampiric development. Like any vampire, you are superhumanly strong, fast, and agile, can create Blood Servants, and survive on human blood alone. You can see in the dark and regenerate from almost any injury, save death and those inflicted by powerful vampires and astral beings. You are old enough that you can safely turn others into weaker and more vulnerable "Youngbloods" by sacrificing some of your strength, survive sunlight with little effort, and go months without feeding on human blood, but both sunlight and starvation will make you increasingly lethargic until you can no longer control yourself - and either eat someone or eventually slip into a coma. Magic ensures your bite is pleasant to both parties (as well as unusually nonlethal unless you lose control of yourself), and though you cannot use it yourself yet (unless you learned it in life) you do have a handful of powers, such as shapeshifting and mental domination. More

will come in time. Oh, and being dead, you do not age. Still, while most vampiric weaknesses have lessened or vanished, not all are gone. The classical weakness to holiness in particular will never fully go away.

Psychoslinger (300) You can conjure and control a pair of psionic boomerangs which are sharp enough to dismember people with little difficulty, but more importantly your psionic energy makes you very resistant to dying, and even if you do die, you can infinitely reconstitute yourself from that same energy unless the manner of your death was *particularly* thorough.

Mad Scientist (400) You have the knowledge and ability to design and construct objects with "uncertain supertechnological properties." Which is a fancy term for "weird comic book science that shouldn't work but does anyway, and unfortunately cannot be replicated by normal people." While you're only on par with Niki Tesla at this point, you do have a doctorate in some mundane field of science, and you can design ridiculous technologies based around a chosen theme, whether it is power armor or the hacker nonsense Hollywood loves. In time, there is a shocking number of things you could learn to construct, from super serums and time machines to hyperdrives and mind control devices.

Sorcerer (400) Before superscience, mutants, and aliens, mages were king on Earth-A, and ruled it under a tight but secret hegemony of "thou shalt not rock the boat." Ironically, all of that, magic is the single *worst* at not rocking the boat. Magic is not tame on Earth-A. It does not fit into a neat Vancian system that operates purely on command. Instead, it works by very carefully reaching out into the void and asking Cthulhu for favors. For more serious wizards, the next step is allowing one of the innumerable cosmic entities that exist on the other side of the veil (a mix of those Howard Philmore Lovecraft and Neil Gaiman imagined) to install a metaphysical "landline" into your brain, and download all the relevant "software" necessary to channel their power. You have successfully avoided the potential bugs (such as mutation and gibbering insanity), undergone the training, and become a full fledged (albeit C-List) sorcerer, with a supernatural patron of your choice. Besides the ability to cast spells, your patron's nature gives you a side benefit of your choosing. Just remember that some choices are better than others. Diablolman might have superhuman strength, but the demonic energies of his masters are toxic to him as well. And while Zul-Barbas may not ask much (or anything) of you, and it isn't *inherently* evil to channel his power, doing so does make it slightly more likely he'll turn up to your universe for lunch. Which will *be* your universe. Given time, learning, divine favor, and a magical object or two, there is little you cannot accomplish, especially if you remain within your patron's good graces. Post-jump, your patron will no longer demand your service in

exchange for their power, (though you can still bargain with them) and you don't need to worry about them popping in unannounced unless you let them.

Ultra-Force (1000) You are imbued with the same incredible power and Ultragod and his daughter, in the manner of Moses, rather than the manner of Gabrielle, unless you pay an additional 200 CP. The difference is that, as the powers are innate to her, Gabrielle's powers are stronger and if she were stripped of them she wouldn't die of her own radiation (which the powers suppress when they are active). What are the benefits? Well. Imagine a Kryptonian Green Lantern with mind control powers, who could also hear ghosts. It's pretty much that.

Companions

Normal Rules. 50 CP for one, 300 CP for eight, which is the maximum. They get 600 CP to spend and can take drawbacks. You may take canon characters for 100 CP each, but you need to convince them to come along with you.

Drawbacks

Take these for extra points. No maximum.

Trademarked (+100) You have trademarked your codename. And at least occasionally, you will point it out. It's dumb and everyone around you knows it.

Huge Dork (+100) And you love it. And while that's good for you, it doesn't get you a lot of respect for the people around you.

Like it's the Sixties (+100) Great scott! It is not common to find one who is so willing to indulge in the manner of communication Sunlight has favored these last several decades. But you shall for the next decade, at least while in your unusual persona. And you'll see nothing wrong with the campy and bombastic manner of speech.

Tragic Backstory (+200) Beforehand you would have been relatively well adjusted, but it turns out that you're genuinely traumatized by something in your past, whether it was a kidnapping or a loved one being murdered in front of you. The nightmares haunt you still, and will for the rest of your time here.

Idealistic Glory Seeker (+200) Like Gary, you think the world is other than it is. You might think all is bright and cheery, you might think the world is completely dark and cynical, or you might idolize supervillainy. Either way, you're wrong and it will cause issues.

The Ex and the Other Ex (+200) No matter how hard you try, none of the romantic relationships you have here are going to go well. Sorry. Alas, you will keep wanting them. Also you forget you took this drawback.

Other Jumper (+300) You have a doppelganger, though technically you are the doppelganger. You see, before the Cataclysm, there was another Jumper here, with all your powers, perks, items, knowledge, and then some. They have become your opponent. Perhaps the Cataclysm drove them mad, or perhaps they think your plan for the world is unforgivable. They might have even taken your villainy personally. Good luck.

A Touch More Lovecraftian (+400) Originally, you were going to the canon version of the Supervillainy Saga. Alas, in your case you'll be landing in a version that's a little less optimistic. The Great Beasts and Primals are henceforth beyond your reach - and anyone's reach. Each is at least the equal of your Benefactor, and can never be slain, depowered,

surpassed, imprisoned, controlled, permanently barred, or anything of that nature. At least, not by anything but another of their kind. No post-singularity civilization or number of wizards is ever going to be able to change that. Furthermore, I am going to confirm for you that this is not merely the second multiverse. Not even close. The good news is that it matters little in day to day life. The representations and facets of a *Great Beast* that represent and are their connection to a specific person, era, society, or even universe can be destroyed, which would not appear any different, and Death will ensure Gary's mind blocks out enough of his ill-thought out brush with Zul-Barbas. Still. This is a foolish whim to indulge in, even for power.

Cloak (+600) You have recently died of old age, I am sorry to say. Fortunately, your soul was conveniently bound to a magical artifact, which is also now bound to a living person, and provides them with all the power you purchased in this world, or will when they master it. Unfortunately, while they aren't the last person you'd want to have it, they aren't anything like your successor of choice. Still, they aren't all bad (or good) and you will likely come to care for them, if only because you literally cannot leave their presence.

Last Issue

With your first decade in this world done, you have a decision to make. Would you like to **Go Home** to a previous world, **Stay Here** in this one, or **Move On** to another? The choice is yours.

Notes

People tend to use "magical power" to mean both the *ability* to use magic and the *energy* that fuels magic. Sorcerers borrow the former from their patrons, but must usually gather the latter themselves, often from ambient energies. There's a reason they're always looking for new energy sources and neat artifacts.

If it's deity-adjacent, it's probably a valid patron, whether angel, demon, god, Great Beast, Elder One, anthropomorphic personification, mighty spirit, or magical pony princess.

Anyone with the Sorcerer perk will know about magic theory (to the extent there is a theory to drunk dialling Cthulhu) enough to devise rituals to contact and contract themselves to all such beings in later jumps, and even to help others become sorcerers through such entities - even if those entities don't normally have the ability to act as a patron, though the potential patron must also reciprocate. Be warned, magic is always somewhat... *unpredictable*.

I only own the first 3 books, AKA volume 1, plus some free Amazon samples. We work with what we've got.

In this world and many of those like it, in the hands of a competent wielder, the effectiveness of edged, blunt, or pointed weapons (and also martial arts) is multiplied against anyone who is not wielding a similar weapon, and also monsters, robots, and other weird opponents. Edgelord ensures you have this strange trait and allows you to apply it to any weapon you learn to fight with, Ancient Tibetan Calisthenics is an example of that trait, but does not extend it to other martial arts.

It this age, being a a major figure in ongoing mythology means superhero or villain. In other eras, it would have meant being Jason of the Argonauts, Egil (brother of Volund), Fion mac Cumhail, or whoever. *A mythic or legendary figure.*

That said, even I'm not wholly certain what it truly means to have agency, but you've got it. The limits aren't anything crazy. Basically, the more flexible the forces acting "against" you already are, the more you can bend it. The more fundamental they are to a reality, the less you can bend them. You might not be able to avert Ragnarok in a world where Norse mythology is simple truth, but you could at least leave some form of legacy and maybe change some details for the better or worse. You could go to Wildbow's Otherverse and

amaze your local friends when the universe/spirits/the Seal of Solomon *don't* try to push you out of society's spotlight, center, and highest positions, or punish you for breaking those trends, even though you're an Other. You could also go to Calernia and wander from story to story, or carve a new one. Figure the rest out for yourself. Just remember how the powerful react to revolutionaries.

Other potential uses for Midseason Upgrade: take that blatantly supernatural "mundane skill" and master others to the same level - particularly if they're related. Eventually. Take you insane, nonsensical gimmick-based fighting style and learn *new* gimmick-based fighting styles. Make that item count as a perk because it isn't a literal object. Invent new symbols for that set of protective symbols you learned a world back.

Book series by CT Philips, jumpchain by Ze Bri-On.