Pervy Super-Person: The CYOA

You’re sitting alone at your computer late one night, having just finished another round of unsatisfying masturbation that does nothing to drive away your loneliness, when your house is rocked by the sound of a titanic impact. You quickly run outside to discover a crater, some light from within illuminating the rising smoke. Looking inside, you find two halves of a meteorite, pulsing with an energy unrelated to the heat of atmospheric entry. Living in a world where superheroes are commonplace, you know an origin story when you see one, and this is yours!

Descending into the crater, you see that meteorite seems to have split right down the middle; on the face of each half is a clear design. On one side, you see a stylized etching of an erection, on the other, what is clearly a vagina. You realize now, that you are faced with a choice:

- **Choose the penis:** As you touch the drawing of the penis, the other half of the meteorite turns to dust. Power flows up your arm and infuses your body. With a start, you realize that a bright light is emanating from your pelvis. When you look down, you watch your groin morph into the most perfect erection you’ve ever seen. (Your primary energy transfer media is semen)
- **Choose the vagina:** As you touch the drawing of the vagina, the other half of the meteorite turns to dust. Power flows up your arm and infuses your body. With a start, you realize that a bright light is emanating from your pelvis. When you look down, you watch your groin morph into the most perfect pussy you’ve ever seen. (Your primary energy transfer media is vaginal fluid)
- **Choose both:** Taking a leap of faith, you touch both halves of the meteorite at the same time. As you are paralyzed by the power infusing your body, you feel your groin morph and change. Though you can’t look down, you can feel that you now have both a cock and a pussy. (Your primary energy transfer media is both semen and vaginal fluid)
- **Choose neither:** You realize that this power isn’t for you, and climb back out of the crater. Some months later, you see a new superhero flying around with a picture of a penis on his chest. You sigh wistfully wondering what might have been and continue on with your boring life. The End.

As light and energy engulf your body, you feel a moment of frozen clarity, allowing you to choose your new path and your new form. **You start with 0 points; with great power comes some choices that’ll earn you points.**

**Motivation:** (Choose 1)
- **Hero:** Your power throbs with a need... for JUSTICE. You know that the more you embrace the lewd nature of your power source, the more powerful you will become. *(Your points values are as-listed)*
  
- **Villain:** The power twists within you. You know that your will use your new abilities for dark and sinister purposes, or at the very least, purely selfish ones. *(Allies cost 1 more point each; Adversaries grant 1 extra point)*

- **Apathy:** The power surges once within you, and then falls limp, never to stand firm again. *(You get 10 points. You cannot take any modifiers or adversaries. All powers cost 1 more)*

- **Lust:** Your power grows in your groin, and then keeps growing; you are filled with an insatiable lust. There’s no way you’ll be able to focus on crime fighting when you’re so DAMN HORKY all the time. *(Modifiers grant 1 less point – minimum of 1. Allies cost 1 less – minimum of 1. Adversaries grant 1 less – minimum of 1. All “Lewd” powers cost a flat 1 point each.)*
Body Archetype:
(Choose up to 2. Choosing 2 averages them out; i.e. Oversexed + Mild Mannered = Beautiful)

- **Heroic** – You always look like you stepped right off the cover of a comic book; bulging muscles, a flawless complexion and perfect hair are just the start. You can’t help but look larger than life; you could wrestle in the mud with a pig and still look ready for the cover of Time Magazine. Having a truly Secret Identity is practically impossible though, as no mere glasses could ever hope to conceal your greatness; people close to you will suspect you are a hero and will regularly try and prove it.

- **Mild Mannered** – If it weren’t for the showy costume and the fact that you were shooting lasers from your eyes, no one would give you a second look. It’s not that you’re ugly; you just look average and unremarkable. Protecting a Secret Identity is easy if you’re careful; plan your alibis when you disappear, wear a mask, and stop getting naked in phone booths and you should be fine.

- **Scrawny** – How can a wimp like you lift a school bus over your head?! Well, because you have super powers, duh; but good luck getting anyone to believe you. Protecting a Secret Identity is painfully easy; even if you deliberately show someone your powers, they’ll be more inclined to believe you’re pulling some elaborate trick on them.

- **Out of Shape** – As an out of shape Super, you’re likely to hear a lot of comments like, “Wow, it’s really impressive that you manage to fit into that spandex.” and “What, do you roll faster than a speeding bullet?” You really don’t look like you should have super powers, but that will just leave them all the more unprepared when you freeze them solid. Your Secret Identity is never going to be under much scrutiny, but you can still get people to believe you if you choose to reveal it.

- **Twisted** – Maybe it’s something subtle, a dark gleam in your eyes or the way you don’t ever seem to blink. Maybe it’s something more overt, like your hunched posture or gnarled hands. But whatever it is, there’s something off about you. The media tries to avoid posting your picture, and people just seem less inclined to trust you. Due to the lack of media coverage, your Secret Identity will always be very secure, especially since people try to avoid you in daily life.

- **Oversexed** – Like “Heroic”, you look larger than life; but if you stepped off of the cover of something, it was a dirty magazine. Every pore oozes sexuality; you could wear a burlap sack and still have a resting-come-hither-face. Your sexual assets are always eye catching. Oddly enough, all of this actually helps your Secret Identity; unfortunately it’s because no one is going to look at your face or care about what you have to say for long enough to figure it out.

As your body begins reform from the coalescing energy, you realized you may guide the changes further:

**Body gender type:** (This can work independently of your chosen power source)

- **Male** – You must be packing down there, because your body structure is clearly that of a man.
- **Female** – Your body structure is clearly that of a woman; anything proving contrary would come as a surprise.
- **Androgynous** – Somewhere in between masculine and feminine; how you dress and how you carry yourself can convince anyone that you’re either a man or a woman.
- **Genderless** – Like an under-formed mannequin, you somehow seem to lack any traits that would visually identify gender.
**Body Features:** (Note: you can totally be a masculine guy with tits and a bubble butt if you want)

<table>
<thead>
<tr>
<th>Breasts</th>
<th>Flat</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>Unnatural</th>
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<tbody>
<tr>
<td>Ass</td>
<td>Boney</td>
<td>Petite</td>
<td>Apple</td>
<td>Bubble</td>
<td>Badonka Donk</td>
<td>Unnatural</td>
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<tr>
<td>Penis</td>
<td>Micro</td>
<td>Small</td>
<td>Average</td>
<td>Above Average</td>
<td>Huge</td>
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<tr>
<td>Eye Color</td>
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<td>Brown</td>
<td>Red</td>
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<tr>
<td>Head Hair</td>
<td>Bald</td>
<td>Fuzzy</td>
<td>Short</td>
<td>To shoulders</td>
<td>To ass</td>
<td>To the ground</td>
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<tr>
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<td>Light Fuzz</td>
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<td>Voice</td>
<td>Mute</td>
<td>Meek</td>
<td>Sultry</td>
<td>Powerful</td>
<td>Smooth</td>
<td>Irritating</td>
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Notes: If you took the “Female” gender type and the “Oversexed” body archetype, then the minimum size for breasts is “D” and “Badonka Donk” for ass. Choose up to 2 eye colors (Heterochromia okay). Choose up to 2 hair colors to mix and match as you like.

**History of Supers:**

The first Supers were officially recognized during WWII, though some experts argue that they’ve always been around and have only become more prevalent in the last century. What started out as only a handful of freaks, outcasts, and very rarely, Heroes, has grown into a well populated community extra-human individuals bettering society (mostly) with their amazing gifts. Supers are rare enough that using their abilities for economic reasons hasn’t really cost anyone their jobs, but still common enough that not every Super has to be treated as a national treasure.

In the last few decades, technology has leapt forward thanks to the study of Super abilities. Hospitals use regeneration fields to speed recoveries from surgery. Teleportation pads are a luxury form of transportation for the wealthy and reckless. Tesla has revealed that they’ll have their first flying car out sometime next year. While the world isn’t quite the technological utopia that old comics said it would be by now, it will probably get there during your lifetime.

Most Supers do what they do for one reason, money. Someone with powers will be hard pressed to find a career that doesn’t involve their powers that can pay half as well as the most mundane use of their abilities. Most Heroes fight crime because they receive a generous monthly stipend from the government for doing so. Most Villains commit crimes because they decided the stipend wasn’t enough.

**Mechanics note:**

When you orgasm you are temporarily drained of your energy; default is half of your energy capacity. From now on “energy drain” and “orgasm” are synonymous; you can’t have one without the other. On average, it takes 5 hours to recover from a half drain, and 8 hours from a full drain.

Also, your orgasms can temporarily imbue others with your powers, but the process has approximately 50% efficiency. Others imbued with your powers can keep them for approximately 12 hours (potentially less if they are heavily taxed).

For those that want hard numbers to work with: your default max energy storage is 100 units. One orgasm typically discharges 50 units of energy; if you have over 150 units stored, you discharge down to 100. If you have less than 50 units, you will be drained for whatever you have. At the default 50% efficiency, receiving your power gives someone 25 units of power; this energy will automatically recharge itself at the same rate as yours for the duration of the infusion.
**Modifiers:**
Some are more useful/practical than others, but they all grant points; the more you embrace your lewd power source, the stronger you get.

**Restricted Infusion (+1p):** You can choose a specific method for how someone must receive your fluids to absorb your power. You can choose between anally, orally, vaginally, or by applying over their body. Note: not accepting the fluids via the correct method lowers transfer efficiency to only 10%.

**Restrained Donations (+1p):** It takes multiple releases to drain you of energy. You now only discharge 10 units of energy with each orgasm. CANNOT BE TAKEN WITH “EASY DRAIN”.

**Phylactery (+1p):** Your power source is now detachable, though it remains fully functional and you can still feel it. The upside is that you are less vulnerable in combat; the downside is that it can be found when you aren’t around. Note: while unattached to you, it sends out a signal which draws people to it; this signal gets stronger the longer it remains detached from you.

**Enhanced Production (+1p):** You recharge to full capacity in 1/10th the time. Your refractory period is correspondingly reduced.

**Hypno-Junk (+1p):** Any time you make an adversary orgasm before you do, they become your willing servant for 48 hours. Note, you feel all pleasurable sensations they do for the duration of this effect. Also, if you orgasm before the 48 hours are up, your control immediately ends.

**Sticky Situation (+1p):** You can now control the viscosity and adhesion of you sexual fluids. They can range from super thick and sticky to watery and virtually frictionless; this can be used to turn the tables on unprepared adversaries.

**Edging Amplification (+1):** Each time you edge, your powers become 10% stronger and 10% more power efficient but fluid/energy production rates and sensitivity increase by 20%; This can stack indefinitely, but you lose 90% of your bonuses any time you orgasm.

**Forced Denial (+1p):** You can intentionally prevent the release of an orgasm, but your sensitivity doubles as a result. This can be done indefinitely for long as your willpower holds out. Note: your sensitivity can reach a point where any stimulation will continually push you over the edge; this can result in a state of constant orgasm feedback until you allow yourself to release.

**Alternative Discharge (+1p):** You can now discharge energy through an additional secondary fluid and/or location; this area becomes an erogenous zone if it wasn’t before. Note: the fluid must be a typical substance discharged by a human body; no liquid gold or snake venom.

**Sharing is Caring (+1p):** Multiple people can now share the power imbuements from your fluids without diminished returns. Also, your fluids veritably gush when you discharge.

**Reabsorption (+1p):** Without this ability, you cannot ordinarily reclaim your power from your own fluids. With this ability, you can consume your own fluids to regain the power within, but only at 10% efficiency. This ability is affected by “Restricted Infusion” and “Restrained Donations”. Also, “Efficient Exchange” doubles the transfer efficiency.
Waste-Not (+1p): Your body no longer expels any waste products, liquid or solid. The daily mass of waste that would normally be expelled is instead added to your daily fluid production levels.

Multi-Membered (+2p): You can now grow additional penises; if you already had one, then you now have a minimum of two. By spending some of your energy and concentrating for about 5 minutes you can grow or dismiss additional cocks. Your threshold for reaching orgasm is slightly increased per cock, but not enough to fully offset the potential multiplicative stimulation. Note: If you have “Phylactery” you can detach any or all of them at any given time. Also, if your primary power source is something other than a penis, or if you have “Alternative Discharge”, then this allows you to create more of those body parts, and increases your minimum number of them by one.

Elastic Capacity (+2p): Your energy storage can exceed 100 units. Your storage zones will stretch and enlarge as your reserves exceed 100 units. The larger your reservoirs get, the more sensitive you become to stimulation. Note: you can choose which zones can expand if you have multiple.

Coming Apart (+2p): By spending a few minutes, and at least half of your energy, you can now make a clone of yourself. The clone emerges as a pearl-like seed passed through your urethra (the feeling is extremely pleasurable, not painful), and then grows into a perfect duplicate of you in less than a minute. You can choose to give it an independent will, or form a collective with it. You can make as many clones as you like, though you have to create them one at a time. All clones have a capacity of approximately 20% of the energy you used to create them. Note: the seed gets larger the more energy you use. All clones have all of your abilities and modifiers (except this one). It requires a small portion of your energy to maintain each clone; this energy is pre-allocated from your base production level and cannot be drained. You can dismiss any clones you’ve made at anytime, and in the unlikely event of your demise, your memories and consciousness will be transferred to one of your clones (hive-mind bodies are prioritized first).

Nutrilicious Output (+2): Your discharged fluids are now both extremely delicious and nutritious. A person could easily maintain a healthy diet by consuming nothing but your fluids. Also, while not technically “addicting” your fluids are so delicious that they might as well be. Note: this only applies to fluids which transmit your power.

Efficient Exchange (+2p): The energy transfer from your fluids now operates at double efficiency; this means 100% transfer to others and 20% with “Reabsorption”. “Restricted Infusion” can still stack.

Auxiliary Storage (+2p): You can choose an additional part of your body to store your energy in. This part of your body becomes an extremely sensitive erogenous zone and becomes hyper-sexualized if possible. Note: default is in balls, breasts (cannot be “flat”), or ass (cannot be “flat”).

Technophile (+2p): You develop a strange sexual symbiosis with all forms of technology. Electronic and mechanical devices can now absorb your energy discharges to become supercharged. Also, any technology with any semblance of sentience will now experience significant pleasure when used by you; sexbots beware! Unfortunately, there are some side effects; any electronic device that you use regularly will eventually develop sentience, and giving pleasure to any sentient device will give you pleasure as well. Note: while this power is active, glowing circuit lines will appear across your erogenous zones.

Shock and Awe (+2p): Any clothing you wear adapts to show off your assets; your equipment is always on display, regardless of what you wear. If you have a penis, it will proudly bulge through even the
heaviest pants, every vein visible in perfect detail. If you have a pussy, you will sport a prominent camel toe in pants, and dresses and skirts will either cling to your groin or constantly bunch up to reveal your crotch. If you have breasts, they become extra bouncy and nearly burst out of anything with a neck-line. Your constantly-hard nipples will poke through any top, regardless of how thick it is.

Note: as a practical benefit, any adversary you face will be momentarily stunned when they first see you during an encounter. It may not be for long, but it might just help you avoid some traps and ambushes. Unfortunately, this can negatively affect your ability to hide behind a secret identity.

**Super Swimmers (+2p):** You are now incredibly fertile; in fact, you have such a strong aura of fertility that semen in your vicinity becomes imbued with a portion of your power. Sperm near you become super strong, super accurate, and virtually indestructible; even dead sperm will come back to life and get back to swimming. With you around, one drop of pre-cum at the beach could get half-a-dozen women pregnant, even if they’re on birth control.

Note: you can choose to temporarily reverse this effect and have 100% guaranteed conception prevention around you, but this requires energy and concentration to maintain.

**Wild Side (+2):** Choose up to three animals; sexual characteristics from those animals are now incorporated into your erogenous zones. The more animals you incorporate, the more the effect spreads out from the affected regions. Also, your fertility morphs based upon how many animals you chose. Choosing one animal makes you fertile with that species. Choosing two animals makes you fertile with all animals of the same class(es); i.e. if you combine a horse and a snake, you become compatible with all mammals and reptiles. If you choose three animals, you can breed with all animal species. Animals that you are compatible with seem to know it and will go into heat/rut while near you.

**Easy Drain (+3p):** When you orgasm, you always discharge all of your energy at once. Note: if you have the “Generator” option, your discharge and orgasm will continue until you have been at your minimum power level for a continuous 12 hours.

**Generator (+3p):** Orgasms cause you to generate additional energy and fluids; you will never run completely dry. Also, after each orgasm, you become significantly more sensitive to pleasurable stimulation for a short while. Note: You generate 20 units of energy over the course of an orgasm, or if in continual orgasm, 20 units of energy are generated when your energy reaches 0.

**Open Tap (+3p):** You become multi-orgasmic; not only that, but a single orgasm can continue indefinitely so long as you receive adequate, continual, stimulation. As a result, your orgasms (and your release of energy) can continue indefinitely until you are completely drained. Note: Unlike with “Easy Drain”, if you have “Generator” and can’t be completely drained, there’s no guarantee that it ever will stop so long as you are being stimulated. If you have this, “Generator” and “Easy Drain”, then the discharge stops an hour after your last active stimulation.

**Hair Trigger (+3p):** Your sensitivity is increased across all erogenous zones and your threshold to achieve orgasm is greatly lowered. Additionally, all painful sensations now provide equivalent pleasure.

**Seed Bearer (+3p):** Any offspring you produce inherit a much higher percentage of your powers. Ordinarily a child of yours might have one or two of your powers, and be generally more fit and durable than the average population. With this, your children will automatically be in the upper echelon of the super-community. Consequently, the majority of your children will have an innate sense of loyalty to
you, but with a minute chance that one of them will eventually seek to capture you and harness your power for themselves.

**Holey Vulnerable (+3p):** Your anus and your mouth are both now fully functional erogenous zones. Your nipples and urethra become fully functional erogenous zones and are able to be easily penetrated. All erogenous orifices are considerably more sensitive.

**Power Leak (+3p):** You now constantly leak energy (and fluids) at a rate of half of your energy production rate. If you have a penis, it releases a constant stream of charged pre-cum. If you have a vagina, it is constantly gushing vaginal fluid. If you are lactating (from “Alternative Discharge”), you constantly leak milk. To offset this leakage, your energy (and fluid) production rates are doubled. Also, all of your leaked fluids clean up easily and don’t stain anything. Note: if your leakage is plugged while at capacity, then you will immediately orgasm when you become unplugged; also, you will temporarily gain “Elastic capacity” if you don’t already have it.

**Adaptive Response (+3p):** Your cocks and/or sexual orifices will now adapt themselves when presented with complimentary forms. Any cocks you have will adjust themselves to perfectly fill any orifice they are pressed into. Correspondingly, any sexual orifices will snugly accommodate any phallic shapes that enter them. Naturally, any sex with you is amazing for all parties involved; sexy reporters and dastardly villainesses will all agree that you are the best lay in the land. But, for as accommodating as your body now is, it is now much more easily manipulated as well; traps that fill you or are filled by you are now much more difficult to escape from. Note: putting your own cock into your own hole will quickly lead to a very sticky situation.

**Tools of the trade:**
(Each one costs 2 points)

**POWER PROPHYLACTICS:** You have access to an unlimited supply of special POWER PROPHYLACTICS™. Under normal conditions, these super condoms prevent power transfer when you have sex. You still lose the power, but the other party doesn’t gain it. This is mostly for safe sex with Allies or non-Supers; Adversaries or Nemeses will NOT be inclined to use these.

**Cock Ring of Power:** This ring is made of a strange alien material. Once per day, you can vicariously experience the pleasure of someone else’s orgasm or make someone orgasm in your place.

**Fortress of Ballitude:** This metal harness fits snuggly around you pelvis. Once a week you can store your power for later use. You will feel drained for much shorter than usual. It can store up to five charges. You can retrieve charges at any time to instantly refill your power or to temporarily exceed your normal maximum capacity. Note: if you do not immediately start using your powers, going above your max capacity will give you a powerful need for a release.

**Nipple Clamps of Cloaking:** By wearing these ancient, mystical clamps, you can avoid all detection at will. However, they provide pleasure while activated that increases the longer you use them.

**Piercings of Potency:** These piercings adorn the erogenous zone(s) of your choice. Choose one passive power; you now have it without having to buy it (at half strength) for as long as you wear all of these piercings.
**Sound of Fury:** This device, when inserted, increases your resistance to release but also increases your sensitivity. More importantly, it magically shares and magnifies your sexual pleasure with its source. As a result, any attempt at a forced orgasm will turn into a battle of wills.

**Butt Plug of Power:** This device always provides you with a base level of energy. Pick 3 powers that will always function no matter how drained you are.

**Power Pills:** Taking just one of these experimental pills will immediately fill you to your maximum capacity and temporarily boost energy (and fluid) production. You start with 4 and gain 2 a week. Note: taking more than one in a 24 hour period can lead to overproduction and leakage. Further pills double the duration, production, and leakage.

**Ring of Erasing:** This magic ring only does one thing, but it does it very well; it cleans up any and/or all of your sexual fluids. Hose down an area with super sticky cum to capture a foe, then wave your hand to disperse all but the goo restraining them. You can choose whatever smell is left behind; clean citrus, ocean breeze, the smell of fresh sex, or even no smell at all.

**Kryptonites (Aka Weaknesses)**

To pick ANY Ultra Powers, you need to have at least 1 Kryptonite. (+1 Kryptonite = +1 Ultra)

**Chromantium**—This metal alloy could easily be mistaken for silver or chrome, but it is significantly more durable. You are vulnerable to Chromantium munitions, Chromantium armor and Chromantium robots are resistant to your powers, and to top it off, it feels damn good when it touches your skin; restraints made from Chromantium will feel so good that you’ll have a hard time wanting to get out of them. On the upside, it’s extremely expensive to make in any significant quantities. Visual: Nemesis will have shinier costumes and weapons.

**Cumingtonite**—Not only does getting close to this rare gem stone makes you unbearably horny while also suppressing your powers, but it also magnifies any energy that is run through it; great for powering blasters and lasers or acting as a power core for a doomsday device. Any villain that gets their hands on some of this is either going to immediately put it into their signature weapon or incorporate into their body somehow. Visual: Nemesis will have at least some gem stone piercings (or a lot of piercing if you prefer) and will probably have at least one big stone they like to save for special occasions.

**Rings of Chastasia**—These magical rings make the wearer nearly immune to your powers. Unfortunately for them, it doesn’t make them immune to a fist to the face. Unfortunately for you, it does give them other abilities. A ring wearer can always sense your approximate location, has their magical abilities and resistances boosted against you, and gives them some magic spells if they didn’t already know any. Also, they can temporarily imbue other items with partial immunity, but it requires their concentration to maintain. Fortunately for your, there is a complicated and debauched magical ritual necessary to bond with a Ring, so you’ll never have to worry about every 2 bit thug on the street getting one. Note: nearly immune means your disintegration beam will give them a light sunburn after a while. Visual: Nemesis will have more mystical garb and affectations.

**Trinaural Tones**—These special tones can be used to unlock the otherwise secure pathways of your mind, making you vulnerable to hypnosis, suggestion, and otherwise bypassing any psychic immunity.
you may have; you are also more vulnerable to sonic attacks. Each application of the tones requires a new and unique pattern to be developed and coded; the process is exceedingly complicated for most, but your Nemeses seem to have a knack for intuited the correct patterns. Your Nemeses will be more inclined to lay sonic traps and use sonic weapons; these can range from raw brute-force blasts, to more insidious commands. Without diligence and self-awareness, you could find yourself stopping to masturbate in the middle of a fight, or cumming uncontrollably just as you’re about to arrest your Nemesis.

**Allies, Adversaries and Nemeses:**

**Allies cost 2 points by default and Adversaries give 2 points by default; bonus requirements can decrease the costs of allies and increase the points from adversaries. Instead of an Ally or Adversary, anyone below can be taken as a Nemesis; Nemeses can only give 2 points, but for each one you take, you can take an additional Ultra Power. You must have at least 1 Kryptonite to take any Nemeses. If you have more than one Kryptonite, you can pick which Nemeses have which Kyponites. If you pick no Nemeses, then all of your adversaries will periodically come into possession of at least 1 of your Kryptonites. (+1 Nemesis = +1 Ultra)**

**The Milkmaids:** This group of weakly powered supers is comprised of a dozen buxom fighters known for using their breasts to bludgeon people into submission and being able to spray a myriad of fluids from their nipples. They’ve idolized The Mountaineer for years; if she’s around, then they’ll fight harder under the same alignment as her, or be more inclined to back down if fighting against her. As Allies or Adversaries, they’ll increase your rate of energy production by a little bit, and your fluid production by A LOT; you won’t realize it until it’s too late to reverse.

- **As Allies:** Each Milkmaid specializes in different fields of both science and combat; they can act as back up, provide tactical support, evacuate civilians, and help you with your… utility belt. And they’re happy to handle smaller threats for you when you don’t feel like it, just for the chance to work under you.

- **As Adversaries:** While one alone might not be much threat to you, their combined strengths might surprise you. Their plan is to capture you and continuously milk you of enough power to make themselves serious contenders and then sell your excess fluids on the black market for a hefty profit. Once they get a hold of you, they’ll have you leaking like a faucet in no time.

- **As Nemeses:** Tired of not being taken seriously, the Milkmaids have trained with an ancient clan of ninja to up their skills. Now masters of both combat and stealth, the Milkmaids will attack you anytime, and anywhere. Additionally, by combining science, the mystic arts, and your special weakness, they have created many subtle methods to alter your body in perverse ways; exponentially enhanced fluid production and berserker lusts will be just some of the effects that might sneak up on you out of nowhere. Your body will eventually reverse these effects, but one moment of weakness is all they need.

They are worth double as adversaries or half-price as allies if you have Sharing is Caring and Power Leak.

**Cock Goblin:** This mischievous trickster spirit from another dimension has a habit of showing up and periodically possessing your cock. If you don’t have one, he’ll possess your pussy and enlarge your clit to the size of a penis. Having him bonded to you will significantly increase your sensitivity. If you have both Cock Goblin and Second-Skin as the same alignment, then they’ll work cooperatively to amplify their abilities.
• **As an Ally:** he can make sure that you always have the upper hand in sexual duels. You’re practically guaranteed to make your partner orgasm first. But once you start, it’ll take significant persuading on your part to get him to stop before you finish.

• **As an Adversary:** he can provide stimulation even when nothing is touching you and can alter probability around you to make it more likely you’ll end up in sexual predicaments. Yes, you did just bump into that lady while she was bent over. How unfortunate that she forgot her underwear and that the wind blew her dress up at that exact moment.

• **As a Nemesis:** It turn out Cock Goblin is only half of a matched set; somewhere out in the world, there is a person playing host to Cunt Goblin. Cock Goblin’s purpose is now significantly more focused, to find and fuck Cunt Goblin. Unfortunately, he can’t sense her, and will only know when he’s found her by cumming inside her. If he succeeds, it will open a portal to a hell dimension; admittedly, it’s a sexy hell dimension full of lust demons, but it’s still a hell dimension. To achieve his goal, Cock Goblin will be much more aggressive using his powers to fuck anything with a hole. Also, you’ll periodically be attacked (or aggressively seduced) by sexy cultists equipped with your Kryptonite.

He is worth double as an adversary or half-price as an ally if you have Adaptive Response and Hair trigger.

**Jon Longson:** Once renowned as the King of Porn and former 5 time world cumshot champ, JL didn’t like playing second fiddle to you and your supernatural endowments. Falling back on his degrees in High-Energy Physics and Mechanical Engineering, he’s created a formidable exo-suit that can go head-to-head with nearly any Super around. Because of your association with him, attractive civilians tend to throw themselves at you with alarming regularity.

• **As an Ally:** Jon was humbled by you and your supernatural sexuality and now considers it his duty to protect you. Unfortunately, no female Supers working solo will ally with you if you ally with Jon.

• **As an Adversary:** Jon plans on capturing you and fucking you on camera to reclaim his title as The King. His exo-suit is equipped with all manner of tools for subdual and capture, but don’t count on him being gentle when using them.

• **As a Nemesis:** Jon decided that one exo-suit wasn’t good enough, so he made five. Now, Jon and four other disgruntled porn stars fight together as the Butt-Hurt Brigade (“Get it? Because we’re going to pound your ass once we take you down. Heh heh”). While their name may be laughable, their tech isn’t; Jon could have a military contract in a heartbeat if he didn’t insist on naming his weapons things like “The Cock Rocket”, “Pussy Wrecker” and “Ass Blaster”.

He is worth double as an adversary or half-price as an ally if you have Holey Vulnerable and Phylactery.

**Barbara Sidekick-No-More:** this former plucky sidekick has decided to make a fresh name for herself in the world of Supers. She is a master tactician but unfortunately lacks the powers to make her a heavy hitter. She knows that, given the right powers, she could do a better job than any other hero out there. Her original mentor’s foray into lewd super-costumes started the trend towards slutty/sexualized costumes which is so persistent today. She work’s particularly well with most other female Supers; you’d better watch out if a group of them decide to team up against you.

• **As an Ally:** She’ll provide real-time situation data and strategic advice. If you’re ever captured, it’s guaranteed she will eventually find a way to free you. She can also team-up with your other allies when you’re otherwise occupied, making them much more combat effective.

• **As an Adversary:** Once she captures you, she’ll milk you daily and use your powers to beat down heroes and villains alike. Don’t expect the milkings to gentle; she’ll take what she wants and won’t
care if you don’t want to give it to her. And when she’s done taking down every super that can challenge her, maybe she’ll turn her sights towards ruling the world.

- **As a Nemesis:** Tired of waiting for some cosmic accident to give her powers, Barbara decided to take matters into her own hands. After countless hours of research, a few expeditions to ancient ruins, and a couple of break-ins to top secret research facilities, Barbara created what she believed to be the ultimate plan to imbue herself with power; the resulting explosion completely liquefied her body. This would have been the end for Barbara, except that the first Super on the scene made the mistake of stepping in her puddle. Barbara’s essence immediately absorbed into the body of the Super, taking it over. Barbara, or as she now calls herself, Essence, has become a type of body snatcher. She will dominate a Super, controlling their body while she absorbs their powers. When she’s done, she moves onto a new host (via sex), taking their powers with her. When Essence enters your body (and she probably will from time to time), she’ll never completely dominate you (though not for lack of trying). When she leaves your body, she’ll take some of your current powers, while leaving new ones behind; don’t worry, you’ll suffer no net loss in power level.

She is worth double as an adversary or half-price as an ally if you have Efficient Exchange and Easy Drain.

**Coochella:** An enchantress that has spent centuries searching across dimensions looking for the ultimate power-source; and now that she’s here, she believes that you are it. She needs a phenomenal amount of energy so that she can reignite the frozen suns of her home dimension. She managed to accrue some energy so far by stealing it from a mystical hive-mind entity, but she wasn’t able to absorb enough before it escaped. Now she has a new plan; she’s going to use her powers to make sure you can’t orgasm until you’ve stored up all the energy she needs. Then, when she thinks you’re ready, she’ll let you release it all in the biggest orgasm of your life. And if she misjudges on the first try and releases you too soon, she’ll just do it again and again until she gets it right.

- **As an Ally:** Not only will she will use her powers to keep you from releasing accidentally, but she’ll also use her magic to give you temporary relief without actually orgasming.
- **As an Adversary:** She will torment you with lewd dreams, sentient clothes fondling you constantly and phantom hands and orifices teasing you mercilessly. If you upset her before she gets what she wants, she may escalate the teasing to ruined orgasms.
- **As a Nemesis:** In her journey across dimensions, Coochella stumbled across a dimension filled with tentacle monsters, parasites that feed on sexual fluids, and so much more. Using her magic, Coochella is able to summon forth these entities to use on you without warning. A tentacle pit may engulf you while you sleep, your bath filled with milk worms or your underwear replaced with a pleasure-parasite. Everyday will be filled with some new kind of pleasure; orgasms, not so much. She is worth double as an adversary or half-price as an ally if you have Edging Amplification and Elastic Capacity.

**Double-Team:** This set of super-twins (one male and one female) suffer from a severe case of forbidden love. They want to make a twin sandwich, and only the best filler in the world will suffice as a filling (that means you). Their powers are mostly complimentary, but you’re pretty sure they share a psychic link. Ever since DT showed up on the super-scene, you’ve noticed there seem to be a lot more familiar Supers flying around; Wondrous Gal, She-Bulk, Mysteria, Jane Off-White.

- **As Allies:** They’ll always back you up on any threat that’s too big for you to handle alone, and other Supers tend to show up and help you out any time you really need it. They also help upgrade your base, making sure you’re equipment is always top-of-the-line. And if you don’t have a base, why they’d be all too happy to fit you into theirs.
• **As Adversaries:** They’ll regularly team up with your other adversaries to try and take you down. Expect a lot more of your adversaries working cooperatively. Even adversaries that tend to work solo, tend to have more sidekicks, lackeys, and/or thugs. If you’re ever captured, Double-Team will make sure everyone that helped gets a turn using you.

• **As Nemeses:** Double-Team’s powers grow stronger the closer they are to each other, and unfortunately for you, one of their powers is the ability to fuse their bodies together. While fused, DT is a nearly-unstoppable two-headed juggernaut. Fortunately for you, the fusion has a time limit, that is, unless they can capture you first. Once captured, they’ll force you to join their fusion, and then nothing will ever separate their glorious union ever again.

They are worth double as an adversary or half-price as an ally if you have Adaptive Response and Holey Vulnerable.

**Legiona:** A hive mind entity, Legiona used to be the size of a small town until some mystical bitch drained it of most of its energy; it escaped with only a handful of bodies still under its control. Now it wants to use your energy to grow like it never has before. Your power prevents you from being added to its collective against your will, but centuries of getting into peoples’ heads has taught it how to be very persuasive. Additionally, Legiona has trouble experiencing pleasure the more people that are part of the collective; you could probably use that to your advantage somehow.

• **As an Ally:** Legiona will only add people to its collective if you tell it to. Keep it happy and you can pick and choose your perfect harem. If you want her to add a super to the collective, then they need to be thoroughly drained of power first. Unfortunately, any Supers in your harem will only have access to the lowest levels of their powers.

• **As an Adversary:** Literally anyone you know can be a part of the collective. With your power, Legiona can turn the entire universe into one big collective, and it will use everyone you’ve ever been close to to get that power from you. Is that barista at your favorite coffee shop flirting with you more than usual? Were you really speeding when that sexy cop pulled you over? Better hope those interactions were as innocuous as they seemed.

• **As a Nemesis:** Legiona has focused on only adding Supers to the collective; quality over quantity. The act of adding a Super to the collective is long and difficult (especially if the Super has any psychic abilities or is particularly strong of will), but it’s never a question of “if” they’ll break, only when. Once added, Legiona has full access to all of the Super’s powers. With enough Supers, it is only a matter of time before Legiona will overwhelm you. Fortunately for you, it is possible to break a Super free of Legiona; the process involves days of marathon sex and giving them many, many orgasms until the pleasure backlash drives Legiona from their mind (there is a bit more to it than that, but you instinctively know the particulars when you do it).

It is worth double as an adversary or half-price as an ally if you have Multi-Membered and Coming Apart.

**The Mountaineer:** This statuesque heroine derives her power from her majestic bosom. Much as if she has “Elastic Capacity” her assets grow as she accrues more power, and she is able to share or take power using her breasts. As it stands, not only is she almost as powerful as you are, but she also has excellent combat training from her career in the military; she was part of a Super Soldier program before the whole thing got shut down for focusing too much on lewd power sources. She doesn’t think much of Super teams, except for maybe those Milkmaids, they’re alright. Also, you don’t know how you didn’t notice before, but all these Super-Ladies are really well-endowed.

• **As an Ally:** She’s able to handle nearly every challenge that you can. She’ll back you up on your toughest missions and she’d even be happy to help you blow-off some steam afterwards. Any power
she drains from you, she’ll let you drain back from her; that is, unless you’d like to help her see just how ‘powerful’ she can get.

- **As an Adversary**: Some time ago, The Mountaineer decided that she wasn’t willing to be the second strongest Super in the world. Ever since, she’s gone around the world draining Supers of their energy; as a result, her bust has reached truly prodigious proportions. When going up against the Mountaineer, you can expect her to try and subdue you using her mountainous mammeries.

- **As a Nemesis**: The Mountaineer has become an example of what happens when a Super becomes addicted to power. No longer caring about being the strongest, The Mountaineer wants nothing more than the be the biggest. The biggest what? The biggest everything. Once she has you captured, The Mountaineer wants to use your power to never stop growing. Once she gets large enough, she’ll be able to keep you permanently trapped in the ever-expanding flesh-prison of her cleavage. You’ll be drained forever as her breasts outgrow and replace the world, trapping you at the sexy core. She is worth double as an adversary or half-price as an ally if you have Generator and Open Tap.

**Second-Skin**: This symbiotic entity wants you to wear it, and it’s not inclined to give you a choice in the matter. It doesn’t want your power, it just wants you to look as sexy as hell, whether you want to or not. It can camouflage itself while you’re not on the job, but every outfit it turns into will still show-off your every asset. If you have both Cock Goblin and Second-Skin as the same alignment, then they’ll work cooperatively to amplify their abilities.

- **As an Ally**: You look sexier than you ever have before. Your publicist couldn’t be happier; you’re a regular media darling, though a part of you does miss getting eye contact from people. On a more practical note, the suit tends to dull unwanted touches and make attacks against you hurt less. And is it your imagination, or does it look like you’re packing more than you were before?

- **As an Adversary**: Maybe the suit’s a bit pushy, but you have to admit, you look even better than before. The only problem is that every touch feels too good now; it’s like your whole body is an erogenous zone. To top it off the suit makes everything feel nice and slick too. Uh, that might actually be a problem.

- **As a Nemesis**: Not content with merely being worn, the symbiote has actually fused with (replaced?) your skin. Now, not only does it control what you wear, but it also modifies your body as it sees fit. By sensing the sexual desires of those around you, it will change your form to be the most arousing for those near you; the effect seems to happen much more quickly the hornier you are and the hornier those around you are.

It is worth double as an adversary or half-price as an ally if you have Shock and Awe and Auxiliary Storage.

**Andromeda the Amazon**: This powerful Amazon is on a mission of sexual conquest. She has decided that taming you is her ultimate rite of passage; no lesser foe will suffice. If you lose, she’ll take you as her pleasure slave. If you win, she’ll just challenge you again once she’s stronger.

- **As an Ally**: When she wants to challenge you, she’ll actually take out any approaching threats before-hand, just to make sure you aren’t distracted from your match with her. She wants to know that when she beats you, you were at your strongest. And if you beat her? Well, maybe she’ll stick around just to make sure that no one else beats you before she can.

- **As an Adversary**: She’ll always pick the worst times to challenge you. Just escaped from hell after beating that demon army? She’ll be waiting at the portal. Just crashed back to Earth after smashing that asteroid? She’ll be the one waiting at the edge of the crater you made. If you’re not careful, you might give her the impression that you want to lose.
• **As a Nemesis:** Andromeda isn’t just any Amazon, she’s their queen. Andromeda will invade your city with her army of Amazons, with each one being a formidable foe all on their own. She’ll stop at nothing to capture you, even if that means she has to equip her elite troops with her personal collection of ancient magical artifacts. Each Amazon you’re able to screw into submission will be honor bound not to fight you for a year and a day, but Andromeda has more than 366 of them... way more. She is worth double as an adversary or half-price as an ally if you have Hypno-Junk and Forced Denial.

**The Trupta:** This beautiful alien race is comprised of three factions, all seeking dominance over the others; each faction has a name that is quite beautiful in their native language, but they essentially translate to Traps, Futas, and Cuntboys. Whichever faction captures you (or you choose to ally with) will breed you in order to swell their ranks and assume control over their species (and yes, all three factions are fertile and compatible). It’s really lucky that you have a sixth sense for what someone’s packing or navigating the ranks of the Trupta could be very difficult.

• **As Allies:** To Ally with the Trupta, you must either side with a particular faction, or end a centuries-long civil-war. Once Allied with the Trupta, they can augment your technology with their own, and support you with ground troops in the event of an invasion by another militant faction.

• **As Adversaries:** When they attack, the Trupta will send entire armies after you. While weak individually, their collective numbers and advanced technologies may be enough to subdue you if you aren’t careful. Your greatest advantage is the factions’ seeming inability to work together, at least so far.

• **As Nemeses:** The factions of the Trupta have put aside their centuries-long conflict all for one purpose, to capture you. This new-found cooperation has led to the Trupta developing new technologies at a startling rate. Their latest weapons and gear seem to defy the laws of physics, and they seem to get stronger with every defeat. If captured, you’ll be used to populate their species across countless galaxies. They are worth double as adversaries or half-price as allies if you have Super Swimmers and Enhanced Production.

**The Keeper:** A rancher specializing in breeding monstergirls, he plans on using you as breeding stock. He’s nervous about his girls getting a taste of your power, but he’s got contingency plans in place. The girls are all drop-dead gorgeous provided you’re not too picky about them not being 100% human. Wild monster girls are also considerably more prevalent around the world.

• **As an Ally:** His ranch is so well hidden, that he’ll let you use it as a safehouse anytime you need to lay-low for a while. If you have a hidden base, he’ll give you tips on making it more secure. On top of that, all the girls are willing to help you out with missions and stuff any time you ask.

• **As an Adversary:** You’ll regularly encounter monstergirls in your adventures. Mermaids at the beach, harpies every time you go flying, and so forth; anywhere there can be a monstergirl, there will be, waiting to get the drop on you and take you back to the farm.

• **As a Nemesis:** Not content with traditional monstergirl species, The Keeper has begun using gene splicing to create hybrids; Naga-slimes and Harpy-taur are just some of the first you encounter. On top of that, regular people are being turned into monstergirls as well. His end goal is to create the ultimate monstergirl, one that can subdue you, and then use you to breed an army of them to conquer the world. That is, until the girls realize that they don’t need to take orders from him anymore. If that happens, watch out; because they won’t hold back like he does. He is worth double as an adversary or half-price as an ally if you have Wild Side and RestrainedDonations.
Queen Osmodia: The last Queen Slime of her species, she plans on using you to re-grow the slime population. One day, her people will be strong again and she’ll use your seed to flood the world with her slimes. Osmodia is ancient, and patient. She can change her color, her shape, and her density. All the waters of the world are her domain. Her plan is to get inside you and repurpose your own reproduction centers to start churning out her slimes.

- **As an Ally:** You don’t have to let her live inside you, she’s willing to negotiate. Feed her regularly, and she’s more than happy to restrain your vanquished foes and use them to incubate her new slimes instead.
- **As an Adversary:** Avoid swimming if you can, as Osmodia could be in any body of water, just waiting for her chance to infiltrate your body. Once inside, you’ll be drained of energy, and your powerful seed used to fuel the rebirth of her people. You’ll be powerless to stop each, mind-breaking pleasurable emergence.
- **As a Nemesis:** All of your caution was for naught, it turns out Osmodia has already infiltrated your body. Day in and day out your body is constantly producing new slimes, unfortunately, the same gates which contain your power also keep the slimes from leaving your body. As a result, the slime colony inside you grows denser and denser unless you take daily steps to empty out as many of them as possible. If you have balls, they are heavy and dense, constantly writhing pleasurably with the life inside. If you have breasts, they are full and swollen with the slimes inside, and extremely sensitive to the slightest pleasure. If you have a womb, it is large and gravid, literally pregnant with countless slimes. The longer you go without release, the better it feels to keep all the slimes inside you. If you’re not careful, you may succumb to the pleasure and simply embrace your future as the home to an entire civilization of slimes.

She is worth double as an adversary or half-price as an ally if you have Seed Bearer and Sticky Situation.

Doctor Robotica: A brilliant roboticist, Doctor Robotica transferred her mind from her own dying body into a prototype one of her own design. Shortly thereafter, a near-fatal power failure left Robotica unwilling to disconnect from the permanent power supply in her lab, but she is convinced your energy offers the potential solution to all of her needs. Lastly, while it was better than dying, there were some downsides to the transfer that she still finds herself struggling with, chief among them is her inability to experience the pleasures of the flesh.

- **As an Ally:** Doctor Robotica will use her robots to patrol the city on your behalf, and in the unlikely event that there’s a threat you can’t handle, she’ll finally let you use that giant robot she’s been building for you. If you have a base, she’ll move her lab there so you can use her every day... use her equipment... er, her lab equipment. Though, if you did express an interest in giving her regular “energy infusions”, she’d probably take you up on it.
- **As an Adversary:** Doctor Robotica will come after you with everything from swarms of mico-drones to armies of fembots to building-sized mecha. If she captures you, she’ll lock you into her own personal battery for the rest of her very-long life. Also, she’ll equip your other adversaries with top-of-the-line tech in exchange for getting access to you if they capture you.
- **As a Nemesis:** After her scare with the power failure, Doctor Robotica realized she wasn’t safe confining her mind to just one computer, so she’s uploaded it to all of them. With back up servers and personal factories across the world, Doctor Robotica isn’t afraid of going after you with everything she’s got. Each Fembot is directly controlled by an iteration of Robotica’s mind. Military jets may “inexplicably” change course to launch missiles at you. Even your home surveillance system may record you masturbating and upload the video to the internet. No electronic device is ever truly safe from the reach of Doctor Robotica.
She is worth double as an adversary or half-price as an ally if you have Power Leak and Technophile.

**Cundiruticus:** Resembling some sort of demonic sea anemone, Cundiruticus’s origins are unknown. What is known is its purpose, to breed. Cundiruticus would prefer to bond to your penis if you have one; if you don’t, Cundiruticus will settle for bonding to your vagina. If you have neither, then congratulations, your anus is now an erogenous zone, and fertile. Once bonded to you, any pregnancies will result in children being born with their own Cundiruticus spawns already attached.

- **As an Ally:** Cundiruticus can help turn the tables on unsuspecting enemies. Someone trying to capture you may quickly find themselves at your mercy, bound by Cundiruticus’s tentacles. Unfortunately, it has the added side effect of making your body more welcoming to other sexual parasites.

- **As an Adversary:** Once bonded to you, Cundiruticus will use powerful tentacles to grapple potential sexual partners. Really, any fertile person that gets too close to you is a potential target for Cundiruticus. Once grappled, Cundiruticus won’t release them until one of you is pregnant.

- **As a Nemesis:** Cundiruticus has decided that tentacles coming just from your groin are insufficient; there are now tentacles sprouting from all over your body. You also feel the otherworldly parasite attempting to invade your mind. By winning a battle of wills, you can assume control of the tentacles and force them to retreat into your body, but they are always there, fighting to break free. When the tentacles are released (voluntarily or otherwise), you are compelled to do what all tentacle monsters are traditionally compelled to do, breed. Each time Cundiruticus completes its purpose, it gets a little bit harder to force it back under your control.

It is worth double as an adversary or half-price as an ally if you have Seed Bearer and Super Swimmers.

**Secret Identities/Day Job:**

- **Full-Timer – costs 0 points:** Your super-identity is your full time identity. Registered heroes get small government stipends which are enough to support moderate lifestyles; but a Full-Time Hero can earn a lot more money for themselves with marketing deals and endorsements. Villains have to get by on whatever they can take for themselves.

- **Student – costs 1 point:** You’re a local college (replace with high school for 1 additional point) student just trying to get by. Between studying for tests and writing papers, no one would expect that you’d have the time to fly around at night stopping robberies. After tuition and text-books, your government hero-stipend barely covers the rent for a tiny apartment. For the cost of 2 additional points, you are now the owner and headmaster of a very elite private school. You can choose if it’s an all boys school, an all girls, a school for young Supers trying to learn their powers, or anything else you want. Just keep in mind, if your school is to bizarre, you might run short on people that want to attend.

- **Reporter– costs 1 point:** As a respectable reporter, no one really questions how you get all your exclusive information and spectacular photographs; you have your sources after all. You can use the power of the press to expose criminals you can’t challenge in costume, and your press badge can get you into places that a costume wouldn’t. But be careful, all your coworkers are inquisitive and observant. For the cost of 1 additional point, all your coworkers are completely uninterested in discovering secret identities. (You can take this upgrade for free if you took the “Mild Mannered” body type)
• **Cop/Social Worker – costs 1 point:** You’re a public servant. You see the worst of the worst and the lowest of the low, and some of those are your coworkers. You hear things that many other Supers are too busy to notice as the fly overhead. You’ll always know which government workers are trust worthy and which ones are corrupt. **For the cost of 1 additional point,** you can choose to make all of your coworkers perfectly upstanding and loyal to you or completely morally bankrupt and totally under your thumb.

• **Government Agent– costs 2 points:** The Government knows who you are; not just your registered Hero identity, but who you are under the mask. When you’re not out foiling bank heists, the government will send you on secret mission. The job is much more demanding, but the pay is better, and you have access to first-class intel and a top-of-the-line health plan. **For the cost of 1 additional point,** the government agency you work for is the best-of-the-best, so secret that most people don’t even have clearance to know what their acronym is. As a bonus, you’ll get access to cool gadgets and top-notch training.

• **Bartender – costs 2 points:** You own and operate a successful bar that seems to be a hotspot for people in the Super-community. Heroes and Villains alike drink here to forget about their problems; don’t worry though, everyone universally agrees that your place is neutral territory. If a hero and a villain need to negotiate, you can imagine they’ll do it over drinks at your bar. **For the cost of 1 additional point,** you run a brothel instead. It’s still frequented by Supers, and some even work for you there, but the drinks are definitely not what people show up for.

• **Stripper – costs 2 points:** You work at a high-end strip club in the nice part of town. The hours are flexible, the money is excellent, and because of your special endowments, you’re a crowd favorite. The only downside is that the club has a gimmick; all of the strippers are “Supers”. Every night you watch strippers parading around (albeit, not for long) in skimpy versions of the costumes of real Supers. It might almost be offensive if any of it was taken seriously, or if you didn’t know how freaky most of those Supers really were. **For the cost of 1 additional point,** you’re actually a prostitute with a high-priced escort service. Catering to the rich, famous, and frequently other Supers, you make bank every night. The entire process is anonymous, using holographic masks to protect identities, you find a certain illicit thrill in servicing Supers and politicians that you might know and work with while on duty. (You will be given POWER PROPHYLACTICS while working, even if you did not purchase them)

• **Comic Shop Owner – costs 3 points:** You own and operate the best comic book shop in town. Geeks from all over show up at your shop for the latest exclusives. On top of that, you make great money selling souvenirs that you collect on the job. As a bonus, no one thinks it’s that you know SO MUCH about the super community or that you have photos from their exclusive Super-parties. **For the cost of 1 additional point,** your shop is now big enough and popular enough that you have your own exclusive convention. You are even able to get actual Supers to show up and judge the costume contests. As a bonus, the only cosplayers that show up to your conventions tend to be amazingly attractive. *(You can take this upgrade for free if you took the “Out of shape” body type)*

• **Thespian – costs 3 points:** You’re a very successful actor/actress. Be it plays, movies, or TV, anything you perform in is amazingly successful. You can pick and choose your projects; doing one thing a year is enough to keep you rolling in money. You get to hobnob with the biggest celebrities; the hottest starlets attend your parties with glee. If anyone ever stumbles across your costume, they’ll
easily believe that it’s for a project you’re working on. **For the cost of 1 additional point**, you aren’t just an actor, you’re a porn star. You can still play off your costumes as props, but with the added bonus that no-one will question you hanging out with people in skimpy costumes or how often you smell like sex. **(You can take this upgrade for free if you took the “Oversexed” body type)**

- **Scientist – cost 3 points**: You are a scientist at a prominent research and development lab. Choose an area of research; you are now an expert in that field. Any powers or gear that you have connected with that field are now slightly boosted in strength and efficiency. Given time, you may even find a way to unlock new abilities based on your research. **For the cost of an additional 2 points**, you own the lab, and your specialty is studying Supers. You have volunteers from far across the Super community, giving you an unparalleled understanding of the workings of super powers. Over time, you will find ways of gradually augmenting your powers and abilities. You also have the world’s most comprehensive database on the capabilities of other Supers.

- **Wealthy Philanthropist – costs 4 points**: To call you independently wealthy would be like calling Ghost Pepper a little spicy. You’ve got money and you know how to use it. Your base of operations can be a penthouse apartment or sprawling mansion in the country or even both. No matter however many allies end up joining your cause, you’ll always have enough space to house them comfortably. You have a private jet, but not the kind that can hit Mach 5. Donating to local charities has made you popular with the community, and left you with many people willing to do you favors. **For the cost of 1 additional point**, you’re not just rich, you are one of the top ten wealthiest people in the world. No one will ever look too closely at your secrets thanks to all of your donations.

**Headquarters**

Without selecting anything from this section, you have no HQ.

Your first choice is the Core of your base. This is the primary characteristic, or theme, of your HQ. Choosing a Core costs 1 point. Each additional choice becomes a modifier and costs 2 additional points. Any bonuses listed for a modifier are also there for the Core, even if not explicitly listed.

- **Military – costs 1 less if you have Government Agent**: As a Core, your HQ is a repurposed army base, or fortress of some kind. Weapons are plentiful both inside and out, and your security system can deter all but the strongest of Supers. Additionally, you have a weapon range and an expansive armory. As a modifier, your base has better security than usual and you have a moderate cache of weapons at your disposal.

- **Advanced – costs 1 less if you have Scientist**: As a Core, your HQ is a technological marvel. You have cutting edge lab equipment, a first-rate medical bay, and it’s all run by a loyal AI housed in your personal super computer. The general look of your HQ looks much more futuristic. As a modifier, you still have a personal AI, but the computer it runs on isn’t nearly as super. And your medical bay is now condensed to a single automated table that can stitch your wounds and can save your life if your condition is critical.

- **School – costs 1 less if you have Student**: As a Core, your HQ is incorporated into school or university. Maybe it’s the boiler room at your local high school or maybe you have a private lab in the science department, but either way, with this Core, you’re much more likely to have a group of students acting as a support squad. Any Sidekicks or Allies are better trained and more inclined to follow your orders. As a modifier, your HQ seems very conducive for training and studying. Researching foes goes much more quickly and training before a big fight is always a bit more effective. Also, you’re more likely to have other Supers asking you to train them.
• **Opulent – costs 1 less if you have Wealthy Philanthropist:** As a Core, your HQ is some kind of mansion or penthouse. The quality of all of your gear is improved, all of your furniture is super comfortable, and you have more than enough guest rooms for any Allies or Sidekicks. As a modifier, your HQ is well furnished, spacious, and just all around nicer than most others.

• **Public – costs 1 less if you have Full Time:** As a Core, your HQ is either partially or completely part of some kind of public building. Maybe you operate from under a museum dedicated to you. Maybe there are guided tours through public-friendly parts of your HQ. Regardless, you have significantly more control over public opinion about you and are much more likely to receive cooperation from public officials. As a modifier, at least some part of your HQ is visible to the public, though whether they know it or not is up to you. You have a much easier time accession your HQ when you need it.

• **Mobile:** As a Core, your HQ could be a train, or a boat, or even a HeliCarrier, but whatever it is, it’s mobile. As a modifier, you have a mini base that operates out of a vehicle; like an Action Van!

• **Hidden:** As a Core, your HQ makes secrecy its top priority. Entering your HQ is complicated with many fail safes preventing accidental discovery. If anyone unwelcome does accidentally make their way inside, they will find the way confusing and disorienting. Anyone that has intentionally infiltrated your HQ looking for something will have a very hard time finding it without schematics or a guide. As a modifier, the entrance to your HQ is hidden well, even if it’s in plain sight; you probably have a secret door behind a book case, or a revolving wall built into the back of a closet.

• **Residence – costs 1 less:** As a Core, your HQ is your home. Maybe you operate out of your garage. Maybe you fly directly out of your own bedroom window. Not the greatest for preserving a secret identity. As a modifier, your HQ has residential accommodations, like a bedroom, kitchen, and even a laundry room. Good for when you need to be there for an extended period.

• **Lewd – costs 1 less:** As a Core, your HQ is built around sex. You’ve got at least one sex dungeon. There’s a bedroom, but it looks like it would belong in a brothel. The only channels you pick up are all porn. At least half of your weapons are converted in to sex-themed equivalents. As a modifier, your HQ gets people in the mood. People get hornier the longer they stay in your HQ, and more open to getting it on with you.

• **Abandoned – costs 1 less:** As a Core, your HQ is set up in some kind of abandoned building. You probably had to fix up some of the structure and utilities yourself. It is, by default, a much less conspicuous HQ. As a modifier, people believe your HQ to be abandoned and are much more likely to dismiss any unusual activity they see or hear.

**Sidekicks**

*Without selecting anything from this section, you have no Sidekick. Each Sidekick costs 2 points.*

**Rex:** Ever wanted a pet dinosaur? Well then, congratulations! What? Not good enough? Then today is your lucky day! Not only is Rex a Triceratops, but he’s also a cyborg! He shoots rockets, he shoots lasers, he’s armor plated, and he even has flight jets! And, to top it all off, he’s got the brain of a Golden Retriever, and he thinks you are his human.

**The Plucky Youths:** This group of 4 young Supers is dedicated to a cause. What cause? Why, your cause of course. They’ve decided that they like you and everything that you stand for. They’re young (all freshly 18y/o) and impressionable and just want you to take a firm hand in guiding them. To top it off,
they’re all submissives when pressed, even the loud, brassy leader (especially the loud, brassy leader). Did I mention they want you to use a firm hand? They all only have a couple powers each, but together they form a half-way competent team.

**Orea:** This peppy, perky, Super wants to be your sidekick. Not just “a” sidekick, “YOUR” sidekick. She is a huge fan of yours and can’t wait to team up with you. She worships you with the white-hot intensity only available to those that are equal parts naïve and obsessed. Unfortunately, as a sidekick, she only has one power; fortunately, that power is shapeshifting. Orea is a top-class shapeshifter, able to turn into people, creatures, and inanimate objects. She can even stretch her body like an Elastic Super. With just a little bit of work, you should be able to mold her into your perfect sidekick.

**Sparks:** Every once in a while, a Super comes along that seems to do more harm than good; Sparks is one of those Supers. A combination Speedster and PyroKinetic, Spark just seems to cause waaaay too much property damage wherever he goes. However, due a quirk of circumstances, Sparks seems to be able to keep collateral damage to a minimum when he’s around you. Convinced you’re his good-luck charm, Sparks is terrified to use his powers unless he’s near you. In exchange for letting him tag along with you while you’re on assignment, he’ll maintain your HQ, and try to help out with mundane chores whenever possible. He is, unsurprisingly, an excellent cook.

**Chrona:** Somewhen along the way, you attracted the attention of a time traveler; or, more accurately, a time vagrant. Chrona is a girl from outside of Time. You meet her at various points in her personal timeline, but it’s hard to place them in any particular order, since she doesn’t seem age in a linear fashion either. Interactions with Chrona can vary wildly, from extended visit with pleasing conversations, to having a sense of déjà vu just before you discover you’ve been pranked; pranks ranging from the innocent to the extremely lewd (i.e. your clothes disappear and you’re left with nothing but a butt plug). Fortunately, as you get to know Chrona more, you notice less and less variations in her visits; you get more of the types of interactions you like from her, and her age and appearance become static in response to your preference.

**JuggerNautica:** Sometimes one bad day is all it takes to alter a life forever. This former Cat Burglar was living the high-life, until a simple heist went sideways. JN had gotten a lead on a lab that had supposedly developed a working Super Soldier Serum. Unfortunately, the schematics she’d found on the security system proved to be out of date. During the ensuing alarms, JN grabbed what she thought was the Serum and made a break for it (it was in fact a bastardized version of the serum used on The Mountaineer). This wouldn’t have been a problem except that a lucky shot from a security guard put a bullet through the transport case, and into her leg. After making it home, JN quickly discovered the compound taking effect. A healing factor had already pushed out the bullet and sealed the wound, and her previously non-existent figure had developed significant curves. This would have all been good, except her boobs didn’t stop growing until they were the size of large beach balls. Without developing any super strength, JN was quickly immobilized... and then her milk came in. When the lab that had made the serum tracked down their new test subject, you heard JuggerNautica’s scream for help. In exchange for giving her a safe place to live and making her feel like less of a freak, you get all the Super Milk you can drink (speeds healing and tastes delicious).

**Arachna:** Animal themed Supers may be a dime-a-dozen, but Arachna is one of the best. Super-human physique, limited precognition, and natural organic webbing are just some of the many, excellent assets of this spider-themed Super. After a particularly bad team-up, Arachna suggests you only hang out off duty. She’s a full-time Super though, what with the six arms being kind of hard to hide, so she’ll be
careful not to blow your secret identity if you have one. When you two hang out, you get along great; her interests align well with yours, she has a great sense of humor, and she’s sexy as hell. The only problem is her extra arms; when her concentration slips, her extra arms all seem to have minds of their own, and they’re all dirty. If she doesn’t keep her limbs in check, Arachna’s extra arms may cop a feel on anyone they can reach, or they might start teasing her without her realizing it. This effect becomes more pronounced if she’s already horny. Maybe you could help her with that?

**Zoidner:** Magic and science don’t often mix well, but when they do, the results are usually awesome; Zoidner is one such example. Zoidner is a Mecha-illithid. Once a member of a small hive, Zoidner attempted to enthrall a Technopath remotely piloting a robot that was attacking them. However, sensing the assault on his mind, the Technopath severed the link with his robot. The resulting backlash of energy warped Zoidner and the robot, fusing them together. Finding his new form disdainful, Zoidner’s hive banished him. When you crossed paths with him, Zoidner swore his loyalty to you, saying something about how your psionic resonance mimicked an Elder Brain or something. Regardless, you find that Zoidner is a loyal servant/assistant/companion, and he is as adept at manipulating machines as his brethren are at manipulating minds.

**Superpowers: (All costs listed)**

Note on powers: Low/minor/minimal power consumption means that you can use these abilities basically indefinitely or spam them as much as you want and hardly feel the drain. Moderate drain means that used regularly in a prolonged fight, a power will have a noticeable effect on your power levels. High energy costs mean that you’ll probably only be able to afford to activate a power a few times in the course of a fight, but using those powers should put a quick end to all but the hardest of fights. Also, you are immune to the destructive effects of your own powers unless otherwise stated.

**Durability Powers (None of these powers consume energy)**

- **Minor Resistance (-0p):** You have peak-human resistance to all physical attacks, mental attacks, magical attacks, and all diseases and poisons. You no longer age.
- **Self-Sustenance (-1p):** You no longer need food, water, sleep, or air.
- **Thermal Immunity (-1p):** Immune to all temperatures, no matter how extreme.
- **Minor healing factor (-2p):** You will eventually heal from anything which does not kill you outright. You can even regrow limbs and organs if given enough time (days to weeks).
- **Adaptive Response (-2p):** Your body will automatically adapt to protect you from any perceived threats; the effectiveness of this is based upon your awareness of the threat.
- **Disease and Toxin Immunity (-3p):** Cured of, and immune to, all forms of biological disease, both contagious and congenital. Immune to all forms of toxins, venoms and poisons.
- **Magical and Psychic Immunity (-4p):** Immune to all forms of mental and magical attacks. Does not stop spells that aren’t technically attacks. (i.e. Coochella)
- **Complete Physical Immunity (-4p):** Immune to all forms of physical damage and involuntary modifications. While they don’t hurt you, this does not remove toxins and diseases from your body.

**Physical Powers**

- **Minor Enhancement (-0p):** You have peak-human strength, speed and senses.
- **Enhanced Reflexes (-1p):** You can react faster than the eye can follow. Virtually impossible for someone to completely get the drop on you.
- **Superior Musculature (-1p):** Faster and stronger than any human could ever hope to be. You can lift small cars and are fast enough to be able to keep up with most of them.
• **Adaptive Muscle Memory (-2p):** Learn combat moves almost instantaneously. Any fighter that doesn’t immediately take you down will only find you getting better as the fight goes on. This also applies to using weapons and some machinery.

• **Super Senses (-2p):** Telescoping and X-Ray vision. Radar and supersonic hearing. Identify the chemical composition of a substance by taste. You can track the scents of things that don’t normally smell.

• **Rage/Beast Form (-3p):** At will, you can transform into a behemoth of destruction. As it begins, you choose a goal or purpose that will guide you while transformed. Your strength and durability increase many times over, and you lose yourself to the transformation. It is almost impossible to deter you from your path once you are set upon it. You get a surge of energy when you enter the form, but the form steadily consumes energy to maintain itself.

• **Dynamic Camouflage (-3p):** You are super-naturally adept at avoiding detection; nearly all natural tracking methods will struggle to follow you. You can move silently and blend into your surroundings with ease. If you hold still, you can become nearly invisible. Very low energy drain while active.

• **Super Strength (-4p):** Catch planes and juggle tanks with ease. Jump over tall buildings with hardly a twinge. It would take something like an asteroid to even begin to tax you. Almost no energy drain unless taxed.

• **Super Speed (-4p):** Speeding bullets seem to crawl by when you’re out for a stroll. Anything under 100 mph doesn’t cost energy, but anything over will drain more and more energy. You can run laps around the world if you want, but be careful when you run out of power.

**Psychic Powers**

• **Enhanced Mind (-0p):** You are more observant, have improved learning and reasoning capabilities and perfect memory.

• **Aura Vision / True Sight (-1p):** Shows you mystical energies around you; also reveals emotions. Never be fooled by illusions or trickery again. Almost no energy cost.

• **Danger Sense (-1p):** Provides immediate warning to impending danger. Can reveal the level of threat as well as its general nature. Does not cost energy.

• **Telepathy (-2p):** Can send thoughts to the minds of willing others and can receive thoughts that are thought at you by others. Almost no energy cost.

• **Astral Projection and Dream Walking (-2p):** Leave your body at will to explore the world as a spirit. Enter the form of a sleeping person to enter and control their dreams. Your body is vulnerable while you do this. Costs a small amount of energy to leave your body, but not to maintain the effect.

• **Mind Reading (-3p):** Read the minds of those near you. Those with strong will or mental defenses can resist you, though it helps if they don’t know what you’re doing. Base energy cost is low, but it increases the more difficult the person is to read and the deeper you try to dig.

• **Precognition (-3p):** You can receive visions of the future. This will happen passively as major events/disasters loom. You can actively cause a vision to happen by focusing on a particular event or question; the further you look into the future, the more energy the vision will require.

• **Illusion Projection (-4p):** You can project illusions ranging from simple colored lights all the way up to full sensory immersion. You can make them free-form illusions visible to all, or put them directly into a person’s mind. The more realistic you make the illusion, and the more people you try to affect with it, the more energy it costs.

• **Technopathy (-5p):** You have an affinity for all technology; no machine can long hide its mysteries from you. You can also build nearly any device you can imagine. If the machine would normally defy the laws of physics, you can expend your energy while building it to make it work anyways.
Melee/Self/Touch Powers

- **Super Grip / Wall Crawling (-0p):** Your hands and feet have supernatural grip on any surface.
- **Flight (-1p):** Your top flight speed is your top running speed +25%. Your maximum force you can generate while flying is equivalent to your maximum physical strength.
- **Bone Protrusions (-1p):** You can extrude and retract bones from your skin. This can be used to form armor and weapons. Extruded bone has double your durability. Minor energy cost.
- **Retractable Claws (-2p):** You now have razor sharp claws that can extend from your hands and/or feet. You choose specifically where they come out of and what they’re made out of.
- **Shape Shifting (-2p):** You can change your form to that of any mostly-human form. You can easily copy someone, or make a new form from scratch. You can incorporate non-human characteristics, such as growing wings, add limbs, or duplicate organs, but the energy cost is increased.
- **Growing and Shrinking (-3p):** Grow up to 20 stories tall or shrink down to nearly atomic size and back; minor to moderate energy consumption. You can selectively grow and shrink only parts of your body, but this consumes slightly more energy.
- **Invisibility (-3p):** Become completely invisible and undetectable. There is a not-insignificant power drain while active.
- **Density control (-4p):** Control the density of all or parts of your body at will. By using more energy, you can temporarily make yourself intangible. You can do this for other people and items that you are touching, but the energy cost increases significantly.
- **Vibration Emission (-4p):** Spread vibrations into anything you are touching. The vibrations can be concentrated into a specific point, or dispersed through the whole structure; drill a small hole through a piece of wood or turn a building to dust. Energy drain depends on the intensity of the vibrations and the area affected.

Ranged/AOE Powers

- **Web Shooting (-1p):** Pick a place on your body, you are now able to shoot webs from there. The webs can be a big blob of adhesive goo, or a strong line to grapple onto things. You choose how long they last before dissolving. Requires almost no energy.
- **Spit Attack (-1p):** Choose between acid or venom. You can now spit your chosen substance with great force; how much is dependent on your strength. Low energy use per spit, but increases if you try to maintain a continuous stream. You can buy this multiple times for different substances.
- **Sonic Scream (-2p):** Release powerful sonic attacks from your mouth. Can be particularly devastating if you find the resonance frequency of an item. Minor to moderate energy per scream.
- **Cyclone Spinning (-2p):** Spin all or parts of your body to create powerful cyclones. Yes, this means you can use a Helicopter Dick as an attack. Low energy use, but has continuous drain to maintain.
- **Petrifying Stare (-3p):** By making eye contact with a person, you can petrify them. This can range from full body paralysis to actual inorganic transformation. Paralysis lasts anywhere from ten minutes to 2 hours depending on the amount of energy used. Inorganic transformation requires considerably more energy and has a duration of 1 to 5 days. To avoid this being used as psychological torture, the targets mind become comatose while under the effects of this ability.
- **Laser Vision (-3p):** Shoot lasers from your eyes. Can be focused for cutting and melting, or dispersed for weaker area effects. Minor to moderate energy consumption depending on level of attack.
- **Force Blast (-4p):** Release waves of pure force from your body. You can choose to release them from your hands, feet, eyes, or where-ever else you want to channel the effect through. You can choose whether or not this produces an equal and opposite reaction on you (i.e. if you want to use this as a type of propulsion). Energy consumption varies with the strength of the force; base level of force blast is tied to your strength level, but has no hard maximum.
- **Self-Detonation (-4p)**: Generate explosions from your body. Default blast strength is equivalent to a hand grenade, but can be scaled down to a fire cracker or scaled up to nuclear. The explosion is typically released from the surface of your body, but can be thrown as a volatile energy orb for slightly more energy. Energy cost scales with blast strength.

- **Elemental-kinesis (-5p)**: Choose between Air, Water, Fire, Ice, Electricity, Earth and Metal. You can manipulate and temporarily create your chosen media anywhere within a half-mile from you, though the further it is, the more energy it requires. Energy costs are usually minor, though can increase to moderate if you’re manipulating a lot at once. **This can be bought up to 7 times.** Elements which would fall in between the above choices can be poorly manipulated if you have either, but are much easier to control if you have both (lava/magma = fire + earth).

**Magic/Reality Powers**

- **Teleportation (-1p)**: Teleport to anywhere you can visualize. Guaranteed to never teleport into solid matter. Very low energy costs for anything less than 10 miles, costs slowly go up beyond that.

- **Matter Ingestion (-1p)**: You can safely eat anything. Need to take care of a bomb? Eat it. Locked in an “indestructible” cage? Chew your way out. Your jaw is now super tough, super strong, and able to open wider than your head. Very low energy consumption.

- **Force Fields (-2p)**: Put up translucent walls of pure force. Can be created in simple geometric shapes, i.e. walls, spheres, cones, and so forth. Cannot be moved once created but can be dismissed and reformed (no crushing people with them). Very durable and low energy consumption.

- **Healing Touch (-2p)**: Heal others with a touch. For almost no energy, you can slow down aging, heal most wounds, and cure most diseases. For moderate energy, you can stop the aging process for a while and regrow limbs and organs. For a very high energy cost, you can reverse aging and even bring back the recently dead.

- **Energy Neutralization (-3p)**: You are able to neutralize all forms of energy as they touch you. This includes but is not limited to kinetic energy, thermal energy, magical energy and radiation. The energy costs of this ability scale with the intensity of what is being neutralized, but will always be significantly lower.

- **Portal Creation (-3p)**: Create and dismiss portals between any two points. They can be as small as pin hole or large enough to fly a plane through. Low energy costs to maintain one set, but the cost increases significantly the more you keep open at a time.

- **Material Creation (-4p)**: Generate solid matter at will. You can choose any atomic and chemical structure you like, as well as the shape of whatever you’re creating. The energy cost is moderate to high depending on the mass being created, but there’s no limit to what you can create.

- **Time Freeze (-4p)**: Pause and un-pause time around you at will. While time is paused, you can neither take nor deal any damage, and the energy costs of other powers are very greatly increased. Beyond that though, you are free to interact with the world however you choose. There is a high energy cost to activate, but no cost to deactivate. You do not regain energy while time is paused.

- **Probability Manipulation (-5p)**: Control the probabilities of events happening around you. What are the odds of a satellite malfunctioning and crashing on that giant robot? Well, with you around, it was basically guaranteed to happen. A low level passive of this effect operates around you at all times, like a weak plot armor. You can make specific things happen or not happen by focusing on them; the energy cost varies with how improbable the outcome is.

**Lewd Powers**

- **Tantalize (-1p)**: Anyone that sees you in a lewd light while this power is active is guaranteed to have vivid lewd dreams about you the next time they sleep. When in passive mode, this ability consumes
no energy, but for a low energy cost, you can focus this ability on people to ensure that their dreams are sheet-drenchingly graphic. You can deactivate and reactivate this power at will, and it works through television and photographs.

- **Pheromone Manipulation (-1p):** Influence the emotions of people around you be releasing clouds of potent pheromones. Turn a calm crowd into a destructive brawl, or a club full of dancers into a writhing orgy. This does not let you control who people direct their emotions towards. This has a persistently low energy cost. As a bonus, you always smell amazing.

- **Overflow (-2p):** Change the fluid productions rates of anyone you can see. Can be used to induce lactation, give a guy permanent blue balls, or turn any woman into a squirter, plus any number of other things. That level of fluid production becomes permanent until you change it again. Low energy cost.

- **Whore-aura (-2p):** When active, this aura lowers the inhibitions of people around you. Range and intensity can be varied from making the woman next to you consider jay-walking to making a whole block okay with murder. Energy cost starts low, but increase the greater the area and the stronger the suppression.

- **Get Sprung (-3p):** With just a thought, make anyone you can see powerfully aroused. At its base level, boners can rip through pants and panties will be instantly drenched; base energy cost is minimal to sustain. For a little more energy, you can make people incoherent with lust and you can choose who this lust is directed at. Also, you can choose if the target becomes more sensitive, make the target multiorgasmic, and even choose to temporarily futanize female targets.

- **Wardrobe Malfunction (-3p):** You are able to control clothing around you. Make it sentient, turn it invisible, vaporize it, make outfits naughtier without people noticing, and so much more; your wardrobe is a militia just waiting to come to your aid. Adversaries may decide to start fighting you naked rather than risk having their clothes turn on them. Energy cost is low.

- **Resize (-4p):** Grow or shrink the body parts of others at will; the body adapts so that this never causes injury. Short range but does not require you to actually be touching the part in question. Minor to moderate energy cost depending on the size change. The change is temporary unless the target is willing.

- **Irresistible (-4p):** A very specialized type of mind control, you can make people totally compliant to your sexual demands; a sorcerer will stop in the middle of her summoning ritual to give you a BJ if you ask her with this ability. The effectiveness of this power relies on the target’s level of arousal, as well as their attraction to you. The more effective the power is, the less energy it requires, but the default requirement is moderate to high.

- **Thought-gasm (-6p):** Make anyone orgasm at will; so long as you can visualize the person, there is no limit on range. The orgasms can range in intensity from full body shaking and ahgao all the way down to weak and ruined. It can even be reversed to prevent orgasm, though this requires a constant energy drain. The energy cost is minor to moderate.

**ULTRA POWERS (# of Kryptonites + # of Nemeses)**

- **Perfect Healing Factor:** Heal from anything and everything. So long as even one cell survives, you can even come back from the dead. Diseases and toxins are broken down almost immediately.

- **Mind Control:** You can assume full control over the minds of others. Your control can range from simple commands, up to full mental domination. Simple commands, or ones the person was inclined to do anyways, require only a little energy when issuing the command. More complicated commands, or ones that go against the person’s nature, require significantly more energy but only when issuing the command. You can also implant hypnotic triggers or subconscious ideas. Full mental domination requires a significant energy investment over many sessions.
• **Possession:** Pilot another person’s body. You can choose if the person is aware of who is possessing them and if they are aware of what their body is doing. Energy cost is dictated by how much they fight you. If they die while possessed, then their spirit returns with you, haunting you. You can also use this power to swap bodies; while possessing their body, force their spirit back into your old body. This is difficult to do if they are unwilling, but not impossible. Your powers come with you.

• **Energy Drain:** Drain someone of their life force just by touching them. This effect can quickly heal you and temporarily boost your powers. Draining another super can temporarily grant you some of their powers. The energy cost is high at first as they fight you, but lessens as they weaken. Your net energy change can be positive, depending on how strong the person was that you drained.

• **Disintegration Beam:** Science has yet to find a material that this powerful attack can’t cut through. The only downside to this attack is its high energy costs, and the fact that it’s range of several miles can lead to excessive collateral damage if not careful.

• **Time Dilation:** Speed up, slow down, or even reverse time in small zones that you create. Turn a person back into a baby or make them feel their arm age 50 years in a second, the choice is yours. The energy cost is moderate to high.

• **Time Travel:** You can freely travel through (and affect) time; traveling to a point during your own lifetime has only a moderate energy consumption, while traveling to a point outside your lifetime has a high energy consumption. Also, you must return to the present before traveling to another time, and the personal timelines of your Nemeses are observable, but unalterable.

• **Fusion:** Merge with a willing person or people; unfuse by willing it. When fusing, you can choose how the other people merge with you (i.e. your bodies average out/they are a second head/ they become your ass). While fused, their power pool is added to yours. Also, you can control any and all sensations that they feel. You can also absorb an unwilling person. There is a constant power drain while they fight you, but if they stay fused for 12 hours, they are locked in. If you ever reach a state of zero energy, they can attempt to break free.