INJUSTICE
GODS AMONG US

"I can say without a doubt that there are an infinite number of universes. Some are just like our own… But for one or two significant events, exactly the same." – Lex Luthor

You have arrived at a world on the brink, Jumper. While it has long been a world of heroes and villains, tragedy has struck – and with it, an end to the established order. With the destruction of the city of Metropolis, the hero known as Superman has taken it upon himself to prevent any such tragedies from arising again – by force. Soon, he and the majority of the old justice league shall consolidate their power within the united earth regime – a force that shall quickly sweep away old institutions and governments.

Opposing them shall be the insurgency – a much smaller force, and one that shall nearly always be on the back foot. Lead by the vigilante Batman, they shall suffer countless defeats as nearly all who oppose Superman and his schemes die screaming. And now, it is time for you to enter this world. You shall arrive on the day after Metropolis is destroyed by the criminal Joker and shall be required to stay here for 10 years.

As always, you shall have **+1000CP**

Origins:

Drop-in: You don't really come from anywhere. You don't have any connections in this world, nor do you have any history here. On one hand, this will quite obviously leave you vulnerable to the main entrenched factions here. On the other, you'll have far fewer people demanding you take a side.

Reformed Villain: A few years ago, each and every single one of the "Heroes" in this world would've stood side-by-side to take you down for good. Now? Well, things change – and desperate times call for desperate measures. While both factions here will initially fight to see you in chains, you may yet have your freedom – provided you can make a good enough case that you are simply misunderstood, and that you could be "reformed" within their ranks.

Former Hero: Just last week, you called yourself a hero. Now? Now you're not quite sure what to call yourself – a tyrant, a protector, a rebel, or a terrorist. The world isn't as cut-and-dry as it used to be, and neither is your role in it. You're going to be called upon to make some hard choices and do things you probably don't want to.

Your age and sex are up to you, choose whatever you want, I don't really care.

Allegiances:

You may freely pledge your allegiance to a faction and gain some ties and a place there. Keep in mind that while you choose an allegiance here, you're not going to be forced to stay with it for the entire 10 years if you don't want to. Drop-Ins end up meeting said group favourably pretty soon after the jump starts.

Regime: The forces of Superman, and the new world order. A large amount of the world's heroes will stand alongside you as you attempt to make the world a better place – by halting wars, protecting the environment, and doing all the other things that the elected governments of earth were just too cowardly to do.

Insurgency: The forces of Batman and the old order – a desperate rebellion shifting from scheme to scheme in an effort to undermine the ascendant regime. This is without question the harder road, and if you follow it to the end, you will see many that you care about die in front of you, often for nothing at all.

Races:

Maybe you're just a regular guy. But maybe you're not. Choosing any one of the races below provides you a unique set of memories, connections, and powers.

Human (Free): A standard human – the most common race to be found on Earth. You may be less powerful than some, but you will scarcely stand out in a crowd.

Czarnian (600CP): An alien race thought to be extinct after one of its members, Lobo, killed off nearly all others within it. Members of this race are well-known for their strength and durability, as well as their extreme regenerative abilities. While you're not quite as strong as a Kryptonian, expect your nigh-instantaneous regenerative abilities to make up for this. This regeneration also makes you immortal, not aging past your peak.

Inhibited experiment (400CP): An extremely powerful set of Kryptonian genetic experiments, most famous for the specimen known as "Doomsday". You are not as powerful as he, and you lack his ability to adapt to any imaginable threat – but you remain one of the most powerful individuals on this planet. Expect people to keep a close eye on you.

Atlantean (400CP): The land-dwelling humans are not the only major species upon this planet – the sea-dwellers of Atlantis have also become known as a formidable people. All of them are capable of breathing and surviving in crushing underwater environments due to their high strength and durability, as well as controlling sea life and the waves themselves.

Amazon (200CP): From the ancient Isle of Themyscira, protected by the Greek gods themselves, this all-female warrior race has taken a high interest in man's affairs during the present crisis. Possessing far greater strength and durability than the average human, these warriors also possess a great deal of skill and training in combat – making them extremely formidable foes.

For an extra undiscounted 400CP, you can go from being a regular Themyscarian Amazon to one that is divinely blessed, putting you on par with Wonder Woman herself, maybe you're her sister, another demigod child of Zeus or maybe you were made from magical clay, given life by the Gods.

Martian (700CP): An old race, that is all but extinct following an extreme war with foreign white aliens. This race is extremely powerful, capable of great feats of strength, telepathy, and intangibility on demand. However, you will possess an extreme weakness to fire, which will forever limit your combat capabilities. Keep in mind that while we don't really see much of Martian Manhunter in the Injustice series, games and comics expect your power level to be comparable to that of a Kryptonian.

While you have Kryptonian tier strength, speed and durability as well as a host of other abilities the trade off is that you have a severe psychological and physical weakness to fire, fire is both incredibly effective on you, and will terrify you the ever living shit out of you. Post-Jump this weakness to fire is removed and you don't have to worry about any negative side effects of this removal. You won't suddenly become a crazy pyromaniac.

Kryptonian (700CP): One of the most powerful races in the known universe – you stand with Superman as one of the few survivors of a lost planet. You are powered by the sun's rays and weak to kryptonite as well as the red sun's rays, but that's nothing compared to the power you have.

Under the light of red sun, natural or otherwise, your strength, speed and durability are comparable to someone who is at the peak of human strength. Under the light of a Yellow sun like that of Sol or younger, you are granted god-like powers. Strong enough to lift the equivalent of continents, as well as the durability to take attacks that would crack planets in half. Speed so great that from your perspective, it's as if the world is standing still as well as the ability to go hundreds of times the speed of light.

Sensory abilities that allow you to see the entirety of the EM Spectrum, You can use your x-ray vision to see people down to the bone and see through everything except lead, and your heat vision could spark entire cities ablaze if you felt like it. Your vision also ranges from microscopic to telescopic, able to spy on planets in other solar systems, or spy squirming bacteria on the surfaces of anything you see. Your hearing is also impeccable, able to single out a single noise among the noises a whole city of people could make. The yellow sunlight also provides your body with the nourishment it needs, not needing to eat, sleep or even breathe if you don't want to.

As of the jump start your powers are around the level of Supergirl but in time expect your power to grow as you absorb more and more of the Suns light.

Post-jump the weakness to all forms of Kryptonite will be removed without any negative effects to your abilities.

Locations:

Freely choose any location you want or roll for a bonus +100CP.

Watchtower: The headquarters of the Justice league, this satellite is extremely well-protected and well-equipped. The good news is that you're not likely to be in much danger here … at least, not from those outside the Justice League.

Metropolis wasteland: A monument to the inhumanity of the old era – an entire city destroyed at the hands of a maniacal supervillain, with nearly all of its 11 million inhabitant's dead. You happen to arrive in a part of the city that is not highly irradiated, meaning that you are not in significant danger but there may still be items of interest deeper in the ruined city.

Gotham City: This city has long been a yearning pit of extreme crime and darkness – but with the regime ascending to power, that will soon change. This will become one of the first places to see the introduction of the regime's metahuman enforcers, and one of the first to have all of its historic metahuman criminals start to disappear. Yes, this will become one of the focal points of the war to come – giving your choices here a great deal of importance.

Atlantis: This underwater city has long been one of the proudest and free realms on earth – and it shall fiercely resist Superman's rule, at first. However, even the fiercest resistance on earth can be broken in time – and if Superman is to stay his course, this city shall be at risk of destruction.

Thermiscarya: This isle, hidden to all men, has always stood as a fierce protector of peace. However, with events rapidly unfolding, its denizens are likely to follow their champion Diana in a new effort – an effort to end war and stifle aggression through suppressing any and all who would display it.

Oa: The headquarters of one of the most powerful bodies in the universe – the Green Lantern Corps. While they will initially maintain a healthy distance from the conflict on earth, their non-interventionist policies will eventually make them seek an end to the regime – causing a war that they are unlikely to win alone.

Fortress of solitude: The home, sanctuary, and fortress of Earth's strongest superhero – Superman. You will find a trove of alien information, specimens, and equipment here – but getting out of this arctic, alien fortress might take a bit of effort. Best hope that Supes is in a good mood.

Free choice: Well, aren't you lucky today? You get to choose any location on earth to start at.

Perks:

All discounts are 50% off. 100CP items and perks are free to the origin in question.

Drop-In:

Time to kick my ass (100CP): At this point, you're a pretty seasoned vet of the abnormal. You've seen some shit in your time – some of which was expected, and some of which came out of nowhere. Regardless, you've managed to keep your cool and adapt to nearly any circumstances. And over time, you've just grown to accept the strange things that happen in your life on a day-to-day basis. This doesn't mean you're any better at actually dealing with whatever pops up, but you are proficient at taking radical changes in stride – very few things can actually faze you.

Quick to learn (200CP): Sometimes, things get strange. Other times, they get downright unknowable. No matter what happens, though, you can usually figure out what's going on in any given situation, as you're quite adept at putting together an understanding of any given situation based on a few minor details. You'll still have to look around, of course, but the process of figuring out the meaning of what you see is much easier for you.

I have no fate (200CP): Around you or in things you are involved with, you remove the influence of fate and luck. Plot armour ceases to be a thing, lucky coincidences never happen, and fate and destiny are barred from having any effect on the actions of any involved. Around you, it comes to the individuals' own actions to decide the fate of the world and not any unseen force of luck or fate. This also applies to you, your future cannot be seen, your fate cannot be manipulated. You are free.

Time to go, Plas (400CP): Jeez, the people in this universe are just so damn touchy these days. Seems like you can't even make a joke without someone trying to give you a heat vision lobotomy. Fortunately, you happen to be good at coming right up to the edge between insolent and reprehensible – and staying on the side that doesn't get you a painful death. While this won't prevent you from pissing off those that you insult, demean, and generally annoy, it will give you a certain aptitude for avoiding any and all consequences, with your shenanigans being seen as insufficient to justify hunting you down (or, if you should happen to be on their side, shutting you out).

Your mistake, mate (600CP): You know, there's a case to be made that the world was better off before all these self-absorbed superpricks and batcunts started showing up and applying their delusional ideals to the real world in a way that got countless innocents caught in the crossfire – because nothing is more important than some ponce in a cape and his self-righteous "cause". Fortunately for you and the rest of the world, these so-called "superheroes" are pretty much universally gullible and sometimes quite stupid. The fact that they can't see beyond their oh-so-important quibbles works to your advantage quite often, as you are quite capable at manipulating, cajoling, and generally deceiving them, and other figures of power and authority into doing what you want.

Reformed Villain:

Elegant voice (100CP): Now what type of fool would go into this business without trying to be somewhat refined? While there are exceptions to this rule – the central city rogues, for instance – you and yours tend to be far more elegant and sophisticated than those self-righteous ingrates that call themselves "heroes". Indeed, you have a voice and manner that indicate your superiority to nearly all and give you a leg up in matters where intimidation happens to be required. Of course, when you deal with the "heroes" of this world (and other worlds), you may find them to be somewhat intimidated by your manner of speaking.

Laying low (200CP): It seems like this world just keeps getting worse and worse for people like you. I mean, being put in those easily escapable prisons was one thing, but being hunted down by the justice league to be put in their undersea superjail is another – not to mention the new, highly probable chance of getting executed by those "superheroes". Fortunately, you happen to have a sense of how to best evade efforts to bring you in – by waiting for them to just blow over. While others can be just rooted out and made to answer for what they've done, you're good at finding a nice, quiet spot and just waiting them out. While this won't aid you in efforts to get away from a perilous situation, it will help you live incognito for extended periods of time.

Sinister salesman (400CP): In your time here, you'll be doing things you never thought you could before – such as working with former members of the Justice League. You'll quickly find that they're even more insufferable when you work with them than they were when you worked against them – as now, all their petty rules and regulations are actually applied to you and your actions. For instance, the fact that none of them seem to have a stomach for torture, even when it's necessary to bring their enemies down. Fortunately for them, you're quite adept at explaining to them exactly why such actions are necessary for the greater good. Indeed, you can find a way to justify nearly anything to anyone, provided that your allies aren't totally obtuse.

Turncoat (600CP): All the time, it's the same old story – others holding you back because you committed to helping them or their "side" prematurely. And they'll still expect you to give up everything and stand with them, even if they have no chance of winning whatsoever. As if – you've got better things to do than die for someone else's ideals. As such, you've become quite well-versed in the art of the backstab, and you can quite easily switch from one faction to its exact opposite if you should need to. Further, you also tend to be accepted among those factions that you end up switching your allegiance to.

Former Hero:

Likable (100CP): Others might try to be intimidating and condemn you for your failings in this regard. But as it so happens, you remember the good old days when the good guys didn't try and make regular people fear and hate then, and when everyone actually liked their heroes. If things go on as they are, it seems like those days will be gone for the most part – well, for most people. You just happen to be one of those people that inspires confidence – it's no wonder you were a superhero! People in general find you more likeable and harder to hate – unless, of course, you should take a determined stand against everything they stand for. And the way things are going, you might have to do just that.

Well-known (200CP): The last thing that anyone in the heroism business wants to hear is "So, which one are you?" Besides the obvious demoralizing effect, it can make it quite difficult to have any sway in present happenings. Fortunately, you aren't one of the many D-listers in this industry, and you happen to be somewhat well-known among the general populace for your heroics. This will make it quite easier for you to get meaningful things done and influence the big guys at the top to do what you want. In future jumps, you'll find it to be quite easier than most would expect to get your name out and build a reputation.

Trusted (400CP): Things aren't what they should be in this world. Old friends, allies, even family – all turned against each other, all made to hate each other when they would once find it impossible. It seems like no one even remembers the good old days, back before they fought and hated each other – and now, it seems like there's nothing these former comrades can agree on. Except, for the most part, you. Even before the Metropolis event happened, you were a well-trusted confidant to nearly everyone that called themselves a hero. And even after it, you're still trusted by even your opponents. They may not believe that you're correct, or that you're doing the right thing, but it'd take a small miracle to remove their belief that you have good intentions. Of course, there are some who this won't impact – the most cruel-hearted villains and the most dead-set pragmatists, for instance, who scarcely desire to trust even those on their own side.

No one likes retcons (400CP): Villains going back in time to ensure you're never a threat, reality warpers removing you from experience, reality being retconned. These are all dangers that you may face while you're in this multiverse. You need no longer fear the effects of reality warpers, time paradoxes, the deletion of yourself as a concept, or other such effects for you are rooted within yourself as well as in the here and now.

***tap tap* (600CP):** Let's be serious, here – you're not on the level of most supervillains in this world. In fact, you're far, far above their level. And they know it. All you need to convince them of the error in their ways is, in most cases, a simple visit. After all, if they can't beat you, why even bother trying to fight you? Of course, there are quite a few cases where this won't work – and even if they don't think they can beat you, that doesn't mean they won't try to escape you.

Regime:

Face-Heel Ham (100CP): This is a world where many strange, unexpected things will come to happen. By many measures, the chief among these events will be the willingness of the former members of the justice league to commit themselves to a nearly entirely new modus operandi. Indeed, many would find it unbelievable – and could, under any other circumstances, or when dealing with nearly any other individuals, simply refuse to accept the change. You, however, have a unique ability to convince others that an otherwise unbelievable change to your motives or intentions is totally factual and genuine. Others will find it hard to disbelieve your realignments and intentions, as well as being inclined to take them very seriously – no matter how campy they may seem.

Why rob a bank? (100CP): Superheroes feature plenty of individuals both good and evil who have fantastical power that could better the world but use it for stupid criminal acts. Now you have innate skill in using your powers in ways that are not focused on fighting but around healing, helping a rebuilding the world around you. This also applies to figuring out how to use the powers of others for the same purpose.

It's jumperman (200CP): You might not have been there when Metropolis blew up, or you might have been. Regardless, you knew people who were there when it happened. In the months to come, many of the regime's greatest assets will be your personal friends – people that you can know, and trust. Having personal relations with people are a great asset when it comes to helping them understand what the regime is all about and justifying it accordingly. While this won't make your enemies or other people more inclined to trust you, it will make the people you already know as friends more inclined to follow you – even on endeavours that they could never see themselves embarking on otherwise.

Right side of History (200CP): The regime gets some bad rep and people may not think you have their best intentions but so long as you have sincerely good intentions, people will always understand that you mean good with your actions and give you a lot more trust. They may still disagree and fight against you if your actions come at too high a cost for them to accept but they'll never misunderstand and think that you are a monster for what you feel you must do.

Subversion of Superheroes (400CP): You've seen the worst side of humanity. And not just in Metropolis – but in countless nations across the world where the Regime has intervened on the side of justice. Dictators brought low, wars ended, and some of the worst practices in all of human history ended by you and your comrades. And despite all that, there are still those that would stand against you and all the good you've brought about. Obviously, this cannot be allowed to stand. Any and all means must be used against those that would threaten the fragile peace you have created upon this earth – no matter how unsavoury they may seem.

For those among you that would call themselves heroes, this will be difficult – until they happen to make your acquaintance. For you are one of the best in a simple art – the… correction of those that call themselves heroes. After some time with your instruction, nearly any of them will come to understand the true necessity of the more brutal tactics required to maintain order– and with time, they will perform such actions with enthusiasm.

A desire for stability (600CP): If you look around at the world today, what would you see? Chaos, plain and simple. From the metropolis event to dictators and wars around the world, there are countless undesirable circumstances around the world. Prior to the regime, nearly no one stood up to fight back – least of all the feckless impotents that would name themselves earth's "leaders". When you and yours did stand up, was it any wonder that you received wide support from the populace? You have

become, as a result, exceedingly capable of utilizing man's greatest desire – a desire for safety and security – to push through your agendas and decisions with popular support. Be warned, though, as even the most authority-loving people in the world have their limits.

Victory from the jaws of defeat (800CP): They'll never stop coming after you for doing what's right. One day, it might be green lanterns – the next, it might be magicians, or Greek gods, or even dark reflections of yourself. Sometimes, they'll come right next to overcoming you - but you aren't going to let anyone stand between you and your planet's safety. That's why whenever defeat seems to come close, you nearly always find a way to stop it. You'll practically always find a way to come on top, and all but the most well-laid plans to defeat you will fail. Be warned that the protection afforded here is not total – and though they are few, there are still those that can undo all which you have made.

Insurgency:

Moral high ground (100CP): You and yours are often considered unpopular. After all, there's a reason why you fight from a position of concealment, and why nearly all of your allies end up dead at some point. Despite the sentiments surrounding the regime and its supposedly "beneficial" actions, however, the truth is pretty self-evident – and it's hard to look like the good guys when your Stormtroopers are commanded by a man sitting on a throne every day.

It's even harder to justify the murder of countless innocent people, as well as the killings of comrades and close friends. Your enemies may have their reasons, but as far as you're concerned, nothing justifies what they've done. You've become incredibly talented in pointing out the unjustifiable, immoral actions of your enemies, and undermining their image in the eyes of those who consider themselves virtuous. Be warned, however, that this is not an extreme level of skill – and some things are awfully hard to condemn.

Well-prepared (200CP): Planning, planning, planning – that's what war is all about. In this war, you're going to have to execute extremely complex schemes, with little chance of success and many points of failure. Fortunately, you happen to be one of the best at coming up with plans, and can, with some effort, determine the best actions and allocations possible for most situations. Do note, however, that this does not include any skill at actually putting them into play – you'd be well-advised to come up with contingency plans.

Incorruptible (400CP): It seems that practically no one has any principles anymore. Heroes and governments, lining up to oppress and brutalize after a single incident, forgetting everything that once set them above the criminals that they now claim to fight. You know better, however. You know how to stand in the face of terrible, terrible events, and how to avoid breaking even after unspeakable losses. It seems that nothing can move you from your principles, and that you will always keep fighting – not only FOR truth and justice, but in a truthful and just way. Indeed, your convictions are all but unbreakable, as those who attempt to turn you will surely find out during your time here.

Plot Armour (600CP): The Comic Gods have blessed you with one of the most powerful abilities in all of existence. Plot Armour. You will never die an undramatic death, someone poisoning you in your sleep, tripping over a banana peel and the stray bullet, none of these will affect you. Your plot armour increases to such an extent that only a deliberate, planned attack on your life would kill you. Attacks on groups which include you count but are not as effective.

People on the inside (600CP): You and yours were never likely to have the upper hand in this struggle – such is the way of things when you're going up against the world's most powerful heroes, a lantern corps, and omnipotent servants of the actual Christian god. Keeping up with the movements of such a powerful regime will, naturally, require a great deal of information, and a great amount of connections on the inside. In your time here, you have become quite capable of finding and maintaining contacts within enemy organizations that can get you a great amount of intelligence, as well as utilizing said information without exposing them. In addition, you will become quite capable of acting as a mole yourself – nearly always finding ways to leak truthful, sensitive information to your true comrades without putting yourself in harm's way.

It's not over (800CP): In this fight, you're going to inevitably suffer loss after loss. You'll witness comrades cut down right in front of you, and friends murdered by those you used to trust. Your plans and efforts will come undone, and there will be times when it will seem as though you have no options left. And through it all, you'll have to keep going – for mankind's freedom and future. And you'll always

find a way, even when all hope seems lost, to do so – for you have the ability to survive, rebound from, and recover from nearly any defeat, and to always find some means to keep the fight alive. Even when your enemies think they've deprived you of all options, you'll find an avenue they haven't considered. Taking you down for good will require more effort than nearly any adversary would be able to put in.

Items:

All discounts are 50% off. 100CP items and perks are free to the origin in question.

Drop-In:

Magical cab (100CP): Well, this is one way to get around. This car has 2 magical incantations – the first allowing it to briefly become invisible to the human eye, and the second, an inclination so that those who perceive it see it only as a normal cab. Other than that? It's a pretty standard old-style taxi cab. Do be warned, though – it is a stick-shift, and the driver sits on the right side of the vehicle. Make sure to stay on your side of the road!

Nth metal ingots (200CP): Now this is valuable indeed – some of the most valuable material on earth, in fact. This set of ingots, when cast into a proper form and utilized in machinery, can negate gravity, allowing for its user to fly if worn as a belt. Furthermore, it possesses extreme strength and power, making it highly suitable for use in weaponry or armour. You gain about ~10 tons of the material, which replenishes monthly if lost, destroyed or used.

Flying bike (400CP): Now, you aren't anywhere near as wimpy as any of the bastiches native to this universe. And that means you ride around in style where all the rest of them don't. To be specific – your preferred mode of transit is a flying motorbike, capable of travelling at FTL speeds when it needs to and damn near indestructible – it can ram straight through buildings with no negative effects to its function whatsoever. It also generates a field around its user protecting them from the harshness of vacuum, as well as room for one passenger and substantial amounts of cargo space. Can be decorated in your style – so that whenever people see it, they'll know that you're on the prowl.

Mother box (600CP): Before all is said and done, you may become truly desperate during your time here. Perhaps you'll need to get to some place that no longer exists or get a favour from a dead man. Fortunately for you, you happen to live in an infinite multiverse – the various realities all linked together through the interdimensional bleed. One such universe has made this device – a box capable of opening portals between the various realms of your multiverse.

Whether you seek to escape the hellish realm of Tartarus, or to journey to the idyllic fields of New Genesis, this device can take you there in the blink of an eye. It can also connect you to a near-infinite set of variations on your own universe – but for one or two major events, exactly the same. In future jumps, this device will be able to connect you to similar variations on whatever universe you find yourself in, as well as any alternate universes associated with the jump in question. Post-Spark this can be used to go anywhere in the Omniverse.

Ragman gear (800CP): It seems that in this universe of judgement and hatred, that everyone has forgotten the concepts of forgiveness and redemption. To further that ideal when it seems that all others have left it behind, you are given this cloak. While it is far from fashionable, it has a unique property – any morally reprehensible individual that is wrapped within it has their soul sucked out and imprisoned within a patch on the cloak. From that point, their soul is slowly used as fuel for a variety of magical attacks that the wielder of the cloak is capable of utilizing. The more that are imprisoned within, the more power the wielder obtains. They are held until they have repented for their crimes, at which point they are allowed to pass on. That being said, some people here have killed planets – so you'll probably be keeping them around for a while. Wearer is immune to its effects.

Villain:

Sunday best (100CP): Now here's a look that's going to be turning more than a few heads, no matter where you go – a purple suit designed after that of the joker. The suit itself isn't likely to protect you from that much damage, though it is unlikely to be significantly damaged in its own right. Notably, though, it is comfortable – and functional, with a small flower on the breast pocket capable of squirting a damaging acid that can disorient some of the strongest metahumans.

Venom (200CP): Now this is what we're talking about, Jumper. This drug is capable of enhancing the human physique to untold levels, dramatically increasing muscle mass and volume. Repeated exposure will result in an extreme physique – if you stay on the drug for long enough, you'll end up half again as tall as a normal man, with biceps the size of a normal man's ribcage. However, this also dramatically increases dependence on the drug, as well as the required dose to maintain your muscle mass. You start out with around 1 litre of the drug and the formula to make more – which would be advisable, given its addictive nature.

Sword of War (400CP): You've fought long and hard, jumper – in many battles across countless wars. And now you have gained the blessing of the god of war himself – a sword has been gifted to you from Ares himself. The sword itself is extremely sharp and deadly and is all but immune to actual violent attacks – it is an artifact strengthened by war, in fact. It is also bound to you – and whenever it is not upon your person, you can summon it, whereupon it will materialize out of thin air. As a weapon, it is well-balanced and easy to use. Now go forth and bring war with you!

Rogues gear (600CP): This is one hell of an arsenal, Jumper. You have in your possession the weapons of each and every single one of the central city rogues – a gang of extremely technologically advanced criminals. This set is comprised of a heat gun capable of melting through several inches of steel in seconds, a rod capable of local weather manipulation, and perhaps most importantly – a mirror manipulation belt. With this device, you will be able to enter a parallel dimension from any reflective surface. You will find this to be extremely useful for purposes of rapid transit and prisoner containment. However, you are not the only one capable of accessing this dimension – a fact that you will be rudely reminded of if you should grow too complacent.

Yellow lantern ring (600CP): The only true way to live is to strike fear into the hearts of others. To make them know that you are the strongest alive – and to live with pride as they cower before you, desperate for salvation. The ultimate power, then – to strike fear into the hearts of your enemies and to take power from it – is yours. This ring is capable of creating yellow hard light constructs, and it gives you the power of flight and FTL travel. Though it must be recharged at a power battery (which is also given to you), it creates constructs based off of the fear present in others. Note that by accepting this gift, you also accept the duties and responsibilities of a standard lantern of the Sinestro Corps. Post-Jump all restrictions placed on the ring by Sinestro or otherwise are removed.

Former Hero:

Communicator (100CP): In the early days of the justice league, it was quickly discovered that standard military-grade communications devices were utterly unsuitable for their purposes. As such, this device was created – an in-ear communications device capable of delivering extremely clear audio across the planet in all but an instant. Furthermore, it is all but impossible to jam – unless you should be going up against individuals of extreme talent, that is. It can function in some of the most hostile conditions imaginable – at the depths of the ocean floor and in the vacuum of space. However, the system linking them together is governed by superman and his regime. Best deal with that if you don't like the idea of having them looking over your shoulder 24/7. You also get the blueprints to make more at any time you desire.

Bat-computer (200CP): Now this is a must for the enterprising superhero – a supercomputer composed of some of the most bleeding-edge hardware on the planet, capable of hacking into the vast majority of systems worldwide. It can process and transmit information far faster than nearly any other, and it has a number of forensic programs built in. Perhaps most notable is its capacity to analyse and reverse engineer nearly any substance within the space of a few minutes – and it will eventually prove its ability to do so when it provides the insurgency with the secret to the Regime's nanotech pills.

Batmobile (400CP): Is there any better way to get around? This 5-ton vehicle is capable of travelling at 200 mph and is equipped with a host of weapons systems as well as an onboard computer to rival the bat-computer. It has a set of prisoner containment cells, and a remote-control AI system that allows it to be used for purposes of attacking and escape, even without an operator in the vehicle. Extremely durable, it is highly unlikely that non-metahumans will be able to disable this vehicle. And just as an added bonus, the vehicle does not run out of fuel.

Phantom zone projector (600CP): There are some people in this world that can be thrown into jail and be expected to stay there. There are others that require some of the highest levels of security imaginable to be contained. And then there are people that need a whole new dimension of imprisonment. For protecting society as a whole from those individuals, you are given this – a device capable of projecting portals to an ethereal realm known only as the Phantom Zone. While within it, individuals become incorporeal entities, incapable of harming each other or even of death. They can be sustained in this state indefinitely, allowing the device to serve as a form of life support as well.

Green lantern ring (600CP): Duty, Justice, Willpower. That's what it means to be a green lantern. You've been entrusted with what might be the most powerful weapon in the universe: a ring capable of projecting a near-infinite variety of green hard light constructs. It is powered by its operator's willpower – the more they possess, the more potent the constructs will be. Do note that taking this ring swears you into the service of the green lantern corps, a galactic peacekeeping organization headquartered from the planet Oa – an organization that will eventually take a determined interest in Earth's affairs. Post-Jump all restrictions on the ring and power battery placed by the Guardians of Oa are removed and cannot be messed with after the fact.

Regime:

Enforcer gear (100CP): Now this is the difference between a streetpunk and a true enforcer of the law – a set of gear common among the Regime's augmented law enforcers consisting of a set of body armour capable of taking a sustained array of fire and a helmet that can do the same – while possessing an airtight seal. Furthermore, you obtain a standard-issue assault rifle, capable of firing in single-shot and burst-fire modes. The aesthetic of these items is… questionable and has led some of your enemies to dub you "Stormtroopers". But hey, who are they to judge you for dressing in all black and red? After all, it's only because of you and yours that they're able to sleep softly at night, without having to worry about some criminal gunning them down.

Regime APC (200CP): This here is a real symbol of the regime's power – an armoured vehicle dedicated to city patrols with several inches of titanium armour allowing it to take all but the hardest hits and survive, and a top-mounted 50 calibre machine gun. It has a dedicated communications system allowing it to monitor nearly all communications channels available to most criminals. And of course, it is capable of carrying up to 12 soldiers and a substantial amount of equipment for them into combat. Does not require refuelling.

Inhibitor collar (400CP): When you set out to save the world, you were hopeful at first. Some people could be re-educated, and have their psychotic tendencies suppressed – so that they and their abilities could be put to good use in solidifying the regime's control. Others, such as dictators, could be scared into submission after a few demonstrations as to the true nature of power. But then there were others – such as the cases of Solomon Grundy and the monstrous Doomsday. Permanently stopping them was all but impossible and re-educating them would be a pipe dream – if not for this. This is a neck-mounted device that allows for an operator to command the wearer of the device to perform nearly any task, with total compliance. Be warned that entities with sufficient willpower may eventually be able to overcome the device.

Nanotech pill (600CP): At first, it seemed like the regime's efforts to impose peace and order around the world would necessarily fail. There were simply too few metahumans in their ranks, and too many conflicts around the world to suppress. This pill was the answer – created from Kryptonian nanotech by genius Lex Luthor, this pill is capable of enhancing human muscle and bone density by several thousand percent. This allows for dramatically increased strength and durability for standard humans – though this is an imperfect version of the pill, and its effect only lasts for one hour. You get 50, which replenish weekly, and a formula to synthesize them.

The Trench (600CP): What do you do with the most dangerous villains alive? Obviously, they can't be allowed to roam free, but not everyone needs a trip to the phantom zone. This is the solution – an underwater prison capable of withstanding the pressures of the deepest undersea location on earth, the Marianas trench. It can store nearly a thousand prisoners and has specialized cells for an extremely wide variety of metahuman captives. Post-jump, it will reappear at the bottom of the Marianas trench in any future settings you visit – crewed by NPC security forces. If you find yourself on foreign worlds, it will reappear at the deepest point of any oceans they have. It will spontaneously generate blueprints for specialized cells, designed to provide indefinite containment for any abnormal individuals that you should happen to encounter. If built to spec, these cells will be all but inescapable. That being said, some of these cells will be extremely difficult to create.

Insurgency:

Official files (100CP): Let's face facts: You won't have the upper hand for nearly any part of this war. And when you're hiding underground, running from people who could easily end your life, you'll need to know who you can trust. To that end, you have these – a set of official US government files on practically every superhero out there, complete with psychological profiles, power level evaluations, and recommended strategies for engagement. While this will give you a relatively high amount of knowledge on these heroes, and it will help you figure out who you want at your side while you fight superman, making them sign on is another task entirely.

Locators (200CP): Regardless of whether you have files on people or not, or whether you trust them to follow you or not – there's one thing you can never trust them to do: Be competent. Realistically speaking, you're going to see more than a few people that you work with run away, get lost, or just get outright captured during the course of this war. Or at least, you would – were it not for these. They are a set of small, easily concealable GPS trackers that can locate a human being within 1 foot, anywhere on the planet. Without recharging, they last for ~1 month – which will usually be enough time to collect some form of critical intel. You receive 10 of these trackers, which will be replaced weekly if destroyed.

Coma dust (400CP): In your business, you'll be going up against the world's most powerful individuals, every day of the week. Superman, wonder woman, and damn near everyone else with powers worthy of mention. The situation has often been seen as a strength for the enemy, but their limited numbers could prove to be an immense vulnerability. That is, if there was nearly any way to take their extremely powerful metas off of the field. Fortunately for you, you now have such a weapon – a magical dust imbued with some of the most powerful enchantments on earth, capable of inducing an extreme coma in all but the most powerful of individuals. Be warned that this is not sleep eternal – some will be imprisoned within for months, but others will only be constrained for mere days. You have one dose to start off with.

Exoskeleton (600CP): Going toe to toe with the regime's most powerful metahumans will be right next to impossible for practically every ordinary human on the face of the planet. But not you. After all, you have a device that is the culmination of years of planning, tens of millions of dollars of investment, and some of the greatest minds on the planet – a powered exoskeleton, capable of taking on all but the strongest metahumans on earth. It has extremely enhanced strength and agility, an onboard shielding system, and is durable enough to survive a several-hundred-foot drop. It is powered by an onboard reactor that won't require refuelling anytime this decade and is capable of flying at Mach 1. It has countless weapons systems, including non-lethal electric stun beams, and homing missiles capable of sinking battleships. All systems are managed by an onboard AI, capable of repairing the suit in-between battles should the repair systems remain online.

Lexcorp (600CP): You know, for all the hype around batman and how good he supposedly is at taking down his fellow comrades, he and his resistance never did manage to stand on an even footing with the regime – and that was where Lexcorp came in. Through its support, the insurgency managed to obtain some of the highest-quality equipment and develop some extremely powerful technology. This is, after all, a several billion-dollar corporation that is the leader in several fields such as weapons technology, metahumans research, and cloning – both of humans and of advanced metahumans such as Superman. Post-jump, it follows you, always headquartered from a skyscraper with many advanced systems and, at its bottom floor, a vault that can protect a human from nearly any attack, with supplies for months.

Powers: 400CP stipend for those who choose to be human.

Speedster (200CP/600CP/800CP): For 200CP you gain the ability to channel power from the realm known only as the speed force through it, you can run at top speeds of up to Mach 10. That's fast – but you won't be outrunning any nukes. For 600CP your connection to the speedforce is increased giving you speed thousands of times the speed of sound. This comes with the ability to phase, speed steal and other abilities shown by the Flash.

For the final price of 800CP you have a complete connection to the Speedforce. Exit and Enter at will, your speed goes beyond the speed of light making even Kryptonians and Martians look slow. See extradimensional entities, go to other dimensions, time travel and mastery of the electricity generated by the Speedforce granting you powerful electrokinesis. All purchases come with the necessary reflexes and control.

Enhanced durability (200CP): Your skin is like Iron and can easily take sustained fire from small and automatic weapons with practically no effect. Sustained fire from heavy weaponry will be practically the only way for non-metahumans to hurt you.

Extreme durability (400CP): You don't break. You can take hits from damn near anything – whether its artillery, buildings falling on you, or even hits from metas such as Superman – you can take them for extended periods of time.

Elemancy (200CP): You have the ability to control one of several elements – water, lightning, darkness, or ice – you can perform minor attacks with it. Of course, minor in this case is a relative term – if you really extend yourself, your attacks could easily kill someone in one hit. Atlanteans get the water form of this perk for free.

Enhanced elemancy (400CP): True power is now at your disposal. With the right focus, you can summon the tidal wave, unleash the thunderstorm, create a blizzard, or submerge a large area in howling, damaging darkness. Discounted for Atlanteans.

Enhanced regeneration (200CP): You are capable of recovering from the vast majority of attacks, extremely quickly. Bullets heal in minutes; larger and usually mortal wounds can heal in hours. You should be able to survive most attacks, so long as your brain stem remains intact.

Extreme regeneration (400CP): It seems that damn near nothing can kill you anymore. Someone can put a bowling-ball-sized hole in your chest, only for you to recover in a minute. You can recover and regenerate from damn near anything, as you can fully regrow yourself from a single drop of blood. 'Course, even that wouldn't be around if, say, you got thrown into the sun.

Enhanced shapeshifting (400CP): Disguise is key. To that end, you have this power – the ability to assume nearly any biological form, and to be able to turn yourself into the spitting image of pretty much all human individuals.

Extreme shapeshifting (800CP): Alright, now you've jumped the shark, your body is like Plastic, man! You can take on nearly any form, with nearly any dimensions – whether you need to turn into a fully functioning bicycle, or a woman's dress for… infiltration purposes. There are, for all purposes, no limits as to how large you can make yourself. Discounted for those who purchase Enhanced shapeshifting.

Telepathy (400CP): Allows you to probe the minds of others for information and other intelligence. Further, it allows you to project images into their mind, as well. However, only weak-willed individuals will be unable to resist – and individuals with strong willpower may be able to force you out entirely.

With sufficient training the strength and range of this can be increased to the point where you may one day compete with Martian Manhunter himself.

Lifeform control (200CP): You can't win all fights alone – which is why you are capable of exerting mental control over sea animals. You can control 1 shark-sized creature, or several hundred piranha-sized creatures at once.

Enhanced lifeform control-400 CP: But perhaps you would like even more power, jumper. Very well: now, you can control a small army of tank-sized sea creatures, capable of taking on scores of human soldiers. Alternatively, you can summon truly titanic beings – such as the kraken.

Enhanced strength (200CP): You can bench several tons, or send trained soldiers flying with a single punch. It would take a bit more effort to do something such as flipping tanks, but that too is within **your grasp.**

Extreme strength (400CP): Now this is more like it. With one punch, you can send a skyscraper falling. Jump, and you could go over one. Carrying hundreds of thousands of tons is now within your capabilities.

Flight (200CP): Sometimes, land travel just isn't good enough. As such, you can now fly at speeds of Mach 10, though you can raise this if you train hard enough. Though you can do this in atmospheric and vacuum environments, this provides no safeguards against the natural hazards of the latter.

Intangibility (400CP): Why go around things when you can go through them? You now have the ability to enter an intangible state, in which you can phase through matter and obstacles. Lasts until removed through disorientation.

Enhanced senses (200CP): There's very little that can escape your grasp – whether you're in the total darkness of a pitch-black night, or at the bottom of the sea, you can make out objects through extreme distortion or over large distances that would render this impossible for nearly all others.

Short-range teleportation (200CP): How can they ever hope to keep track of you? One minute you're in front of them, the next, you're behind. You can now teleport up to 5 meters at will, with a 3 second cooldown between teleports. Requires high levels of concentration and can easily be interrupted by a few good hits. For an extra 200CP this can be increased to long-range teleportation. Teleport city wide with ease and bring dozens of people with you.

Breath attack (200CP): Now this is more like it – you can emit a breath with a force sufficient to knock over small structures. For 200 CP extra, you can add a freezing or heat effect to this breath as well as increase the strength of the force emitted.

Eye beams (200CP): You can take down nearly anything you can see with these – a set of eye beams that you can emit with an incredibly powerful kinematic effect, destroying all in their path. For 200 CP extra, you can add a heat effect to this as well as increase the kinetic strength of the eye beam.

Telekinesis (200CP): You can now control objects at a distance with notable power – you are able to lift objects with a weight of up to 100 ton at distances of up to 200 meters to start with. For an extra 200CP your telekinesis is powerful enough to life 10s of thousands of tons at dozens of miles. With sufficient training the strength and range of this can be increased to the point where you may one day compete with Martian Manhunter himself.

Companions:

Companion import (50CP): Import one companion. Each of them gets 400 CP to spend on items and perks, as well as a free origin and faction of their choosing. You may take this up to 8 times.

John Constantine (400CP, Discounted Drop-in): Well, this is one way to ensure entertainment on your travels. This mage is well-known for taking down spirits, monsters, and actual gods. In this conflict, he managed to get the avatar of nature itself condemned to hell for an eternity of suffering. When he gets a plan and sticks to it, you can be sure he'll get it done – with the minor side effect of getting nearly everyone around him killed. Do watch out, though – it seems he's always got his own agenda.

Bizarro (600CP, Discounted Drop-in): After Lex Luthor finally had enough of Superman's tyranny, he decided to create a new Superman. A better Superman. And he failed – this clone escaped captivity a year before he was meant to and was not nearly as mentally developed as the kryptonian himself. While he's not as smart, he makes up for it in good intentions – and if treated right, you can be sure he'll always be a good friend. And even if he is a bit slow on the uptake, he can compensate with his extreme power level.

Deathstroke (400CP, Discounted Reformed Villain): Why would a globetrotting assassin do charity work for a doomed cause? Simple: they made it personal. He'll be more than happy to take on some of the most powerful individuals and organizations across the multiverse, bringing his heightened physique and intellect to a victory in nearly any battle.

Sinestro (600CP, Discounted Reformed Villain): How unlikely is it that one of the greatest foes of the old justice league would end up as one of its strongest allies? Likely indeed – for Superman's efforts to bring order and peace to his world will inevitably arouse the ire of those who would name themselves guardians – while they promote chaos and lawlessness. And these are both things that Sinestro of Korrugar cannot tolerate.

Green Arrow (400CP, Discounted Former Hero): While you're here, a lot of people are going to see things in shades of Gray, compromising on everything they've ever believed in as a "means to an end" – but not Ollie. After all, the Green Arrow is one of the most principled and heroic people you'll find in this universe – not to mention that he can pull off some pretty impressive trick shots. You will have to be careful he doesn't get himself killed, though.

The Flash (600CP, Discounted Former Hero): Even if you're the fastest man alive, there are some things that no one can run away from. Barry Allen, the flash, is a person that has been quite conflicted over the regime's actions – one of the few that bothers to pay attention when a teenaged metahuman is beaten down in the name of maintaining order, or when newspapers are forced to close for the same reason. Nonetheless, he saw metropolis, and knows the benefits to not having any Jokers in the world. For now, that puts him on the Regime's side. Unless you could change that…

Damien Wayne (400CP, Discounted Regime): Ah, they grow up so fast. A mere year ago, Damien Wayne gladly fought at his father's side wearing the mantle of Robin. Now, he stands alongside Superman and his regime – after having killed the first robin, Nightwing – and has pledged himself to the full eradication of the crime that he sees his father as being too weak to truly face. Even though he is a master of countless martial arts, and one of the greatest assassins alive, you should be warned that he can be quite the brat.

Wonder Woman (600CP, Discounted Regime): One of the greatest heroes of the justice league – and one of the most powerful agents of the regime. Born to and raised by those who desired that she bring

peace to earth, she now does this – by force. Throughout this time, she will be one of the staunchest supporters of Superman and his actions – whether this manifests in ending international conflicts through force, or subjugating rebellious cities, she will support such actions with all of her vast power.

Lex Luthor (400CP, Discounted Insurgency): Another way in which this universe differs from a certain similar one that you may be familiar with – This Lex Luthor never engaged in criminality, nor did he have a rivalry with Superman. Instead, the two had a cordial relationship that kept the world safe for many years. And for a while, this extended to the new regime: With Lex Luthor supplying technology behind the metahuman enforcers that kept order in cities around the world. Eventually, though, Lex decided that the world's freedom was worth more than its safety and acted as a mole for the insurgency. Apart from intelligence, he delivered the medical technology that allowed Barbara Gordon to walk again, as well as designing a battle suit that allowed him to go toe-to-toe with Superman himself.

Alfred Pennysworth (600CP, Discounted Insurgency): Now this is quite the fellow. After an extensive career as a manservant, Alfred became the butler of Bruce Wayne and his legal guardian following the death of his parents. Since then, he has been the single confidant, and greatest friend, of the Batman. He has proven to be highly capable within the role this provides and can provide the greatest advice and support that 100k per annum can buy. In addition, he has acquired a unique set of abilities – due to a particularly nasty encounter with Superman, he was forced to ingest one of the enhancement pills that had been made for him and his men. This version allowed for a permanent amplification of muscle and bone density by several thousand percent – and allowed him to confront the man of steel in single combat – and succeed.

Drawbacks: 1000CP Limit

NAAAARGHH! (+0CP): Not for the faint of heart, nor for those unfond of ham. Each and every single exclamation of surprise, pain, or joy shall be replaced with a single cry, which will come to annoy/amuse you more and more.

That's murder, jumper! (+100CP): Usually, the heroes that inhabited this world would, at the very least, operate under consistent moral codes – even if they weren't ultimately the most ethical ones. Now, however, it will seem that each and every time you try to do anything of consequence, they will find some way to condemn your actions as morally reprehensible. While this usually won't amount to anything significant, you can expect to be annoyed at their hypocrisy quite often.

The "S" is for "Stupid" (+100CP): By taking this drawback, you will place yourself in a world bereft of notions such as reason and logic – for now, elements of both factions will take actions that are, at best, unreasonable. Need to convince Superman that he's wrong? Kidnap his parents! Public harbouring some sentiments for the insurgency? Flatten a couple cities! While you can mostly convince the faction leaders that these plans are bad ideas, it won't be fun to have to do so, again and again.

I get to disappear on you this time (+200CP): It seems like everyone you know is going away in this world, one by one, at the hands of the opposing faction. It won't be fun to watch nearly all of your allies dying off in some of the most implausible, unexpected, and downright meaningless ways. Further, you can expect this to throw quite a few wrenches in whatever plans you may come up with.

Depowered (+200CP): For the duration of your stay here, you lose access to every power and perk from outside of this jump, as well as losing access to your warehouse.

Priority target (+400CP): You're dangerous, Jumper. And your enemies know it. The opposing faction to your own now considers you a priority target, and they are willing to devote significant efforts to taking you off of the playing field for good. In order for this to end, you will need to totally wipe out the opposing faction.

Your actions were clearly those of a traitor (+400CP): It seems that no matter what you do, the people that you have decided to serve simply refuse to trust you. Any small misstep can get you on their bad side, and they will be extremely quick to agitate – calling you a traitor and threatening to kill you for questioning their decisions. Staying within your faction will prove to be quite difficult, and even if you pull it off, don't expect to be making too many friends.

An age of order (+600CP): 5 years ago, Metropolis was destroyed by a nuclear weapon. Today, the regime stands tall, under the united rule of Superman and Batman. All who would have opposed them have fallen – there is no insurgency here, only than a few scattered, desperate individuals that are as leaderless as they are helpless, and that would never dream of making open acts of resistance. This is an age of peace and order – and yet, it is one that you must end in order to leave this place successfully.

Post-Jump:

Your ten years here are up, and it is time to choose your future.

Stay here: After Metropolis and the chaos that followed, it is clear that this world needs new protectors. You have chosen to stay here, so as to ensure that the people of this earth remain safe from whatever may be on the horizon next.

Go home: After what you've seen here, you've had enough of this whole "adventure" business. It's time to go back to a world where things make sense, and gods don't descend from the sky to proclaim orders. You get to keep your equipment from your travels.

Move on: There are other worlds out there, with their own problems and challenges. If that which you have learned here can help them, then you might as well try – and so you continue on to the next universe.

Notes:

The original jump was made by Cenanon !MO4SfQ4DJo, update by Antares1883.

The reasoning for creating this jump was that I felt the original Injustice jump was somewhat poorly made and outdated. Some of the perks were in a different update jumpdoc but was missing the Kryptonian race. The other doc which featured the Kryptonian race has some differences in perks as well as increasing the price of Martian to 1000CP.

This perk is essentially me getting these docs and combining into one pdf. On top of this there are plenty of changes made. Prices for certain powers and perks have been decreased as I felt the were too expensive and some have been increased. Some items have been changed to. I've also added a couple new perks that I felt would fit the doc that weren't in the original.

The rest of the jumpdoc is essentially just minor changes such as formatting and spelling.

I'd like to point out that I have never made a Jumpdoc before and this is my first time editing an already existing one. So, if I make some mistakes or did something stupid, well I'm sorry. If you feel that I need to change something, please message me on Spacebattles.

The injustice series is based around the videogame and comic tie-ins, and it's never clearly or consistently shown how powerful Superman and the heroes of this world are. In one issue Superman needs Captain Marvel, Wonder Woman and Green Lanterns help to move Atlantis while in another Superman going all out against Darkseid resulted in Apokolyps shaking and was stated that if they were to continue the planet would be destroyed. So fanwank I guess.