

Jump by Aehriman

Somebody Save Me...

Welcome to Smallville Kansas! A little rural community a few hours drive from Metropolis, which is somehow on the sea? Don't ask. This is a peaceful, quiet community where the Luthorcorp plant is the biggest controversy. Oh, and thirteen years ago there was that meteor storm that wrecked incredible destruction and left glowing green rocks all over the place. Come to think of it, that's around the time Jon and Martha Kent finally adopted a kid… I'm sure it's all a coincidence.

Yes, if you haven't figured it out, this is the teen drama prequel/origin story for Superman. The one where he isn't Superboy, sadly enough. Clark Kent is a high school freshman at the moment, but if you stick around ten years, you'll see him grow into the Man of Steel. Oh, and watch out for that Luthor kid, if you don't intervene he's heading nowhere good.

Have **1,000 comic points** (cp) to set yourself up.

STARTING LOCATION

…. Smallville, Kansas. Didn't you read the title card?

AGE, RACE, GENDER, ETC.

It's the 21st Century, be whoever you want to be, change if you like. Just don't be boring.

ORIGINS

Any may be a Drop-In if you so choose.

Farmboy: Or maybe it's farmgirl? You're the local, salt-of-the-earth type. Or maybe you're from farther away than anyone here could dream…

Rich Kid: Now what's a wealthy Metropolis elite doing around here? Probably something to do with the Luthorcorp plant, or studying those mysterious green rocks.

Journalist: Maybe for a school newspaper, maybe for the Daily Planet. They say print is a dying industry, but what do they know?

Freak: You had some kind of reaction to those glowing rocks, and now you have powers! Will you use them for good, or evil?

Justice: In secret, a group of heroes gather. Diverse in origin, united in the desire to help people. One day, Superman will be their leader, for now, it's Green Arrow.



FRIENDS

There's a name for people that need other people, and that's people.

Old Friends from Out of Town (-100 cp) Import up to ten companions with 800 cp of their own to spend. Companions cannot take drawbacks or Companions of their own. This can be taken multiple times.

Clark Kent (-100 cp) The young Superboy/man himself. Last survivor (eh, more or less) of the planet Krypton, raised by a kindly couple. Right now he's not as strong or fast as he will be by the time you leave, but he'll grow and there's a reason he stands worldwide as a paragon of character.

Lex Luthor (-50 cp) If heroes are defined by their enemies… Lex is a smart person with only some hints of burgeoning darkness at the beginning of the series, he likes comic books like Warrior Angel, went bald at a young age because of the meteor shower and is trying to learn to manage the Luthorcorp plant in town before starting his own company in a takeover. Whether Lex was inherently evil from the start or driven that way by Clark's secrets is an ongoing debate in the fandom, but you could do a ton of good for him. Or steer him down an even darker path, if that's your thing.

Chloe Sullivan (-50 cp) An inquisitive person, running the school newspaper and conspiracy theorist who believes in superpowers and strange happenings as recorded on

her 'Wall of Weird.' Chloe's mother herself is a mind-controlling metahuman who committed herself to avoid hurting her daughter. After meeting the nascent Justice League, Chloe becomes their tech support and organizer under the codename 'Watchtower.' At various points she develops truthseer powers from kryptonite gas, healing by taking wounds upon herself and healing them which she apparently held for years, and super-intelligence when possessed by Brainiac, all of which she will retain if she chooses to accompany you.

Lana Lang (-50 cp) Clark's first love, who wears a kryptonite necklace in memory of her mother who died in the meteor shower. Bit of a bummer for Clark. Lana is the descendant of the terrible witch Isobel Thereaux, who occasionally possesses Lana after she visits the Thereaux tomb in Paris. Later she runs a cafe, the Talon, and eventually founded the Isis Foundation for metahumans to discuss their issues and support one another. By the end of the series, she has developed super strength but emits kryptonite radiation full time.

Lois Lane (-50 cp) Chloe's cousin, who came to town to investigate her disappearance. Military brat, brash and inquisitive. Doesn't generally get powers or weird transformations, but she's smart and doesn't back down.

Pete Ross (-50 cp) Clark's first real friend, the first person to learn of his powers. He disappears early in the series because he couldn't handle the stress of keeping Clark's secret, but returned briefly with temporary stretching powers from some kryptonite gum.

Lionel Luthor (-50 cp) Lex's father. Starting as a ruthless businessman who murdered his own parents for the insurance money and, after arranging Clark's adoption and fake paperwork in gratitude for the Kents saving his son's life, turned around and blackmailed them. Eventually imprisoned, possessed by Jor-El, turns over a new leaf, becomes a mentor of sorts to Clark and ultimately dies to protect his secret. If you can

save him, he will likely come with you, and who understands having a complicated history and character better than a Jumper and their Companions?

Jon & Martha Kent (-100 cp) Not the most dynamic or exciting characters to be sure, but you have to admit, we'd all be in a worse place if they were even slightly less decent people. Oh, and Jon got temporary Kryptonian powers once when Clark went AWOL, I guess if everyone else gets to keep theirs, so should he.

Dr. Vergil Swann (-50 cp) An astronomer who tracked Clark's rocket in, and decoded the Kryptonian transmission that accompanied it, a leader of Veritas. Also, he was played by Christopher Reeve and murdered early on.

Davis Bloome (-50 cp) The Smallville version of Doomsday is a Kryptonian super-soldier and technical son of Zod, and shares a body with this nice guy Metropolis paramedic in the classic Jekyll and Hyde dynamic. Maybe you can arrest his slow slide into serial killer. Or accelerate it, if that's your thing.

Guest Starring (-100 cp) Maybe you want the Smallville Green Arrow or Flash to join you? Or some other character who appeared for one or two episodes? Have at.

PERKS

General

Previously On Smallville (-50 cp) In your sleep, or a moment of distraction, you sometimes see a brief reel of scenes reminding you of past events that will shortly become relevant.

Haymaker (-50 cp) You can fight as well as anyone, and better than anyone who never had serious training.

Mechanical Aptitude (-50 cp) Living in the country, you learn to solve simple problems for yourself. You can fix up any motor vehicle, tractor, harvester, pump etc. as well as any garage could, and at a fraction the time and cost.

Modeling Agency (-50 cp) Funny how all these people look like they're about to film a clothing commercial. You are incredibly easy on the eyes, 9/10 on your worst day. You also never seem to stay dirty or wet for longer than it takes the camera to cut away.

Unrestrained (-100 cp) Your powers cannot be transferred, stolen, taken, copied, inhibited or suppressed.

Farmboy

Boy Scout (-100 cp, free Farmboy) A scout is trustworthy, loyal, helpful, friendly, courteous, kind… You exemplify this simple code of good behavior. You're also really good at camping and wilderness survival, and handy around the house.

Remember Smallville (-100 cp, free Farmboy) Some people get a small taste of wealth or power and just forget where they came from. Crazy, right? Not you, no matter how powerful you become, you never lose that connection of common humanity, that ability to empathize with others.

I Am A Man, And Steel (-200 cp, discount Farmboy) Your willpower is beyond imagining. You cannot be controlled by any outside force, or influenced or made to turn aside. You also have the very particular charisma that comes from living with conviction.

Red-Blue Blur (-200 cp, discount Farmboy) You can't be captured on camera if you don't want to be, leaving just a mysterious blur.

The Man of Tomorrow (-400 cp, discount Farmboy) You have the ability to inspire people. To make them believe they can be more. Normally a person saved by a blur and seeing a burning S on a wall would freak out, but people inevitably understand when your intentions are good.

These Were My Trials (-600 cp, discount Farmboy) Life is about growth, change. Though as shown, you can change for the worse. Not you, though, you always improve, and you keep on getting better. Hardship teaches you empathy, not bitterness, everything becomes a new chance to grow as a person, forever.

Rich Kid

Business (-100 cp, free Rich Kid) Gotta justify that salary somehow. You are a skilled administrator, manager and accountant, more than capable of running a profitable business or starting one from the ground up. You are also plenty familiar with shadier practices, bribes and blackmail and how best to protect yourself and your company from them.

Obsession (-100 cp, free Rich Kid) Well, obsession may be going a little far, but you have a drive, a focus, that others struggle to understand. You can push through any amount of pain, drive yourself until your body physically cannot go any further.

Ruthless (-200 cp, discount Rich Kid) The fertilizer industry isn't for the squeamish. You can shut out any sense of empathy or guilt to do whatever it takes to succeed. This can be toggled off.

What A Coincidence! (-200 cp, discount Rich Kid) When you think of it, it's kinda crazy how after Lionel Luthor made it big nobody looked back and saw the seed money for Luthorcorp came from the insurance after his parents died in a mysterious fire, or that he split the money with the man who went on to become Metropolis' most notorious crime lord. People seem to never make or deliberately overlook such connections and history, never pry into your personal affairs without a damn compelling reason, and always extend to you the benefit of the doubt.

Master Jailer (-400 cp, discount Rich Kid) For whatever reason, you are really, really good at designing cells and traps meant to hold superpowered people, with even a vague idea of what they can do. Just try not to leave anyone unsupervised in your death traps, yes?

Then I'm Overqualified (-600 cp, discount Rich Kid) You're a one of a kind genius, with the kind of intellect that scales up to any challenge. Normal people have trouble picturing numbers in the thousands, you can understand infinity, master whole new fields of science in hours to days.

Journalist

Crusading Reporter (-100 cp, free Journalist) You don't get intimidated, nor dissuaded by dead-ends and setbacks. You dust yourself off and chase after that scoop twice as hard.

Trustworthy Face (-100 cp, free Journalist) People want to talk about their problems with you, even if sometimes they wind up saying too much.

Computer Whiz (-200 cp, discount Journalist) You could probably become a notorious hacker with even a slight effort. Where you really shine, though, is research. Finding the obscure clues in old computers files and microfiche, stitching them together into a cohesive narrative.

Wall of Weird (-200 cp, discount Journalist) Who knows if someone actually had a bat-baby, or got superpowers after being struck by lightning? There's so many rumors, legends and outright lies. You however, can always tell when there's a real story to be had in even the craziest tales. You will still need to dig to find the answers, however.

Undercover (-400 cp, discount Journalist) You have a mix of the skills and the sheer cojones to work undercover, whether infiltrating a shady club or an underground fighting ring, you swagger in like you belong and nobody is likely to question that.

Lucky You're Not Dead (-600 cp, discount Journalist) Plot armor is the best armor. If you need a distraction, here's a fire alarm. Outraged a meta? Good thing Clark is nearby! About to be shot? Sudden distraction, or interference. This works better the bolder you are, timidity and turtling are not to be rewarded.

Freak

Intimidating (-100 cp, free Freak) You can be incredibly frightening when you want to be. Good for getting your enemies to make mistakes, or questioning.

Vanish (-100 cp, free Freak) Whether living off the grid or blending in with the crowd, you're actually incredibly good at disappearing. As long as you can break line of sight, get around a corner, nobody is ever tracking you down.

Extinction (-200 cp, discount Freak) You are an incredible shot, good with improvised explosives and otherwise fighting and hurting people in a way that experienced soldiers struggle to match.

Get Them Back (-200 cp, discount Freak) You've been wronged, terribly, but you will make it right. The more you've been hurt, mistreated, or betrayed, the greater your power grows as you lash out, the more effective you are at hurting those who laughed at and hurt you. Revenge is a dish best served with a smile.

Quest For The Stones (-400 cp, discount Freak) You can always find what you're looking for, whether victims or ancient relics, you will find a lead, a way forward.

Destroyer (-600 cp, discount Freak) Life consumes life to live, we all hurt the world. You're just better at it. Your body is a finely honed instrument of violence, you pick up fighting skills in moments and whatever powers you might develop, you quickly figure out the basics and the best ways of using them to hurt and kill.

Justice

Check Your Line of Fire (-100 cp, free Justice) You are incredibly skilled at limiting collateral damage, getting civilians to safety

There In A Flash (-100 cp, free Justice) You tend to arrive just in the nick of time, as long as you make a serious effort to show up, people will rarely be killed before you can arrive.

Unite (-200 cp, discount Justice) You are both lucky and skilled in finding metas and other superhumans with heroic inclinations, and very good at recruiting them.

Back Way In (-200 cp, discount Justice) The League is, at least at first, a very covert kind of organization. You are skilled in infiltrating high security areas like Level 33.1 or Checkmate unseen.

Watchtower (-400 cp, discount Justice) You're the best there is when it comes to coordinating a team, even if you need to take a step back to do it. You can manage juggling dozens of elements, making sure everyone gets to the objective at or near the same time, and planning to deal with unexpected contingencies.

Absolute Justice (-600 cp, discount Justice) You are stronger, sharper when fighting to right wrongs and protect people. The greater the need, the deeper you can dig down for inner and other strength, without apparent limit. You can be the champion the people need, the light that drives out the darkness.



ITEMS

Have one free Item at 50 cp, and one discount for each price tier.

Crystals Everywhere (free) If you wish, your Warehouse can take on the crystalline and otherworldly appearance of Krypton or the Fortress. A simple crystal console lets you change this and other Warehouse 'desktop themes.'

John Williams Score (free) Criminally underutilized to hint at Clark's destiny. You can get an original score composed for you by the legendary John Williams. You choose for it to play from the air, for only you to hear it, or for silence at any time.

Car (-50 cp) Might be an old jalopy, might be a fancy sports car. But this self-maintaining and repairing motor vehicle never runs out of gas and even if totally destroyed reappears in your Warehouse a week later.

Cellphone (-50 cp) A phone with limitless battery and perfect signal anywhere, cannot be lost or stolen or hacked. If you reach into your pocket, it will be there. Updates to match the capabilities of the latest model.

Daily Planet (-50 cp) A personalized newspaper is delivered to you each morning, with news that is relevant to you and your interests.

Nicodemus (-50 cp) A group of toxic flowers, which cause people to lose their inhibitions and act out their inner id.

Papers (-50 cp) ID, driver's license, medical and school records, passport or papers of transit. Basically everything you need to show you have a right to be someplace and have an actual history in the world, as long as nobody makes the wrong phone calls.

Helicopter (-100 cp) Bird? Plane? No, it's your own personal VTOL aircraft. Not as fast as a jet, but highly maneuverable, with the expected add-ons, unlimited fuel, self-repair, etc.

Key (-100 cp) An octagonal disk that unlocks Clark's rocket, and also the hidden room and Kryptonian language teaching program in the Kawatche caves.

Money (-100 cp) A briefcase with a million dollars in it, and another each year. In future jumps this updates to the local currency.

Kryptonite (-100 cp) A few kilos of glowing green rock a week. In some conditions, they can induce powers in those with a metagene. Besides, the Kryptonians used the stuff as a power source for millennia and if there's one thing Krypton is famous for, it's nothing bad happening to it. Ever.

Crisis Line (-100 cp) A rare and special thing. If you're ever utterly convinced a timeline is blown, you can use this special cell phone, which can combine with any other phone, to call yourself or a friend twenty four hours in the past. Here's hoping they do better with that forewarning.

Castle (-200 cp) Not nearly as discreet as a farm, but a Scottish castle shipped over stone by stone and rebuilt as a mansion house with all the amenities does make for a more luxurious place to rest your head.

Farm (-200 cp) A completely ordinary farm, nothing to see here, particularly in the storm cellar. This place is self-sufficient and provides a wonderful base or hiding place for you.

Hypnotic (-200 cp) A magic pendant that actually works! By waving it in front of someone's face you can lull them into a suggestible trance state.

Ship (-200 cp) A Kryptonian spaceship, either a little one like Clark's pod or a bigger one like Brainiac used. Unarmed, but can outperform any terrestrial aircraft easily and has a lot of utility functions and useful scanners.

Exotic Kryptonite (-300 cp) Red K turns Kryptonians evil, unless you opt for the comics-accurate version, which causes a random transformation usually lasting 2-3 days. Anti-Kryptonite is harmless to Kryptonians, but causes great pain, weakness and eventual death to terrestrial life. Blue Kryptonite suppresses Kryptonian powers. White K is super-lethal to all forms of plant life. Pink K reverses Kryptonian's sexual orientation. Superheated regular kryptonite becomes Black K, which creates an evil duplicate of people. Gain a few kilos of one type each week, and can be purchased multiple times.

Fragmented (-300 cp) An experimental machine that lets you dive into someone's mind and via dreamscape interact with the elements of it, learning the roots of their trauma and psychoses and hopefully helping them work through them. Or make them worse.

Shimmer (-300 cp) An invisibility serum derived from kryptonite-affected roses. Lasts for three hours.

JumperCorps (-300 cp) A vast corporation of your very own, which generates considerable profits without supervision, but also provides a really handy excuse for just

about anything you need to do. Meeting with senators, surveying land. Also comes with world-class laboratories and a couple skilled but eccentric scientists.

Phantom Zone Projector (-300 cp) A device for sending people to the Phantom Zone, a prison dimension used by Krypton to imprison Zod, among others. In this world, it's a tiny device that fits in the palm of your hand, fires a blue beam or works by touch, and can remove possessing influences without taking in the victim.

Black Box (-400 cp) An advanced Kryptonian supercomputer housing a backup, uncorrupted version of the Brain Interactive Construct, or Brainiac. The AI that ran everything on Krypton.

Lazarus Serum (-400 cp) The pride of Metron Pharmaceuticals, derived from Clark's blood, this little serum can cure everything from cancer to chicken pox, heart disease to shingles. If administered to a recently made and relatively intact corpse, they will return to life for twelve hours and then become immune to further doses of the serum. You gain three doses which are replenished weekly.

Precious K (-400 cp) Jewel kryptonite gives Kryptonians telepathic and telekinetic powers, for a while. Gold K depowers a Kryptonian for a year. Get one piece that is replaced if lost or used up. Platinum grants Kryptonian powers for a day, and this last is only replaced four times a year. Pick one, but this can be taken multiple times.

Palak (-400 cp) A Kawatche relic, a ritual dagger that gives the bearer Kryptonian powers like Naman, their foretold savior. However, the knife will crumble to worthless dust if touched by Naman's nemesis Sageeth, meaning for you that you cannot use these powers in any way Clark Kent would disapprove of, or lose the knife until the next Jump.

Orb (-600 cp) One of a few contingencies against Krypton's destruction. This handheld device contains the DNA of Jor-El, Zod, and a thousand of Krypton's greatest soldiers,

all ready to be instantly cloned at the push of a button. It's other function is to serve as a self-destruct button for the Fortress of Solitude. In future jumps you can designate any one craft or structure for this Orb to be the doom of.

Seed Crystal (-600 cp) A base crystal which, planted in the ground, will become a Fortress of Solitude, a little slice of Krypton with a complete archive of their history and science. There is great power here, for good and ill. But fortunately not an arbitrary and capricious AI.



POWERS

Both Justice and Freak can discount one (1) power as their primary ability, which is doubled in strength. This cannot be applied to Last Son or Original.

Original (variable) You may design a power and origin for it, meteors a magic curse, etc. then price it as you would something of the right 'tier' of cp. This cannot be used to duplicate an ability already on the list. Please fanwank responsibly.

Hereafter (-50 cp) When you touch someone, you can see a vision of how they die. The visions can be changed, but rarely have enough useful context. This can be disabled at any time.

Jitters (-50 cp) You have the ability to give yourself seizures on command, yay! Well, okay, your seizures cause people to collapse and widespread destruction to your surroundings, but still, not the greatest power.

Recruit (-50 cp) You can temporarily paralyze people by touching them. This wears off in a few minutes.

Renewal (-50 cp) You can heal others by taking their injuries or illness into yourself, then healing in a matter of minutes. This is usually quite painful, and there is some risk in using this power on someone who is mortally wounded, though with that fast healing you've generally got much better odds than the wounded person.

Aqua (-100 cp) You can breathe underwater, swim faster than a Kryptonian, and talk to fish.

Blank (-100 cp) You can erase other peoples' short term memories. Long term too, but it's a lot trickier.

Cool (-100 cp) You can drain the heat from a space, or anything and anyone you touch. Unlike Ethan, you do not have to drain others of heat to live.

Hothead (-100 cp) You can start fires with your mind.

Hourglass (-100 cp) You can control your own age, and that of people you touch.

Jinx (-100 cp) You have a short term form of mind control that works by whispering in an ultrasonic frequency. You control bodies, not minds and can't make someone suicide, so if you want to be subtle, get used to telling people to trip or drop it.

Livewire (-100 cp) You can shoot lightning blasts from your hands. Your Sith cosplay is now complete.

Reaper (-100 cp) You can kill with a touch, instantly and painlessly. Unlike Tyler, you can control it so you don't just kill everyone you touch.

Thirst (-100 cp) Bitten by a kryptonite-infected bat, you have great strength, speed and a mesmerizing gaze. Shame about the sunlight weakness and need for human blood.

Visage (-100 cp) Like Tina, you can assume the shape of any other human. It's a great party trick and disguise.

Drone (-200 cp) You can command bees of all sorts. They will never turn on you no matter how you abuse them.

Fade (-200 cp) You can turn invisible. That's it. It's an incredibly versatile power, even if most obvious uses are kinda sketchy.

Kinetic (-200 cp) Maybe you got a kryptonite tattoo, maybe not. Point is, you can phase through solid objects.

Plastique (-200 cp) By focusing hard, you can cause explosions up to the effectiveness of a modern howitzer.

Sand (-200 cp) You can turn into sand, dispersing to deflect force and heal injuries, and slip through tiny cracks.

Skinwalker (-200 cp) You may be part of the Kawatche tribe who used to shelter Kryptonians, and maybe not, But you can turn into any animal.

Spirit (-200 cp) Your spirit can leave your body to scout around. In this form you can possess people and possess a limited degree of telekinesis, no stronger than your arms.

Stray (-200 cp) You can read minds. It's often more curse than blessing, but at least it keeps things in perspective. You can turn yours off.

Truth (-200 cp) You're like a living truth serum, after catching some of your breath, a touch, or prolonged contact, a person becomes unable to lie for a time, just blurting out the truth. Naturally this can be disabled and won't kill you as nearly happened in the show.

Blink (-300 cp) You're a teleporter, with planetary scale range, never materialize inside something but get shunted safely to one side.

Bug (-300 cp) Were you bitten by a radioactive bug? Wait, wrong franchise. Still you have strength, speed, webbing, venom and a lot of traits and abilities derived from the entire insect class.

Crush (-300 cp) You have telekinesis, precise enough to cause an embolism, strong enough to lift an eighteen-wheeler. It can develop over time.

Cyborg (-300 cp) You've been enhanced with Syntechnics patented cybernetics, vastly increasing your speed, strength, stamina and durability compared to baseline humans. You have a sonic attack via white noise generators, and can mentally access any computer system with wifi. Just be careful you aren't hacked in turn.

Fragile (-300 cp) You can control glass, like the Van Horn family.

Heat (-300 cp) Your pheromones make you irresistible to anyone interested in your physical sex, people will cheerfully kill or die for you. But not anyone with a different preference, animals, aliens, etc. This can be toggled off.

Magnetic (-300 cp) You have magnetic powers! Aside from effective telekinesis with any ferrous metal object, you can manipulate the emotions of others by playing with their personal magnetic fields.

Obscura (-300 cp) You can see through other people's eyes, hear with their ears. Only one person at a time and it takes some practice to get the hang of targeting specific people.

Visitor (-300 cp) Like Cyrus, you have healing powers, even better than the 'taking on your injuries' version, this is quick, effective and doesn't hurt you at all.

Witness (-300 cp) Maybe you're part of the gang that was inhaling aerosolized kryptonite. Maybe not. You have the strength and durability of an adolescent Kryptonian, but none of the other powers and no room for growth.

Dichotic (-400 cp) Not even a Superman can be in two places at once, but you can! In fact, you can produce up to sixteen clones at a time. You may absorb a clone to gain their memories.

Fierce (-400 cp) You control the very weather, able to summon or dispel tornadoes and hurricanes, strike down your foes with lightning or bless the fields with gentle rain.

Hug (-400 cp) You can command anyone you have touched when activating your powers. Be careful as this power is ripe for abuse.

Rush (-400 cp) You're incredibly fast, even quicker than a Kryptonian in the fullness of their power. You can run up walls, over water, and even eventually vibrate through solid objects!

Magic (-600 cp) A fantastic and wonderfully vague power, mostly vague in your favor. You are a spellcaster on a par with the likes of Isobel, Peri and Zatanna. You speak, and the universe by and large listens.

Monster (-600 cp) You heal incredibly fast and automatically revive from death as long as your body isn't totally disintegrated. Even better, you heal more resistant to the thing that harmed you and if killed are forever immune to your cause of death. The downside is you tend to become increasingly inhuman in appearance as your biology changes to survive anything.

Parasite (-600 cp) You can drain the powers and skills from others, though you hold them but for a short time. About a day, more or less, you can drain your victims to unconsciousness, even death. Touching a person establishes a link you can use to drain them for hours, though it's slower remotely than by touch.

Static (-600 cp) There are infinite Earths stacked onto each other, occupying the same space, but vibrating at different rates. You can tune to the frequency of these worlds, phasing in and out throughout the local multiverse, wandering the Blind Eternities. Until you Spark, you cannot use this to visit other Jump-settings.

Last Son (-1,000 cp, discount Farmboy, obligatory drawback Glowing Green Rocks) Increasingly untrue as the show goes on, but you know the drill by now. Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. Well, eventually that will be you. Like Clark, you've got some growing to do. Right now, you can lift a tractor no problem, run across town inside a minute, bullets will leave bruises and a speeding car could wind you. By the end of the decade, you'll be up to the full Superman package, growing gradually physically and discovering powers along the way. You should get x-ray and heat vision the first year, flight somewhere in year 5-10, boy that got needlessly complicated in the show. Sometimes a breakthrough can help you get things earlier, Clark discovered super-hearing when blinded, for instance.

DRAWBACKS

The sole obligatory drawback (Glowing Green Rocks, for Last Son) does not give points if required.

An American Legend (+0 cp) We meet so many DC characters in this show, the Flash, Green Arrow, Aquaman, Cyborg, Zatanna… but not everyone. Supplement this Jump with another DC to incorporate new characters and situations.

Elseworlds (+0 cp) It is the nature of a mythology to be told in many variations. Instead of canon, insert into the world of a Smallville fanfiction of your choice.

Tap In (+0 cp) You can replace a character with your origin, instead of just being similar.

Where It Began (+0 cp) When you leave this place, go directly to another DC or the Amalgam Jump, keeping your history and relationships from here.

Long-Running Series (+100 cp) Add 5 years for each purchase. Maximum of thirteen purchases.

Mild-Mannered (+100 cp) You're kind of really clumsy. Always tripping or dropping things.

Society (+100 cp) In this setting the Justice Society operated in the sixties-seventies, but no one has heard of them except the government goons who locked them up or hounded them for years. You are part of that society, older than before, with memories of trauma and probably a lot more bitter. Plus you're already on the radar of Waller, Checkmate and everyone else with the pull to access old classified files.

Yokel (+100 cp) For all that Lois mocks Clark mercilessly over looking and speaking like a stereotype farmer, he really, really doesn't. Time for some authenticity, because you talk like the dumb redneck farmer in every joke.

Drama-rama (+200 cp) Is this a superhero origin story, or a soap opera telenovela? Well, honestly, it's kinda both. Unfortunately for you, someone dialed the personal drama way up, there's secrets and lies everywhere, long-lost relatives popping up only to be elaborate cons and everyone playing with everyone else's heart. Constantly. Don't think you can escape it, even as it drives you nuts, you'll be just as bad as anyone.

Rush (+200 cp) You are the ultimate adrenaline junkie, nothing like living on the edge, taking on Zoners with one hand tied behind your back, driving fast and so on.

Glowing Green Rocks (+300 cp, obligatory Last Son) Kryptonite affects you just as it does Kryptonians. The common green variety causes great pain and weakness, blue suppresses your powers, red removes any inhibitions. The ultra-rare silver and gold varieties make you paranoid delusional and removes all powers purchased here for the duration of the Jump, respectively.

This is Fine (+300 cp) Brainiac, in this universe the AI that controlled everything on Krypton, in a starship body and with a T-1000 avatar and two Zod loyalists, is aware of you. Instead of halfways through the series, he's heading for Smallville immediately. Hope you're good at speed chess.

Zoning Problems (+300 cp) Did I say you start in Smallville? Oops, I meant the Phantom Zone. Traditionally being in the Zone just means you're trapped as a powerless ghost watching the world move on without you, but in Smallville continuity, it's a barren desert populated by spectres eager to drain the life from you. Oh well, only five years until Clark's first visit, and given only he can open the exit…

Bizarro (+400 cp) Eventually an evil doppelganger of you will be created, one with all your powers, but a weakness to sunlight and blue kryptonite. They will not possess your skills, knowledge or memories. You and any Companions will forget you took this.

Somebody Save Me (+400 cp) How is someone as powerful and capable as you always winding up the damsel in distress, the hostage, the victim? I don't know, maybe there's an easy counter to your vast cosmic powers, maybe you wind up in situations you can't use them, but you better hope you have capable friends because you're going to be imperiled and helpless a lot.

Veritas (+400 cp) Your coming was foretold, an ancient conspiracy exists awaiting the coming of the Traveler, whose power they hope to steer and then steal. They have a tool, a weapon that can penetrate your defenses and take your power, your chain, for themselves. Well, one of them anyways, but how is the circle of backstabbing once you're down gonna help you?

Omega (+600 cp) Darkseid is aware of you, the greatest threat to his plans even counting Kal-El, and an approximate idea of your capabilities. Are you really sure you want this?

Sliver (+600 cp) You may or may not actually have had a slice of silver kryptonite embedded in you. Either way, you are paranoid and incapable of trusting anyone.

Never the Twain Shall Meet (+600 cp) This coming-of-age story has enough complications already. No fancy powers or perks from outside of this Jump.

END

Your drawbacks fall away, and a final choice stands before you.

Up, Up, and Away! To the next exciting adventure!

I'm Still Here. So here you will remain.

Who Says You Can't Go Home? Time you did just that.

Notes: Special thanks to Pylen for formatting help.