Superman and Lois

Introduction

Superman—or, as he's known to the world, [spoiler!] Clark Kent—has faced countless threats over the years. From alien invasions to world-ending catastrophes, he's stood as Earth's greatest protector, a beacon of hope for humanity. But now, the Man of Steel faces his greatest challenge yet: raising two teenage boys alongside his wife, the intrepid journalist Lois Lane.

After the death of his mother, Martha Kent, Clark decides to move his family back to his childhood home in Smallville. The Kent family farm becomes a sanctuary, a place where they can reconnect and heal. For Clark, it's a chance to honor his roots and teach his sons the values of humility, hard work, and responsibility. For Lois, it's an opportunity to step away from the chaos of Metropolis and focus on her family. And for their sons, Jordan and Jonathan, it's a chance to start anew—away from the pressures of their old life.

But life in Smallville is far from simple. Jordan, the more introverted (and troubled) of the two, begins to exhibit strange abilities, powers that hint at his Kryptonian heritage. As he struggles to control these newfound abilities, the family is forced to confront the reality of Clark's secret identity. Meanwhile, Jonathan, the seemingly "normal" son, grapples with feelings of inadequacy and jealousy, wondering if he'll ever measure up to his father's legacy.

The Kent family's journey is one of love, resilience, and growth. Together, they navigate the complexities of parenthood, the challenges of adolescence, and the weight of being Earth's first family of superheroes. But their struggles are not limited to the personal. As Superman, Clark must continue to protect the world from global threats, from the rise of superpowered individuals to the arrival of Kryptonian invaders. The merging of alternate dimensions and the emergence of doppelgängers from parallel worlds add layers of complexity to an already precarious situation.

The Kents are also deeply involved with the everyday struggles of Smallville. The town, like many across America, grapples with issues like drug and alcohol abuse, government corruption, unemployment, and the encroachment of corporate interests. Personal and familial dramas abound and you'll see your share of infidelity, illnesses, depression etc. These problems hit close to home, forcing the family to confront the harsh realities of the world they've sworn to protect.

In this world Jumper you may learn what it means to be a hero, not just in the grand, world-saving sense, but in the small, everyday acts of kindness and courage. It's a story about family, identity, and the enduring power of hope.

You will spend 10 years in this world.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **3d10+15** for your age or choose for free. Keep the gender from your last jump or change for free.

Location

Smallville
A small rural town in Kansas, Smallville is known as the childhood home of Clark Kent. Once a thriving farming community, modern Smallville has struggled with economic downturns, seeing many of its residents move away. Despite its issues, the town remains a tight-knit community where everyone knows each other. It has a small but vibrant downtown, featuring local businesses such as the Smallville Gazette newspaper, the Smallville General Store, and various diners and bars. Smallville also has its fair share of dangers, as its ties to Kryptonian elements, including extensive mines full with X-Kryptonite, and powerful adversaries occasionally draw trouble to its quiet streets.

Metropolis
A towering metropolis and one of the most iconic cities in the world, Metropolis is a hub of technology, culture, and commerce. Home to the Daily Planet, one of the most respected newspapers in existence, the city thrives on breaking news and groundbreaking journalism. The skyline is dominated by futuristic skyscrapers, including the LexCorp Tower, owned by billionaire industrialist Lex Luthor. Crime remains a persistent issue, with threats ranging from street-level criminals to metahuman and alien threats. The city is or was also home to heroes and vigilantes, with Superman standing as its greatest protector.

Bizarro World
A twisted mirror of Earth, Bizarro World is a chaotic and fractured reality where everything is distorted and reversed. The skies are a deep, eerie red, and the people speak in strange, backward sentences. The entire planet is a fucking cube. Different from other continuities, this world is not completely reversed where up is down, good is evil, and logic itself bends in unnatural ways (though the cubed stellar bodies thing does defy known physics). Instead the differences are more subtle. Here, Superman was a great public hero, standing in the spotlight together with his family, without any secret identities. Until one of his estranged sons, got powers himself and also fell

into the clutches of a cult. Drawing more and more people into the arms of the cult, such as Supermans half brother Tal Rho and his superpowered wife Lana Lane, the cult leader Abby became a dictator in this world, with great plans for the future. Her goal is to unite the entire world and every single human on it with its mirrored counterparts in the other dimension, thus achieving godhood for all.

Whether you seek to escape, rule over this twisted reflection of reality, or safe this place from the cult the choice is yours

Fortress of Solitude
A breathtaking Kryptonian sanctuary hidden in the icy wastelands of Antarctica (or the desert or in the middle of the ocean…wherever you'd like to place it really) the Fortress of Solitude serves as Superman's place of retreat, reflection, and training. Built using advanced Kryptonian technology, this crystalline structure houses vast knowledge from Krypton, including an interactive AI based on Jor-El, Superman's father. The location itself is extremely remote and difficult to access without superhuman abilities or advanced technology. Despite its solitude, the fortress offers incredible opportunities for those who can unlock its secrets, including training in Kryptonian combat techniques, access to advanced technology, and even the potential to communicate with the spirits of Krypton's past. Be warned, if you don't belong here, the fortress knows how to defend itself.

Background

You're free to choose two backgrounds and combine them. These are merely suggestions of what roles you could take here to fit in, but you are not bound by them. Any background can be taken as a drop in.

Teen (reroll age 1d6+12)
Your youth is both an advantage and a struggle. Whether you grew up in rural Smallville or the fast-paced city of Metropolis, adolescence is never easy. You might be discovering abilities you never knew you had, wrestling with high school drama and your hormones, or trying to find your place in a world that feels too big for you. The challenges of growing up are amplified when superpowers, corruption, and crime surround you.

Journalist
Inspired by the likes of Lois Lane and the staff of the Daily Planet, you dedicate yourself to uncovering the truth, no matter how dangerous it may be. Whether you write for a respected publication or a small-town paper, your words have power. You expose corruption, challenge authority, and bring the hidden to light. But be warned: the more you dig, the more enemies you make.

Military
Whether you serve in the U.S. military, work as a black ops agent, or are part of a government-funded superhuman task force, you've been trained for war. You understand discipline, strategy, and the brutal realities of combat. You've seen things most civilians couldn't imagine. But war changes people, and the fight doesn't always end when the mission does.

Tech
You are a product of the modern age, a master of circuits, code, and innovation. Maybe you were an engineer at LexCorp, a researcher in advanced weaponry, or just a genius working out of your garage. In a world of superhumans, technology is the great equalizer.

Gangster
From the shadowy back alleys of Metropolis, like the suicide slums, to the organized crime rings that stretch across the country, you live on the wrong side of the law. Maybe you're a small-time thug looking to make it big, or maybe you run a criminal empire. The world fears superpowered beings, but there's always room for those who know how to manipulate power from the ground level. Just remember—loyalty is fleeting, and betrayal is a way of life.

Cult Leader
You are the prophet of a cause, the voice of something greater—whether it be divine, alien, or an ideology of your own making. Maybe you worship Kryptonian relics, lead an apocalyptic doomsday group, or claim to have knowledge beyond human understanding (maybe the claim is indeed valid). People follow you with devotion, but belief is a double-edged sword. Can you control your flock, or will your own creation destroy you?

Politician
You thrive in the game of power, shaping policies, making deals, and forging alliances that can change the fate of cities or even nations. Whether you're a noble advocate for justice or a master manipulator hiding skeletons in your closet, you understand that power isn't just about strength—it's about influence.

Farmer
You're a man of the land. You're a man of the fields. Maybe it's your only way to earn a living, maybe you do it more like a hobby. In any case your job is tough and constantly requires your attention, but it's honest work.

Corporate Shark
The real wars aren't fought with fists or lasers, but with contracts, stock prices, and corporate espionage. You might be an executive at LexCorp, a cutthroat entrepreneur, or a rising star in the business world. Money moves the world, and you know how to use it.

Perks

You can get a 50% discount on 2 perks per tier.
Discounted 100 cp perks and abilities are free.
Upgrades are added to the base pre discount, so a 600cp perk with a 200cp upgrade costs 800cp which can be discounted to a total of 400cp

Dork -100
Most people don't think much of you, and that's exactly how you like it. As long as you maintain even a flimsy facade of normalcy, most people will assume you are completely ordinary—maybe even a little weak, even if you were a big buff farmer boy. This effect will fade the instant you do something to contradict it, but until then, all but the most paranoid will underestimate you at first.
You can toggle this effect on and off at will, allowing you to blend in or stand out as the situation demands.

Heart of steel -100
Physical strength is one thing, but real strength comes from within. You possess an unwavering resilience, a willpower that allows you to push forward even when everything seems hopeless. This doesn't make you invincible or immune to doubt, but no matter how hard you're hit—physically or emotionally—you always find a way to stand back up. Your determination is infectious, inspiring those around you to find strength they didn't know they had. It will also help you slightly against possession and corruption.

Of two worlds -100
You are of two different worlds, the world that you come from, the one of mundane humans, living ordinary lives and the world you now belong to, of superpowered heroes and villains. While many superpowerd people soon lose touch with normal humanity, not sharing their lives and worries, not understanding their dreams and aspirations, you never lost touch. No matter how far you go in your journey. No matter how much you change, what forms you acquire, what godly powers you wield and what senses you develop to see the world completely differently, you will never lose your humanity, always understand what it means to be human, and alway be able to share human experiences, connections and relationships and meaningfully interact with humanity as a whole.

Worlds best dad -100
You possess an extraordinary talent for nurturing and guiding others, whether they're your own children, students, or even wayward souls in need of direction. Your patience, wisdom, and empathy make you a natural mentor, capable of bringing out the best in those under your care.
This perk grants you an innate understanding of how to communicate effectively with others, tailoring your approach to their unique needs and personalities. You can inspire confidence in the insecure, instill discipline in the unruly, and foster creativity

in the unimaginative. Your lessons stick, and those you teach often surpass even their own expectations. More importantly than everything else here, those you care about will feel loved and appreciated and heard.
Of course this will not always be easy. It may in fact be really hard and even frustrating as parenting often is. You will endure however and your family will grow stronger.

Great disguise -100
Sometimes the best way to hide is in plain sight. By altering your face in even the slightest ways, you can become totally unrecognizable. A simple pair of glasses, a new hairstyle, or a change in posture or expression is now a perfect disguise for all but the most keen of observers. Even your own sons would be shocked by you just taking off your glasses and standing tall and proud, realizing that you were indeed the man of steel.
This perk grants you an almost supernatural ability to blend in. Whether you're trying to avoid detection, infiltrate an organization, or simply go incognito, your disguises are flawless. Even those who know you well will struggle to recognize you unless you choose to reveal yourself.

Double life -100
Balancing a secret identity with a superhero life is no easy task, but you've mastered the art. This perk grants you an uncanny ability to maintain your dual life without slipping up.
You can seamlessly switch between your civilian and superhero personas, ensuring that no one connects the two. This perk also helps you manage the logistical challenges of a double life, from scheduling to maintaining relationships. You won't forget appointments and as long as nothing truly world ending crosses your path you mostly manage to show up on time for your son's football practice and be there for your wife undergoing chemotherapy. You won't miss the important moments just because the world cries for help.

Combatant -200
You are a master of combat, capable of holding your own against much bigger and stronger opponents. Your training and instincts allow you to analyze your opponent's fighting style, adapt to their strengths and weaknesses, and exploit openings with surgical precision. Whether it's hand-to-hand combat, weaponry, or tactical warfare, you excel in most forms of battle.
If you're outnumbered, you can use the environment to your advantage, creating traps or distractions to even the odds. Even if you were depowered, being no stronger than an average human you'd turn out the winner in a hallway fight against several trained soldiers.

Investigative Journalist -200
You possess the sharp mind and relentless determination of Lois Lane, one of the greatest investigative journalists in the world. No secret is safe from you, no conspiracy too deep to uncover. Your ability to dig up information is unparalleled, whether it's through interviewing sources, analyzing data, or following paper trails. This perk also grants you a sixth sense for sniffing out lies and half-truths. When someone is hiding something, you'll know—and you'll find a way to get to the bottom of it. Your work has the power to expose corporate malfeasance, government corruption, expose criminal organisations and bring justice to the oppressed.
Your name carries weight in the world of journalism, and people are more likely to trust you with sensitive information. Even those who would normally remain silent will feel compelled to share their stories with you.

Leader -200
It is easy for you to gain competent followers, students, henchmen, employees and others that are willing to work for and with you. Whether you are a crime boss, a CEO, a cult leader or just a football coach. You will find that people gravitate towards your leadership and naturally will take orders or at the very least advice from you.

Structural integrity -200
By all rules of physics and logic you can't just balance a massive oil Tanker on your two hands (or just one) and fly around with it, no matter how strong and powerful you are. All that weight pushing on your mighty hands would just lead to the material giving way and you punching through the hull. With this perk however you will be able to defy logic and physics in a way that makes it so that objects and materials will keep their structural integrity as a whole if you so wish to. If you want to punch through the hull of the ship (and have enough power to actually do that) you can, but if you want to pick it up without puncturing the hull or ripping it apart because of the stress, you can. Similarly you will be able to save people from falling by snatching them out of the air at mach speeds without them stuffing any ill effects and similar logic defying bullshit.

Strong bloodline -200
One of your sons has developed powers and the others didn't. Serves you right for reproducing with a lesser race. By taking this perk you will not have to worry about such issues, as your genes will always dominate the lesser ones. You will see that no matter who or what you breed, that inception is much more likely (atleast if the physiologies are generally compatible) and always result in healthy offspring that shares all of your innate powers.

Diversity is our strength -200/400
Actually it is pretty cool that your son is a mixed race baby. As a halfbreed he will share in all of your powers, while also having severely diminished reactions to

supposed weaknesses of your race (as long as the other race of his heritage doesn't share the same weakness)
For 400cp you are yourself a mongrel. As a result you will find that kryptonite isn't lethal if you were a half Kryptonian and it weakens you far less than your dad.

Instinctive gentleness -200/400
No matter how amazingly strong and powerful you are and still grow, you will always instinctively adjust your level of strength and your powers to a level appropriate for the task or interaction. We wouldn't want you to break doors by simply knocking or shattering spines following a simple hug.
For an additional 200cp you will also be able to perfectly perform any task, skill, art etc. that you learned, developed, trained or mastered at other levels of power and adjust it to your current level.

Font of power -400
Your blood is special. Very special. It's probably not surprising that tinkering with your blood and performing genetic experiments would lead to superpowered people. What IS surprising however is that those superpowered people don't necessarily share (all) of your superpowers and instead gain unique ones, often tailor fitted to their personality.

Corporate Shark -400
You are a master of the corporate world, with a mind for strategy, negotiation, and innovation that rivals the likes of Lex Luthor or Morgan Edge. Your business acumen is unparalleled, allowing you to turn even the smallest venture into a thriving empire. This perk grants you an intuitive understanding of markets, trends, and consumer behavior. You can identify opportunities where others see only obstacles, and your ability to negotiate deals is second to none. Whether it's securing funding, outmaneuvering competitors, or launching a groundbreaking product, you excel in all aspects.

Kingpin -400
You are a master of operating from the shadows, pulling strings and manipulating events without ever revealing your hand. Whether you're a crime lord, a corporate mogul, or a political puppet master, your ability to control others from behind the scenes is unmatched.
This perk grants you an uncanny ability to remain anonymous while wielding immense power. You can create intricate webs of influence, using intermediaries, shell companies, and false identities to achieve your goals. Even those who work directly for you may not know your true identity. You're a master of espionage, extortion, bribery and of course assassination and straight up massacres, but all hidden in the shadows. Even if you were exposed somehow you could masterfully

steer public perception and appearing as a wronged innocent in the peoples eyes, simultaneously vilifying those who exposed you.

Rehabilitation -400
You have an extraordinary gift for understanding and helping others, even those who seem beyond redemption. Whether it's a supervillain consumed by hatred, a troubled teen lashing out at the world, or a broken soul lost in despair, you can reach them in ways no one else can.
This perk grants you an innate ability to empathize with others, seeing the world through their eyes and understanding the root of their pain. With patience, compassion, and the right words, you can guide them toward a path of healing and redemption. Even the most hardened criminals may find themselves questioning their choices and seeking a better way and a genocidal maniac and cutthroat buisnessman may become a true brother one day and a literal monster may rediscover a spark of humanity left in him.

Paragon of Justice -600 CP
You are the embodiment of justice, a figure so righteous that even your enemies hesitate to cross you. This perk grants you an aura of authority and moral clarity, making it clear to everyone that you stand for what's right.
Your sense of justice is unshakable, and your actions always align with your principles. This perk also enhances your ability to inspire others to fight for truth, justice and the American way (in an unironic, idealised/romanticised ideal of what that would entail….) turning even the most cynical individuals into believers.
Your presence alone inspires hope and change in those around you. People who spend time with you often find themselves becoming better versions of themselves, even without direct intervention. This makes you a beacon of hope in a world often plagued by darkness. This of course depends on how grand and selfless your deeds are.

Vile Villain -600
You are the embodiment of ambition, a figure so cunning and driven that even your allies fear crossing you. Where others see obstacles, you see opportunities. Where others falter, you thrive. This perk grants you an aura of calculated authority and ruthless pragmatism, making it clear to everyone that you are a force to be reckoned with. Your presence alone commands respect and fear. You are not just a villain—you are a visionary, a mastermind, and a necessary evil in a world that refuses to see the bigger picture.
Your mind is a weapon, sharpened by years of strategy and manipulation. You have an unparalleled talent for twisting words, exploiting weaknesses, and bending others to your will. Whether it's through charm, intimidation, or sheer intellect, you can convince almost anyone to do your bidding. Your plans are intricate, spanning years or even decades, and you always have a contingency (or three) for when things go

awry. You are a master of using whatever resources are at your disposal, whether it's wealth, technology, or political influence. No setback, no betrayal, and no failure can deter you from your ultimate goal. Your determination is unmatched, and your ambition is unshakable. Even as a prisoner, having lost everything, you'd still thrive. You'd turn the entire prison into your own kingdom, where your word is law in no time.

Super Genius -600/800
Your intellect rivals that of John Henry Irons (Steel), Thaddeus Killgrave, Dabney Donovan or one of the countless other (mad) scientists and engineers roaming around here. You are a master of engineering, robotics, and advanced sciences, capable of creating cutting-edge technology that pushes the boundaries of human understanding. Whether it's designing power armor, developing energy weapons, or reverse-engineering alien technology, cloning and engineering alien organisms, your mind is a wellspring of innovation. You can also think several steps ahead of your opponents, crafting intricate plans and contingencies with ease. Whipping up an extremely powerful explosive in chewing gum form that will react after a certain time to the oscillation of a wristwatch (you somehow knew that would be there when you needed it) in your prison cell is something you could do. However, your brilliance comes with a caveat: your ego can sometimes blind you to simpler solutions or the value of teamwork.
For an additional 200cp your intellect ascends to the realm of the truly superhuman and truly alien, placing you on par with Brainiac as a 12th-level intellect. Your mind operates on a grand scale, capable of processing vast amounts of information in seconds, solving problems that stump entire civilizations, and with time unraveling the deepest mysteries of the universe. Those other geniuses mentioned before would be like toddlers next to you and you'd have no issue hacking, cracking and manipulating their technology. Your intellect also grants you an almost precognitive ability to predict outcomes, making you a master strategist (though be careful to not fall for the sin of pride and become callous; underestimating your enemies).

Superpowers

You can select more than one
No discounts

Kryptonian -1000
You are one of the last survivors of Krypton, a member of a once-great civilization that reached the pinnacle of scientific and cultural achievement. Born under a red sun, your people were once no different from humans, but under the light of Earth's

yellow sun, you have become something extraordinary. Like Superman, you possess incredible powers that make you one of the most formidable beings on the planet. Your strength and toughness allows you to lift massive objects like oil tankers, suspension bridges, and rockets and fly through mountains, nuclear cooling towers and into underground bunkers without any issue.The world around you is one made of paper. Should you unexpectedly be hurt you would rapidly heal, especially under direct sunlight, with deep cuts closing in seconds. But your power extends far beyond raw strength. You can perceive the world and move at incredible speeds, both on the ground and in the air. While a bullet flies in your direction you would have enough time to lovingly stare at family and friends, contemplate life and dress up before catching the bullet. You can fly at hypersonic speeds, even in space (oh yeah, you also don't need to breathe), capable of reaching any corner of the globe in moments and if need be even move at speeds faster than light.
You will be highly intelligent, easily able to learn all the languages in the world, even picking up on Bizzarro world-reverse-speech in mere seconds, as well as quickly analysing your foes fighting styles and weaknesses and exploiting those perfectly after just a few exchanged blows.
Your senses are far beyond those of a human, allowing you to hear conversations from thousands miles away and even in the vacuum of space (your hearing works in mysterious ways), see through solid objects with X-ray vision, and detect subtle changes in your environment. Your eyes can emit concentrated beams of light and heat, capable of cutting through steel, melting obstacles, or incapacitating enemies in seconds. And with a single exhale, you can create powerful gusts of wind or freeze objects with your super breath, making you a force to be reckoned with in any situation. You're also capable of a "solar flare" attack, where you release all the stored power of the sun in your cells in a single massive burst through your laser vision. While extremely powerful, this will leave you temporarily very weakened or almost powerless however.
Yet, despite your incredible powers, you are not invincible. Kryptonite, a radioactive mineral from your homeworld, weakens you and can be fatal with prolonged exposure. Under a red sun, you become weakened and can even lose your powers and become as vulnerable as a human.

Super….xyz -100
Through experimentation, some weird accident a weird interaction with X-kryptonite or some other weird was you've permanently gained one aspect or ability of a kryptonian. Maybe it's their speed, maybe their strength, toughness, ability to fly, their super hearing, X-ray vision, laser vision…..
Can be taken multiple times. While buying the full kryptonian package will be a more expensive process this way, it will not confer Kryptonian weaknesses like their reaction to Kryptonite.

Scream queen -100
You're able to create powerful sounds, concussive blasts and basically explosions

with your voice and control sonic emissions to an extreme degree. This can range from communication in the ultra or infrasound to blasting objects and even destroying them. You could confuse or deafen people. Rupture their organs and all manner of matter.
Also you can perfectly mimic voices and all manner of sounds.
You can generate so much power with your voice that you could disorient a Kryptonian and knock him off his feet if he were unprepared.

Parasite -400
You are able to absorb all kinds of energy, which you can use to power yourself up or restore yourself after an injury. This also works on life energy and unique powers, abilities and properties. This way you could weaken your foes while also gaining their powers temporarily until that energy is used up again. You'll need to be relatively near to your source of power for it to work

Doomsday -600/700
You died. But then you returned. And then you died again and rose again. Again and again and again. Due to experimentation with a very hightech panacea, also involving kryptonian blood (maybe your own), your regeneration was cranked up to 11. You will recover from injury extremely quickly and your body even regenerates from death itself. Not only that, but in doing so your body will adapt to the thing that harmed or killed you. This is the ability to adapt and evolve in response to any threat or challenge and to grow stronger and more resilient with every obstacle you face. This power ensures that you can never be defeated the same way twice, making you a nigh-unstoppable force of nature.
If you're injured by a powerful energy blast, your cells will rapidly evolve to absorb or deflect similar attacks in the future. If you're exposed to a toxin or disease, your immune system will mutate to render you immune. Even a deadly weakness to kryptonite will be overcome this way.
This evolution isn't limited to defense. Your body also adapts to enhance your offensive capabilities. If you face an opponent who outmatches you in strength, your muscles will grow denser and more powerful. If you're outmaneuvered by speed, your reflexes will sharpen to match or surpass your foe. Over time, you become a living weapon, perfectly suited to overcome any challenge.
However, this power is not without its drawbacks. The process of adaptation is often painful and disorienting, as your body undergoes rapid and sometimes drastic changes. Additionally, your adaptations are permanent for the form you're in when they occur, meaning you can't simply revert to a previous state. This can lead to unintended consequences, such as becoming overly specialized or losing traits that were once useful or slowly turning into a bony monstrous beast. For an additional -100cp you can choose to keep your appearance unchanged from the outside, though this might cause you to be less adapted to certain repeat threats as you would otherwise.
Also it seems like coming back from complete disintegration or erradication isn't in

the cards for you (yet). Maybe if you somehow adapted more gradually to it you could survive, but Bizarro-Doomsday, being weakened by the yellow sun, completely disintegrated when he let himself be pushed into it by Superman as he previously failed to adapt to the yellow sun.

Phasing -200
You're able to phase through objects and living beings and revert back to a "solid" state again at will. You can walk through walls independent of the material, simply ignore a Kryptonian trying to punch you and even energy attacks like heat vision just go straight through you. Somehow you won't have to worry about sinking through the ground to the center of the earth and you'll have no other issues interacting with matter in a meaningful way when in that phased state (You can still see and hear and breathe for some reason). There seems to be no limit for how long you can stay in that phased state. Objects that you touch directly can be phased as well. A smart and fast opponent might be able to strike you in the moment when you solidify again in order to attack.

Items

You can get a 50% discount on 2 item per tier up to the 600 cp tier. You get a single discount for the higher tiers. Discounted 100 cp items are free.
You may freely import any items as long as they are relatively similar in form and/or function. Upgrades are added to the base pre discount, so a 600cp item with a 200cp upgrade costs 800cp, which can be discounted to a total of 400cp

Jumper's suit -100
An iconic, instantly recognizable super suit designed just for you. More than just a fashion statement, this suit is a symbol, much like Superman's crest—an emblem that represents your ideals, your legacy, and your power. Whether it's sleek and futuristic, regal and imposing, or dark and fearsome, your suit is made to stand out. It is reinforced against gunfire, energy blasts, and extreme conditions, ensuring you stay in the fight with style. Wearing this suit carries responsibility. Once you become a symbol, people will look up to—or fear—you. Your actions will define what your image represents, whether that's hope, fear, or something in between.

Gun -100
It's a gun. Guns are cool. Take the gun. While you think yourself invincible sometimes things turn out in a way that you will be no stronger than a human. Having a gun in such a situation is a great equalizer. Also this is pretty neat if you want to expose someone of being a superpowered individual in front of a group of people

Flamethrower -100
A pair of flamethrowers, that you can wield with one hand each, capable of creating extremely powerful and long ranged flames, enough so that you could shortly stagger a surprised superman. They are also able to last for a surprising amount of time before needing refueling.

Solar flare -100
A small device the size of a stick hand grenade that will burst and emit a high dose of red sun light radiation that will depower Kryptonians until they are charged with yellow sunlight again.

Farm -200
A sprawling piece of land in Smallville or a rural equivalent, this farm is a place of peace, tradition, and hard work. Whether you're here to live simply, reconnect with your roots, or hide from the chaos of the outside world, your farm provides a strong foundation. You'll get fields for crops, a barn, livestock, and all the equipment you need to maintain a working farm. If you put in the work and time and make the right choices you will be guaranteed to make a profit with your farm even in these uncertain times.

Jumper's Newspaper -200
You are the owner and editor of a prominent newspaper, magazine, or media outlet. You start small like the smallville gazette but with effort you will grow—perhaps to rival the *Daily Planet* or something even bigger. With the power of the press in your hands, you can shape public opinion, uncover hidden truths, and expose corruption. Purchase of this Paper comes with a (very) small team of eager and intelligent journalists and a small contingent of subscribers. Where you go from there depends on what road you want to go and on the quality of your stories.
A small reminder: powerful people don't like being exposed. If you dig too deep, expect enemies—be they criminal syndicates, politicians, or even superpowered individuals—to come after you.

X-K Lacquer -200
You receive a gallon of an x-kryptonite based lacquer, developed by Natasha Irons that extremely enhances a materials toughness and stability. With a thin layer coating of the lacquer her super suit became indestructible via most normal machinery and technology.

Portal -200
You now have a Portal to another dimension hidden somewhere of your choice. Maybe deep inside a cave maybe in your warehouse, maybe in your fortress or in your fridge. It's maximum size would be enough to drive a big Bus through it. You can have this Portal connect you to another timeline of your world, one where maybe Supeman turned evil perhaps or a Bizzarro version of your world or something else

entirely.
You will be the only one that can grant passage through the portal in either direction.
Can be purchased multiple times.

Kryptonite -200/400
A fragment of the shattered remains of Krypton, Kryptonite is infamous as the one true weakness of Superman and his kind. Even a small amount emits radiation that saps the strength of Kryptonians, causing excruciating pain and prolonged exposure that can be lethal. Different variants of Kryptonite exist, each with unique effects, but this purchase grants you a supply of standard green Kryptonite—the most well-known and dangerous variety.
For 400cp you will receive a piece of Kryptonite that will make a single race react to it as if they were kryptonians. Each new jump or every 10 years you can select a new race that will find that they are weakened and depowerd by this rocks radiation and prolonged contact will prove fatal.

Project 7734 -400
A top-secret black ops initiative, Project 7734 is a clandestine operation dedicated to the eradication of extraterrestrial threats—especially Kryptonians. Heavily funded and operating in the shadows, the project has access to: Kryptonite-Based Weapons & Armo, developed specifically to counter Kryptonians, advanced surveillance such as satellites, drones, and spies constantly monitoring superpowered individuals, highly trained operatives specialized in anti-kryptonian tactics, tissue and blood samples of superman and many other things specifically designed to defeat the alien. Combining this item with the upgraded kryptonite item, will grant you an equivalent project targeting a race of your choice.

Kinetic Hammer -400
A devastating weapon designed to generate and store kinetic energy with each swing, releasing it upon impact in an explosive burst of force. Originally designed and wielded by Steel, this hammer allows even an ordinary human to strike with enough power to stagger Kryptonians and shatter reinforced materials. The energy stored within the hammer grows with momentum, meaning the harder and farther and faster it swings, the more destructive the impact in the end (while this sound like normal physics, this is weirder as the hammer basically “charges up” the longer it travels)
It can also be used defensively, generating kinetic barriers or shockwave blasts by striking the ground. It will fly to you at your command and you won’t have to worry about it shattering your hand even if you don’t have a mechanical glove equipped.

X-Kryptonite -400
X-Kryptonite is a rare and unstable variant of Kryptonite, discovered in Smallville’s mines. Unlike its green counterpart, X-K does not harm Kryptonians but instead

grants superpowers to normal humans (and nonhumans at least if you buy it here). The effects vary wildly from person to person, sometimes mimicking Kryptonian abilities—super strength, invulnerability, flight, heat vision—but never reaching the full potential of a true Kryptonian.
This purchase provides you with a sizable stash of X-K, enough for multiple experiments or distribution. However, the powers it grants are temporary unless stabilized, and prolonged exposure can have side effects, such as erratic power fluctuations or cellular degradation. If refined properly, however, it could become a powerful tool for human enhancement.

Jumper corp -400/600
You own and control a small corporation. You can freely chose and diversify what the corporation deals in/with. With time, hard work and smart investments you can with this starting seed become a behemoth in its industry, influencing economies, politics, and even technological advancements.
Well hard work is for suckers: For an additional -200cp you will already own a massive company such as LuthorCorp. Whether it's an aerospace giant, a tech conglomerate, an energy provider, or something more sinister like a black-ops contractor, your company is a force to be reckoned with. Billions in assets, research facilities, and cutting-edge technologies are at your disposal. You have lobbyists, legal teams, and enough pull to sway politicians, shape policies, or get away with "questionable" business practices.

Supersuit -600
A marvel of advanced engineering, this suit was designed by John Henry Irons—also known as Steel—to battle Kryptonian threats and other superpowered dangers. Built from an advanced alloy resistant to extreme damage, it enhances your strength, durability, and speed to super(hu)man levels, allowing you to stand toe-to-toe with beings far beyond human capabilities. You can expect to last some time in a bout with Superman himself, though you can't expect to really win without other tricks up your sleeve. The suit also comes with built-in thrusters for flight, an advanced HUD with scanning and targeting systems, and a reinforced helmet that provides full environmental protection.
Beyond physical enhancement, the suit is also modular, allowing for upgrades and modifications. Integrated energy weapons, enhanced servos for greater lifting power, and specialized shielding to withstand Kryptonian blows are just a few of the potential additions.
Comes with a free purchase of the A.I. companion (if you want).

The Cure -600
You get three vials of a true panacea developed by a super genius based on samples of superman's blood. Not only will it cure you or anyone who receives a dose of all illness and disease including terminal cancer, it will also temporarily boost

your abilities and powers tenfold. This boost will last for just a few days. You will not suffer from any drawbacks and you won't lose control if you buy this perfected version of the cure here. Spent vials will refill monthly.

Fortress of solitude -600
A Kryptonian sanctuary far from human civilization, your Fortress of Solitude is a vast crystaline structure, shaped by alien technology and standing as a monument to both knowledge and legacy. Upon entering, you will find an advanced AI-assisted database containing knowledge on Kryptonian science, history, and philosophy.
At the start of each new jump or every 10 years, you will receive a Sunstone—a Kryptonian artifact that, when activated, will construct a new Fortress for you in a remote location. The Sunstone also houses an AI copy of a great Kryptonian mind, capable of teaching you about Kryptonian technology, biology, and history, allowing you to unlock your full potential as a Kryptonian—or understand how to counter one.
The fortress will come equipped with an advanced medical bay, shields and energy weapons systems as well as several other useful items and gadgets, such as highly advanced holographic and hard light technology, allowing for extremely realistic battle simulations used for training.
Comes with a free purchase of the A.I. companion (if you want).

Genetic engineering lab -600/800
A state-of-the-art laboratory dedicated to the cutting edge of genetic research. Whether you want to enhance yourself, create superpowered individuals, or push the boundaries of biological science, this lab provides the tools to do so. It is fully stocked with cutting-edge technology, including cloning chambers, DNA splicing equipment, and bioreactors. You can experiment with creating metahumans, enhancing people with Kryptonian genetics, creating cures for all kinds of diseases, or even creating the ultimate weapon. For an additional -200 you get several blood and tissue samples of superman, likely stolen from the D.O.D. as well as a dead kryptonian or inverse world kryptonian body to experiment on.
Playing with genetics is dangerous, and before you create anything too powerful you should read Frankenstein first.

The Eradicator -800
A powerful and enigmatic Kryptonian artifact, the Eradicator was originally created to preserve and enforce Kryptonian ideals. This version of the device has the ability to extract, store, and transfer consciousness from one body to another. It also has the potential to extract and redistribute powers, though it may require an energy source such as X-Kryptonite. If supercharged, the Eradicator can perform these functions from a distance, making it a dangerous tool for altering or assimilating others.
Using the Eradicator Tal Rho was able to revive the kryptonian war council by transferring their minds, preserved in the x-kryptonite, to possess the minds of the people of smallville, also granting them kryptonian powers in the process (permanent

as long as the possession was effective). If the targets are possessed long enough then the new consciousness will completely take over and permanently destroy the hosts consciousness.

Medallion -1400/1600
A mysterious object of great power, the Medallion is an artifact capable of merging you with alternate versions of yourself from other realities, creating a stronger, more complete version of yourself. The original version of this item consisted of two linked medallions, existing in two different dimensions. You gain an already merged version.
By tracking down and defeating an alternate version of yourself, while you wear the medallion, you can force a fusion, combining memories, experiences, and powers into one being. Even as a normal human you will gain incredible abilities, easily surpassing a Kryptonian's power, and as a bonus, you also receive a "Parasite" ability, allowing you to absorb additional strength from others. You'll also be able to casually create portals to other dimensions as well as merge or split different dimensions over time, forcing the inhabitants of both worlds to merge with their (bizarro) counterparts. You could also reverse the process, including for yourself, splitting yourself in two again.
For an additional -200 you can ensure that your mind is the only one left after merging, preventing potential conflicts or personality shifts.
Beware: There is no guarantee an alternate version of you exists in a given setting. You must find a way to access alternate worlds yourself. The fusion is never easy—your counterpart may likely have the same powers as you, or even a Bizarro-like variant, and must be defeated before the merger occurs, except if you find one willing to sacrifice himself.

Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own. You can grant your companions your CP at a 1:1 conversion rate.

Canon companion -variable:
You may freely take any canon companion of human level power with you. For any superpowered companion, take the superpower they got from the superpower section and half it-Superman would cost -500cp to take with you for example. For the purposes of this, the Super Genius perk counts as a superpower. (Taking Braniac would cost you 400cp)

OC companion -100 each
You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)
You can import up to 8 companions. They get 800 cp to spend however they want.

A.I. Assistant -200
You gain a fully autonomous, hyper-intelligent AI designed to assist, advise, and protect you. It can manifest as a voice, hologram, or robotic body, with superhuman processing power to analyze data, hack systems, and predict outcomes in seconds. Its customizable personality can be a loyal friend, witty snarker, or cold strategist (you can even give it a really bad french accent for some reason), while its autonomous operations let it run businesses, pilot vehicles, or assist in battle. However, its advanced nature comes with risks—if corrupted or hijacked, it could turn against you. With this option you may also chose to have an A.I. copy of a (super)human mind as your companion.

Bizzarro Jumper -400
You gain a companion who is just you from another dimension. This doppelgänger shares your appearance and your abilities, though some of them are maybe inverted, like having cold- instead of heat-vision. They even will share your general goals, personalities and worldviews. The only difference is that their personal history will alter from yours. Maybe they also speak in some reverse language.. who knows. Despite their quirks, your doppelgänger is fiercely loyal to you and working towards the same goals, seeing you as their only true connection across the multiverse.

Drawbacks

Teen Angst +100
You've been turned into one of the most horrific and disgusting, selfish and mean beings on the planet: An (american) teenager. You will be confronted with and feel all the stuff that sucks about being a teen. It will make you hate yourself as well as atleast anger those around you, including your otherwise loving family.

Small town gossip +100
Smallville may be a quiet town, but its residents love to talk. You've become the subject of endless gossip, with rumors spreading like wildfire about your actions, relationships, and secrets. Whether it's true or not, everyone seems to have an opinion about you, and it's hard to escape the scrutiny. No matter where you go and settle and try to escape. The rumors will follow

Boredom +100
Sorry, but you will be stuck in Smallville. You can still drive/run/fly away in emergencies, atleast if you don't take any other drawback that would prevent you from doing so, but you have to live in this town for the remainder of the jump. Life in Smallville can be painfully dull. You'll find yourself struggling to stay entertained, with little to do beyond mundane chores and repetitive routines. The cool local hangout spot is a fucking Diner.

Nemesis +100/200/400
A local troublemaker has decided to make you their personal nemesis. Whether it's a jealous classmate, a rival journalist, or a wannabe supervillain, they'll go out of their way to annoy, challenge, or undermine you at every turn. For 200 this person will stop only once your family has suffered horribly and you are dead. For 400 this person will have incredible political/corporate power and influence. Basically you have a Lex Luthor as a Nemesis.

Priorities +200
I totally get not wanting to work overtime and/or having your home life suffer because of work. When your work involves saving lifes and averting world-ending threats, things get more complicated. Instead of focusing on dealing with a major/important threat with all your might and skill immediately, you tend to show up, punch some mooks around, threaten someone a bit, then clock out from work and go home to your family, because tonight's pizza night or some stupid other "important" social thing coming up. This will lead to your enemies always being the ones actively driving the plot and proactively preparing, recuperating and planning while you are having some party or whatever.

Big footsteps +200
You'll never be as good as your dad was. Never. Not only will you not live up to his ideal in the eyes of your people and family, but you'll also never be as strong as he was. Due to your human half you can never develop to the full potential of a true Kryptonian (the show really can't decide whether it's a good thing to be a mongrel or not). Independent on your choices and backgrounds here this means your potential power is cut by half.

Panic +200
You suffer from Panic attacks, night terrors and in general you're a highly emotional nervous wreck. While breathing exercizes, medication, therapy and loving support of friends and family will help, you will never be normal and never be fully ok.

Side plot +200

You've been sidelined to the obvious side plot that wants so badly to be a secondary main plot as well (gotta create more drama and pad the run time). You have to spend all your time here dealing with Lana Lang and her family, including her cheating husband and insufferable teenage daughter. No you can't visit the Kents. No you can't go out on your own and save the world or do any of the actually interesting stuff in this world. You sit there and listen to a cliche-dripping 10 minute speech about family and community while the husband fucks someone else and the daughter friendzones, cheats, does all kinds of illegal stuff and blames everyone else for everything constantly. Oh, yeah there's also another daughter literally everyone constantly ignores. (man i hate that family)

That's my kryptonite +400
Kryptonite WILL effect you. No matter what other cool perks and powers you have. You will be depowered and weakened by it and it will kill you with prolonged exposure. A kryptonite bullet, or blade or bomb or poisonous gas will kill you. No circumventing it.

I don't need it, i don't need it, i…. +400
You need to consume big amounts of X-kryptonite in order to keep your powers. Should you ever run dry you will lose all of your supernatural powers and abilities. Also you've become quite an addict. You will not experience any side effects really except the craving for the next hit, but it might force you to deal with the scum of society.

Tech issues +400
Technology seems to have it out for you. Your devices malfunction at the worst possible times, your car breaks down unexpectedly, and even simple gadgets seem to work against you. This drawback ensures that you'll never have a smooth day when it comes to tech. Even worse, the more dangerous or sensitive your technology the more likely it is to get hacked and used for nefarious means.

Human heart +400
You died. The good news is, that you were saved via a heart transplant (of a 60 year old army vet). While this has saved your life, it will cause you to grow weaker with time. Gradually and in an controlled way, so you won't have to fear just waking up powerless one day without warning, but in your 9th year here you will be completely powerless.

Chemo +600
You know what a wholesome show about superman being a family man needs? A lengthy cancer subplot. You've now got stage 3 inflammatory breast cancer. Yeah, it's really bad. You can be cured, but only if you go through the procedures so many

people in real life have to go through. You have to undergo surgery, chemo and maybe also radiation therapy. There's no other way for you to be cured. No magic, or powers or uploading your mind or transferring your soul or clarktech… You have to beat it the hard way. If you actually show up to your treatments and if you actually do what the doctors tell you and if you don't give up you will survive. But the fight will suck a lot.

Invasion +600
A full invasion and takeover of hostile Kryptonians is being staged within the first month of your arrival. Using the Eradicator a survivor of Krypton has already poured the minds and powers of the Kryptonian war council into innocent civilians, before you even arrived in this world. They will turn more and more humans into aggressive Kryptonians and subjugate the world if you don't stop them or defeat a whole army of Supermen on your own.

Inverse Jumper +600/800
A doppelgänger YOU from an alternate dimension will try to hunt you down, kill you and take your place as jumper. He is just as strong as you, having all your perks and powers and items, sometimes maybe with a little twist (maybe he has frost vision and fire breath instead of heat vision and frost breath). For another 200 points he also comes with a gang of inverse companions of his own and he got the Doomsday power as well for free.

-HDManon
-v1.1