

LEGO Batman Games

LEGO Batman The Videogame, LEGO Batman 2: DC Super Heroes, LEGO Batman 3: Beyond Gotham, & LEGO DC Super-Villains

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Na-na-na-na-na-na-na-na LEGO! Welcome to the DC Universe, Jumper, though perhaps a more plastic version of it than you might be used to. On the whole this particular take on the DC Universe might be more light-hearted than usual, but there are still great threats to be fought. There are the common criminals like the Joker, the Riddler, and the Penguin for sure, but that just scratches the surface. Eventually the Justice League will be pushed to the limit by the likes of Brainiac, the Crime Syndicate of Earth-3, and even Darkseid, requiring them to temporarily ally with the villains of Earth in order to combat the larger threats. What role will you play in the events to come?

You arrive in this world shortly after a mass breakout at Arkham Asylum. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Form and Species-

On arriving in this world, you will gain the form of a LEGO minifigure (or big figure, depending on your choices). Despite being plastic, this form is strangely capable of all of the usual bodily functions and requirements you might expect from a more "realistic" form, including breathing, eating, drinking, and having children; try not to think about this too hard. Bleeding is possibly an exception to this. For the purposes of this jump, a LEGO minifigure is considered to be approximately the size of a "realistic" human.

As a special bonus, from the start of the jump, all non-LEGO forms you possess can be freely switched into and out of a LEGO version that suits this setting, and you retain this ability after the jump ends, even for new forms you gain.

But of course, not all minifigures are the same. Species matters here, just as it does in a more traditional DC setting. You must choose one of the species options in this section. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Additionally, you will become able to switch it between its LEGO form and a more realistic form.

While in a LEGO form, you can choose to temporarily apply a LEGO aesthetic to any clothes or personal equipment you have on you. Your powers, and any equipment you are applying this aesthetic to will operate with LEGO effects. See the Notes section for more information.

[Free] Human

An ordinary human, at least by the standards of LEGO. If you like, you can choose to have unusual hair or skin colours. You didn't happen to fall into a vat of acid, did you?

[Free] Intelligent Gorilla

Like Solovar or Gorilla Grodd, you are a gorilla with human-level intelligence, likely hailing from Gorilla City. Besides the strength afforded by your larger body, this offers no other benefits on its own.

[100cp] Atlantean

Though you appear to be human, your form provides additional advantages, including enhanced strength and the ability to breathe underwater.

[100cp] Cheetah Person

Like Cheetah, you were once human, but have since been transformed into an anthropomorphic… well, cheetah. As a result you have heightened sense, improved tracking and acrobatic ability, and sharp claws useful for digging or climbing walls.

[200cp] Amazon

You are a warrior woman raised on Themyscira. Your form grants you enhanced strength, and allows you to fly. You also boast an exceptionally long lifespan, allowing you to live hundreds, possibly thousands of years.

You must be female in order to take this species, but as a special consideration purchasing this species will allow you to become female for Free.

[200cp] Croc Person

You were born with a medical condition that has warped your human body into a reptilian, crocodile-like form. It's not all bad though; your new form provides you with great strength, the ability to breathe underwater, and an immunity to toxins. Over time, your body may even mutate further, causing you to grow larger and look scarier.

[200cp] Shark Person

You are a giant shark-like creature, similar to King Shark. Your form assists you underwater, helping you swim quickly and allowing you to breathe underwater. Your larger form also affords great power.

[300cp] Born on a Monday…

You are a strange zombie-like creature, like Solomon Grundy.

Your larger form affords great strength. Should your encounter swampy ground, you can sink into it, somehow retrieve various LEGO objects you may be able to build something with. This ability will even carry forward into non-LEGO world.

As an undead creature, you do not need to eat or breathe to survive. Destruction of your head will count as death for the purposes of chain failure.

[300cp] Cybernetic Human

You are a human that has undergone extensive cybernetic augmentation. It's fair to say you are more machine now than man, and as a result you now possess great strength. That's not all; your technological body will help you when hacking or accessing certain technological panels, and you are capable of firing a laser that in this and similar worlds can be used to destroy and carve into gold LEGO objects.

Additionally, if you have purchased any *Specialty Suits*, you may incorporate them into your body directly. See the *Specialty Suit* item for more information.

[400cp] Clay Person

Like Clayface, an accident has turned you into a mass of clay-like protoplasm. The upside is that you have gained incredible shapeshifting power. You can grow small to fit through vents or into fuse

boxes to deactivate them from the inside. You can grow larger for increased strength. You can even pass yourself off as other people with some practice.

[600cp] Plastic Person

You might be asking yourself “aren’t I already plastic?”. Well, that’s not exactly what is being discussed here.

Like Plastic Man, your body has been altered, giving you extremely impressive shapeshifting powers, allowing you to stretch and squash your body into all kinds of shapes. Make yourself into a giant drill to chisel your way through walls of ice! Slide through vents too small for the average person! Even turn yourself into a plane and fly around! Unfortunately, changing your colours seems to be beyond you, and as a result passing yourself off as someone else is unlikely.

[800cp] Kryptonian

Hailing from the planet Krypton, Kryptonians appear to be human, but exposure to a yellow sun (like the one that Earth orbits) will grant you extremely potent and varied super powers, including superhuman senses, the power of flight, super strength, super speed that could allow you to build LEGO objects at a scale and speed well beyond most, heat vision (which can destroy and carve into gold LEGO objects in this world and ones like it), x-ray vision, and freeze breath.

While your power cannot be undersold, you do have a weakness: Kryptonite. Exposure to Kryptonite will rob you of your powers and put you in a weakened, exhausted state. This weakness will disappear at the end of the jump.

[800cp] Martian

You’re an alien! And not just any old alien: you are a Martian, one of the most powerful species in the universe. While your True Form is a giant green creature that affords great strength, you also have powerful shapeshifting abilities, allowing you to take a less threatening from. But that’s not all; you also have an array of other superpowers, including: flight, intangibility, superhuman senses, heat vision (in LEGO worlds like this one it can destroy and carve into gold LEGO objects), and even powerful telepathic abilities, which can go so far as allowing you to control minds.

While you are certainly powerful, you are not all-powerful. You are vulnerable to fire, extremely so. A normal guy using a flamethrower in your general direction is enough to completely incapacitate you until the fires around you can be extinguished. This weakness will disappear at the end of the jump.

-Background-

You must choose one of two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Super Hero

You are a hero, a larger-than-life figure that fights crime, and those super-powered criminals that like to commit it. A good guy, basically.

Super-Villain

You are a villain, who exploits your powers or natural advantages for wealth, power, or just to cause as much chaos as possible. In other words, a bad guy.

-Location-

Roll 1d8 or pay 50cp to choose. Alternatively, you can elect to start in Gotham for free, given it is the central point of focus for the events to come.

You are free to determine the specifics of where you are arriving in your starting location, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

[1] Gotham

Gotham City. A dark city, rife with crime, and insane criminals like the Joker, the Riddler, and the Penguin. It falls to Batman and Robin to protect this city, and send these criminals back to Arkham Asylum, no matter how many times they break out.

[2] Metropolis

In stark contrast to Gotham is the bright, optimistic city of Metropolis, protected by Superman. Of course, it is not without its share of villains – such as Lex Luthor, who schemes to become president.

[3] Paris, London, or Pisa

Should events proceed as expected, Brainiac will battle Batman, Superman, and Wonder Woman in these three cities before “bottling” them. Though they will eventually be restored, you may wish to leave early, or help the heroes out. In the meantime, why not take in the many sights these cities have to offer?

[4] Lantern Planets

The various Lantern Corps operate out of their own planets. Oa is home to the Green Lantern Corps, and the Guardians of the Universe. The Violet Central Power Battery is located on Zamaron. The Blue Central Power Battery is located on Odym, which will be attacked by the Reach. Nok is home to the Indigo Power Battery, which will briefly go haywire and require repairs. The Red Lantern Corps and their Red Central Power Battery are found on Ysmault, which runs red with rivers of… raspberry jam. The Orange Central Power Battery is located on Okaara, where Larfleeze has erected a temple to himself and his hoard. Finally, the Sinestro Corps and their Yellow Central Power Battery can be found on Qward.

[5] Smallville

A small town in Kansas, where Clark Kent (Superman) was raised. It has little focus during the events to come, though at one stage the rookie and Gorilla Grodd will take down the Atom here on their way to the Watchtower.

[6] Themyscira

An island inhabited by the Amazons. Should events unfold as expected, Granny Goodness will briefly conquer the island, before being driven out by Wonder Woman, Harley Quinn, and Cyborg. If you are male, you aren't likely to receive a warm welcome.

[7] Apokolips

A planet ruled by Darkseid, a being of immense power who seeks the Anti-Life Equation in order to dominate the universe. Should events proceed as they usually would, it will temporarily be relocated to Earth's orbit.

[8] Free Choice

Lucky you! You may choose to begin at any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Super Hero Perks

[100cp, Free for Super Heroes] Super Theme

Na-na-na-na-na-na-na-na Jumper!

You have gained your own theme music, which would be perfect as a theme for a classic television series or movie, and appeals to your tastes if possible. You will maintain legal ownership of this theme, in this and future worlds – even if you are maintaining a secret identity, without compromising said identity.

You are now able to play this song at will. You can choose whether those around you hear the songs, or just yourself, and you can adjust the volume (but not raise it to a level where it would harm an ordinary human). Should you allow others to hear you play it via this perk, it will quickly become associated with you.

If you already have some theme music which you either already own or was granted to you via a perk, you may choose to apply this effects of this perk to that theme instead of receiving a new one.

[100cp, Free for Super Heroes] ***Nice plan!***

An important aspect of super heroics is maintaining a secret identity. This perk will help you out with that.

So long as you make the barest effort to disguise yourself either as a hero or as a civilian, people will struggle to put the two identities of yours together unless you deliberately reveal yourself. This effect will also make it easier for you and another hero to pass yourselves off as each other, with others failing to pick up on differences in appearance over the short term – even if one of you has a costume that completely exposes your face!

[200cp, Discounted for Super Heroes] It's the car, right?

Not every super hero can fly from place to place; some, like Batman, require the use of vehicles.

Fortunately, also like Batman, you have an impressive aptitude for vehicles. Cars, bikes, boats, planes, space ships – you quickly learn to pilot them all, and are simply much better at it than you would otherwise be.

[200cp, Discounted for Super Heroes] ***You should really try not to make such a mess***

While you're out doing hero work, all too often you'll end up causing a lot of property damage – especially in a world like this one.

Fortunately, you'll now find that general property damage you have caused will miraculously be undone when your current mission, or romp through the local area, has come to a close. There are

some things this won't apply to. First and foremost, your own property. Second, the property of those you wouldn't want to benefit – handy if your current mission involves you smashing up a villain's lair. Lastly, this perk won't undo damage done to unique or extremely important items to the setting.

Unless you bring the effects of this perk to the attention of others, they won't pay it any mind, and if a person's opinion of you (particularly as a hero) would be lessened by the property damage you are causing, then the fixes this perk causes will likewise soften their judgement.

You can toggle this perk on and off as you like. Property damage caused while it is toggled off will not be repaired when it is later toggled on.

[400cp, Discounted for Super Heroes] He's My Friend, And You Are Too

Mind control is an awful thing. Imagine having your friend turned against you, instructed to kill you. Now, imagine that friend is Superman.

Fortunately, this perk provides you with a means to fight against such a thing. When someone you truly care about is under some kind of external mental influence, by sharing your feelings with them, you will be able to reach them, snapping them out of this influence.

You only use this ability when you mean to, and can pick and choose which effects to remove if the target is being influenced by more than one.

[400cp, Discounted for Super Heroes] Unlikely Allies

At the end of the day, super-villains live on Earth. So when a threat comes from the other side of the universe, or even other Earths, you should be able to count on their support… right?

Fortunately, these affairs will work out much better for you now that you have this perk. When villainous types offer to put aside their differences and work with you, you have a strong intuitive sense for when they are telling the truth. When you attempt to persuade them to work with you to deal with the larger threat, you are more likely to succeed and this same intuition will help you identify when you have.

Once you have teamed up, you can rest assured that these villains will be able to put aside their worst impulses until the threat at hand is dealt with; you won't have to worry about Joker shooting you in the back while you fight Brainiac simply because he finds the idea funny. Should events change to the degree that a villain would be inclined to switch sides or otherwise betray you and your allies, you will have a foreboding feeling that such a thing might occur.

[600cp, Discounted for Super Heroes] True Hero

Being a hero means doing the right thing. Even when it's hard. Even when the odds are stacked against you. This perk will work to even the odds.

First, you are a good deal more resilient than you would otherwise be. As an ordinary human, you might shrug off a gunshot or two before you are ultimately taken down. As a Kryptonian, you could

replicate Superman's impressive feat of resisting the effects of a Lantern-powered shrink ray, and literally punching your way through the beam to reach and destroy the machine.

Next, you are a good deal more observant than you would otherwise be. This will help you identify enemy weak points, and notice parts of the environment you can turn against them. It will help you find hidden objects that you might be interested in collecting. It will also come in handy when doing good old-fashioned detective work.

Finally, you are just plain luckier than you would otherwise be. This can manifest in different ways; for example, if you are up against a foe with mind control abilities, you might be called away for something to conveniently avoid their brainwashing, or you might luck into an object that allows you to resist their particular strain of mind control. Or, if you are battling a foe beyond your capabilities, you might end up doing so in a battlefield more favourable to you, or that provides some extra means of harming them. These advantages won't completely carry you through, but they will give you a better chance.

Super-Villain Perks

[100cp, Free for Super-Villains] Do you like jokes, Jumper?

Because they are going to love you! You now have a knack for coming up with and delivering corny jokes and puns. Should you employ some kind of theme or gimmick in your criminal or crime-fighting activities, you'll find it particularly easy to work your theme or gimmick into your puns and jokes.

[100cp, Free for Super-Villains] Come on, Rookie!

So you're planning on being a super-villain? Well, you've got to start somewhere, and that's where this perk comes in.

From now on, so long as you haven't taken action against a particular gang or super-villain, and don't have a reputation as a super hero or similar, you will find it easy to make it into their gang without issues – though by itself this won't help you be more than a goon. You'll also be guaranteed that so long as you are genuinely working with your chosen gang or villains your won't be executed by your boss for honest mistakes, or simply because they find the idea funny.

[200cp, Discounted for Super-Villains] Time For Toxins

You have learned how to replicate one of the toxins employed by Gotham's super-villains. Better still, you are able to do so with a simple barrel (or similar vessel) and a few common objects instead of complex chemical combinations. You'll only make these toxins in this way when you mean to. Choose one of the following:

- The Joker's Laughter Toxin. Simply combine three "gag" items, like rubber chickens, chattering teeth, and dead fish, and you'll have a small supply of a toxin that causes others to laugh uncontrollably, often making them strangely compliant with your requests.
- Scarecrow's Fear Toxin. Combine three "spooky" items, like pumpkins, spiders, and skulls, and you'll have a small supply of a toxin that induces great fear in others, often causing hallucinations.

- Poison Ivy's Floral Toxin. Combine three different kinds of flowers, and you'll have a small supply of a toxin that causes others to fall head over heels in love with you for a short time.

You may purchase this perk up to three times, each time choosing a different toxin. Discounts apply only to the first purchase.

[200cp, Discounted for Super-Villains] Goon-Nastics

You are surprisingly skilled at forming human pyramids and other formations with others, and when working with a small group you can temporarily apply this boon to them.

There are two particularly special uses you have for this, each of which require four people (yourself included), to help another party reach higher areas, and are guaranteed to be perfectly safe for the participants. The first is a human ladder. The second is stranger – a human trampoline – allowing the person to jump and bounce on the participants with a similar effect to an actual trampoline.

[400cp, Discounted for Super-Villains] Goon Command

There's something about your presence, a dark charisma that attracts thugs and lowlifes to your cause. You'll have an east time finding and recruiting such individuals, even after you have built a reputation for harming them or leaving them to take the fall.

In the field, you'll also have more success giving commands to your minions, making it more likely they understand and follow your directions, and less likely they make complete fools of themselves.

[400cp, Discounted for Super-Villains] The Jumper's Return

From now on, so long as you are legitimately presenting the option to them, super heroes and other kinds of do-gooders will always accept your surrender and take you in to go through the proper legal process. Be warned: this effect will have no influence on those who aren't so well-intentioned, unless they are currently playing the role of a super hero. When you allow yourself to be taken in in this way, legal systems are strangely inclined to imprison you rather than execute you.

Unfortunately for these systems, you are incredibly adept at escaping from prisons or mental institutions, and have a great deal of luck in such endeavours. For example, this might lead to others that are planning an escape attempt bringing you in on it, or the chaos caused by their attempt leading to your own escape.

[600cp, Discounted for Super-Villains] Evil Genius

Genius hackers and inventors often find their way into villainy, and it appears you have followed that same path.

To start, you understand the underlying technology and principles that go into the Deconstructor, a device that is able to destabilise shiny black LEGO objects, causing them to pull themselves apart. With time and effort, you may learn to utilise similar principles in order to destabilise other notably

durable materials, as well as create things like the giant Joker robot, a huge robot that was able to stand up to the likes of Superman for an extended period of time.

Your hacking ability is equally impressive, allowing you to bypass the security of the likes of the Batcave and Justice League Watchtower in record time. Often, this kind of hacking involves some kind of comical or nonconventional approach that really shouldn't work, like ripping out a single random computer part, or shocking the computer with a hand buzzer.

General Perks

[Free] LEGO Builder

When it comes to building with LEGO pieces, you are highly resourceful and imaginative. This does apply to the smaller LEGO pieces you might find on a more "realistic" Earth, but more importantly applies to the larger LEGO pieces you will find in worlds like this one.

When building with these pieces, you will be able to intuit the kinds of things you have the necessary piece to build, and can put them together in impressive time. Strangely, you also seem to have a fair amount of "range" when building, both allowing you to pull in objects a little bit away from you, and also allowing you to pull off tricks like building a grapple point onto a nearby roof from the ground level.

[Free] Mumblespeak

You have gained the curious ability to communicate with mumbles, grunts, and similar noises just as effectively as you could by talking; in other words, you couldn't communicate something you couldn't put into words, and you couldn't communicate across language barriers. You will also be able understand when others attempt to do the same to you, again just as effectively as they could by talking to you.

[Varies] Stud Magnet

From now on, when you destroy objects, they will frequently release smalls amounts of LEGO studs. While these aren't the true currency of this world, you will find that for you they act as a kind of universal currency that works for you in all worlds. This only applies to LEGO studs you specifically acquire via this perk.

Larger and more expensive objects generally reward more, or higher denomination, LEGO studs, but by default they are not enough to replace the object you just destroyed. An object repaired after it has provided LEGO studs will not provide them a second time.

By default, this perk costs 100cp. If you like, you can pay more cp on top of this in order to multiply the value of the studs you acquire as follows:

- 100cp = x2 multiplier
- 150cp = x4 multiplier
- 200cp = x6 multiplier
- 250cp = x8 multiplier

- 300cp = x10 multiplier

These multipliers can be combined if more than one is purchased. For example, if you purchase both the x2 and x4 multipliers, your stud value would be eight times normal value. With all multipliers, you would receive a whopping x3840 value multiplier – and you thought Bruce Wayne was rich! Attempts to "game" this perk into multiplying the same base source of currency again and again will invariably fail.

You can toggle either aspect of this perk on and off as you like.

[100cp] LEGO Rebuilder

Occasionally, when you destroy objects, they will release a pile of comparatively smaller LEGO objects, which you can make use of with the *LEGO Builder* perk. This can occur even when destroying non-LEGO objects. In some cases you will need to destroy multiple nearby objects for sufficient LEGO objects to build with.

While you can't guarantee what you will be able to use these LEGO objects for, they often provide some kind of temporary or immediate advantage, usually in relation to traversal around the local area, but sometimes will help you disorient or harm a foe you are fighting. Don't expect to take down opponents significantly more powerful than you with this perk alone.

[100cp] Acrobat

You are highly acrobatic, capable of feats like double jumping, wall jumping, and swinging from pole to pole.

[100cp] Hitting The Target

Whether firing a bow or throwing a batarang, you are highly accurate with ranged weapons of all kinds. You are also quite good at planning out and executing ricochets that bounce just as you need them to.

[100cp] Martial Artist

You are a trained fighter. On its own, this will allow you to fight off small groups of unarmed thugs bare-handed.

[100cp] Mite-y Tips

Oh! It seems you have a new biggest fan – a fifth dimensional imp!

This superfan doesn't want to swoop in and solve your problems for you. Instead, when traversing the environment, you will occasionally encounter floating symbols that reflect your gimmick or theme. Should you have no such symbol, it will default to a floating bat symbol. Only you can see or interact with these symbols, and they never get in your way.

When you punch this symbol, your superfan will appear before you, unseen to all but you, and happily remind you of a power or ability that either you or a nearby ally possess, which can help you progress through the area. Hitting the same symbol will result in the same information, but you don't have to worry about overusing them – if anything, the imp is happy when you do so.

During your chain, the imp will never provide help beyond the scope of this item, and you cannot meet them under other circumstances.

[200cp] Flight

You are capable of flying around at high speeds under your own power. Patrolling the city will be much easier, thanks to this power.

[200cp] Heat Ray

You are capable of firing some kind of heat-based laser attack. On purchase, you can decide whether you can fire it from one of your hands, your eyes, or your chest.

In addition to being a powerful ranged attack, in this and similar worlds it will allow you to destroy and carve through gold LEGO objects.

[200cp] Ice Powers

Like Killer Frost, you have gained power over ice. This allows you to fire freezing beams from your hands, create ice under your feet allowing to slide through the air to easily cross gaps, and even use your ice to reflect powerful lasers directed at you.

[200cp] Scale Ability

You have become able to grow and shrink in size. Shrinking will allow you to fit through vents and into fuseboxes – just be careful not to zap yourself while you are inside! Growing will allow a minifigure to become roughly twice the size of a big figure; other sized creatures using this power will be able to scale at the same relative scale. Surprisingly, growing larger does not make you any stronger, so it is not quite as useful as it first appears.

[200cp] Super Strength

Your strength has been notably enhanced. An ordinary human would be able to lift objects many times their size with this perk alone.

In this and similar LEGO worlds, you'll generally be able to make use of special orange handles you find in your travels.

[200cp/400cp] Electricity

For 200cp, you are capable of firing a stream of electricity. On purchase, you can decide whether you can fire it from one of your hands, your eyes, or your chest. In addition to being a powerful ranged attack, this will allow you to charge certain devices.

For 400cp, you are akin to Livewire. You are able to become a mass of energy, allowing you to slip through vents or into fuse boxes to disable them. Unlike the Scale Ability, won't need to worry about zapping yourself either. As one last bonus, you can fire your electricity stream from any of the above places.

[200cp/400cp] Mental Powers

You have gained psychic powers.

At the 200cp tier, you have gained telekinesis, allowing you to lift objects too heavy for an ordinary person, as well as telekinetically assemble LEGO objects.

At the 400cp tier, in addition to the above, you are able to telepathically speak to others, as well as control a single unfocused mind at a time. In order to use these effects, your target must remain in the same general vicinity as you.

[200cp/600cp] Chlorokinesis

You have gained great control over plant-life. This allows you to quickly grow all kinds of plants out of the dirt, even strange ones like fans to help blow you up to higher levels.

At the 600cp tier, your plant can be significantly larger, as well as possess some degree of intelligence – though they remain loyal to you. This allows you to pull off feats like quickly growing a giant venus flytrap to hide within and attack from, or grow humanoid plant creatures from seeds to serve as your goons.

[600cp/800cp] Rookie's Energy Absorption

Exposure to Amazo tech has given you the ability to absorb sources of energy. Normally, this would also cost you your voice, but somehow you've bypassed this side effect.

You can use this ability to redirect the power from great source of energy to power other devices. More importantly, you can absorb it directly into yourself in order to gain new super powers!

For 600cp, you are limited solely to the powers shown to be gained by the rookie during the events of LEGO DC Super-Villains. These are: Flight, Heat Ray, Scale Ability, Super Strength, the 200cp tier of Electricity, the 200cp tier of Mental Powers (the telekinesis), and the 200cp tier of Chlorokinesis.

For 800cp, you are not limited in this way, and may continue to gain super powers so long as each individual power remains within the scope of power of the super powers listed above, and so long as each individual power would be appropriate for a Traveller's Tales LEGO game.

As obviously useful as this can be, remember that in order to gain each super power you'll need to locate a special energy generator, or something with an equivalent level of power. In other words,

you cannot “work your way up” to a new power; you need to find a suitable source to acquire it all at once.

[800cp] Speed Force

You have gained access to extreme levels of super speed. Beyond the obvious advantages of such speed, you’ll be able to quickly assemble LEGO objects at scales not possible for most people, vibrate your body at specific frequencies to destroy glass, make longer jumps, and use devices such as treadmills in order to provide large amounts of power.

Speaking of treadmills, should you get your hands on a Cosmic Treadmill, you could use it in order to access the Speed Force and quickly retrieve piles of usable LEGO objects, or even to travel to alternate Earths. While this perk does not provide you with such a treadmill, it does provide you with the know-how to construct more limited versions of it out of scrap or spare LEGO objects. These limited versions will allow you to access the Speed Force to retrieve piles of usable LEGO objects, but won’t allow you to travel between worlds.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

All items received here will initially come in a LEGO form. Post-jump, you can freely toggle these items between their LEGO versions and a more “realistic” version. While items are in their LEGO form, they will operate with LEGO effects. See the Notes section for more information.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Basic Suit

You don’t plan on fighting (or committing) crime in street clothes, do you?

This is a standard super suit which either matches your theme or is of your own custom design. It works with your powers, is self-cleaning and self-repairing, but offers no additional capabilities.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Varies] Specialty Suit

Ah, but perhaps you'd like your suit to offer you more advantages?

Each of these suits work with your powers, and is self-cleaning and self-repairing. By default they have a design which is based off your Basic Suit, but which reflects their special functions. If you prefer, they can instead be of a custom design.

You may purchase suits individually, at their indicated price; you may use discounts on these purchases. You can also spend 400cp, which can be discounted, in order to acquire any seven suits from this option. You can acquire more than seven, but must make individual purchases beyond that point.

50cp Tier

- Decoy Suit: The suit is equipped with a radio. Perhaps you could use it to call in some goons?
- Flower Suit: The suit is adorned with a strange flower. . Normally this has no other effect, but if you purchase the Object of Control item you can choose to gain this suit for Free by importing the Object of Control into the flower from this suit, giving it the Object of Control's properties.
- Glide Suit: The suit has some mechanism which allows you to glide through the air. It might be a complicated backpack, or a well-designed cape.
- Helmet Suit: A version of your Basic Suit with a fancy helmet. Normally this has no other effect, but if you purchase the Helmet of Destiny and/or Object of Control item(s) you can choose to gain this suit for Free by importing one or both of those items into the helmet from this suit, giving it their properties.
- Illumination Suit: The suit is capable of emitting bright light to help you see in dark environments. Unfortunately, this function has a high energy cost, and cannot be maintained without regular recharges from an external power cell. Post-jump, this limitation will be removed and the suit can maintain illumination as long as you like.
- Sphere Suit: The suit is able to deploy a large sphere around your person. The defensive capabilities of this are minimal; its value lies mostly in being able to activate certain kinds of switches you may find in this world.

100cp Tier

- Acrobat Suit: A lightweight suit for those wishing to employ their acrobatic talents. In addition to the capabilities of the Sphere Suit, the suit comes with an Acrobat Pole as described in that item.
- Demolition Suit: The suit has some mechanism of deploying explosives, the specifics of which are free for you to determine. These explosives are fairly effective; in this and similar LEGO worlds you can use them to destroy shiny silver LEGO objects. You never run out of the explosives.
- Hazard Suit: The suit allows the wearer to move across toxic waste and similarly hazardous materials. The suit is also equipped with a vacuum; in this world, you may find instances where you can suck up smaller LEGO objects and deposit them into a machine to reassemble them for you. The vacuum can also be used to suck up and fire liquids, or to fire bursts of air.
- Heat Protection Suit: The suit allows the wearer to walk through flames, and safely handle very hot objects.

- Scuba Suit: the suit is designed for underwater traversal, and provides an endless supply of air. It is also equipped with a harpoon gun, which never runs out of harpoons.
- Shield Suit: The suit comes with a durable shield. Holding it in front of you will help you move through flames, and it can also deflect power lasers.
- Sonar Suit: The suit has some of sonic weapon that can shatter glass. It can also attract bats, but you'll need more advanced technology if you are planning on having some massive bat swam cloak under your control.

200cp Tier

- Dive Suit: Similar in nature to the Scuba Suit, this one trades out the harpoon gun for a far more effective laser; in this and similar LEGO worlds, this laser can destroy or carve through gold LEGO objects.
- Electricity Suit: The suit is insulated against electricity, allowing the wearer to safely traverse electrified areas. Not only that, but the suit can be used to transfer electricity, taking it from a power source and either using it to charge another source, or the electric weapon that comes with the suit.
- Giant Suit: Bulky power armour. The larger size affords great strength.
- Ice Suit: The suit is winterised. It also comes with a powerful freeze ray that never runs out of power.
- Magnet Suit: The suit allows you to walk on magnetic surfaces in order to scale walls. It will also allow the wearer to move and control certain kinds of metal – in this world such metal takes the form of distinct blue LEGO objects.
- Power Suit: Not to be confused with a certain suit Lex Luthor might make for himself in the future, it is in fact a superior version of the Demolition Suit, it shares the same explosive capabilities, but also provides an ordinary person with greatly enhanced strength.
- Sensor Suit: The suit has powerful stealth capabilities, allowing the user to become invisible. True to its name, the suit boasts powerful sensory abilities, allowing the user to detect hidden items, and even granting the user X-ray vision.
- Space Suit: The suit is designed to allow the wearer to survive in space. It is equipped with a powerful laser; in this and similar LEGO worlds, this laser can destroy or carve through gold LEGO objects. The suit is also equipped with a jetpack; unfortunately, this has a high fuel cost, and must be refuelled between uses. Post-jump, this jetpack will never run out of fuel, allowing you to use it as often as you like.
- Techno Suit: The suit has various features that assist with hacking and accessing certain kinds of technology panels. It can also deploy a remote-controlled drone which matches your theme or design. This drone is small enough to move through small hatches on your behalf, and can interface with certain technology ports.

You can choose to combine suits purchased via this option with each other and/or with the Basic Suit. This allows you to fast-swap between different suit "modes", in order to take advantage of each suit's capabilities. The exception to this is the Glide Suit; in this case the glide capabilities will instead be applied to each of the suit's modes.

Additionally, if you also purchased the *Cybernetic Human* species, you have the option to incorporate any suits purchased here into your own cybernetic body. As described above, each suit becomes a mode change you can apply to your base form, with the exception of Glide Suit; its benefits apply to your base form and all mode changes. Incorporating a suit in this way overrides its replacement rules as explained below, and they are considered your body for all things that it would matter for.

Should any suit you purchased be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Suit Swapper

Requires at least one purchase of Specialty Suit

Want to quickly swap between your suits, but don't want them as separate items? This will do the job.

This is a large platform, which bears your logo. By standing on the platform, you can immediately switch to any of the suit items you have purchased here. Each platform can only be used by the purchaser, and only allows them to swap into suits they purchased themselves; a companion's platform only lets them access their own suits, and couldn't be used by you, for example.

Should the platform be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[50cp] LEGO Batman Home Console Games Bundle

Do these LEGO games mean something to you? Do you want to play them whenever you like? This bundle contains:

- A 2018-era television.
- Either a PlayStation 3 or Xbox 360 with a pair of controllers for your chosen console.
- A copy of LEGO Batman The Videogame and LEGO Batman 2: DC Super Heroes for your chosen console. All downloadable content is included.
- Either a PlayStation 4 or Xbox One with a pair of controllers for your chosen console.
- A copy of LEGO Batman 3: Beyond Gotham and LEGO DC Super-Villains for your chosen console. All downloadable content is included.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] LEGO Batman Handheld Games Bundle

Maybe you prefer something you can play on the go? This bundle contains:

- Your choice of either a PlayStation Portable or Nintendo DS.
- Your choice of either a PlayStation Vita or Nintendo 3DS (which may be a 3DS XL or 2DS if you prefer.
- For each chosen device, a copy of each LEGO Batman game released for that device.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Acrobat Pole

A large pole. It is a handy melee weapon, and has the curious property of being able to return to your hand when you would like it to. Not only does this make it useful at range, but you may stumble

across certain wall sockets in your travels that the pole could slot into, and that a trained acrobat could then take advantage of.

Should your pole be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Batarangs

An endless supply of batarangs, which you can retrieve from seemingly nowhere whenever you need them. If you prefer, they may instead have a unique design which reflects your theme.

In addition to being handy projectile weapons, they can be used to activate certain switches you may find in this world.

[50cp] Grappling Hook

A grappling hook, which can help you pull things, or allow you to quickly ascend. It is reusable, allowing you to use it over and over again as required.

Should the grappling hook be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Amazonian Equipment

A high-quality sword and shield, each of Amazonian make.

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Bow and Arrows

A high-quality, but otherwise mundane bow. It comes with an endless supply of ordinary arrows, which you can retrieve from seemingly nowhere whenever you need them.

Should your bow be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Gun

An ordinary gun, like those wielded by common criminals. It never seems to run out of ammo.

Should your gun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Hammer Time

You have acquired a giant hammer, similar to the one wielded by Harley Quinn.

The hammer is surprisingly powerful, allowing you to knock in certain walls. In this world, you may even encounter certain switches it can activate.

When not in use, you are somehow able to completely hide the hammer on your person. I guess that's why they call it "hammerspace"?

Should your hammer be lost or destroyed, a replacement will appear within this hidden space after 24 hours.

[100cp] Mirror Portal Gun

A strange gun, utilised by Mirror Master.

The gun is able to set up a linked pair of portals on mirrors and similar surfaces. In order to apply the portals, simply fire the gun at the surface you are trying to place the portal on.

Unfortunately, the gun is only able to maintain a single pair of portals at a time, with new portals being created causing old ones to disappear. Additionally, the portals only work if they remain in the same general distance from each other, making it helpful for getting to some difficult to reach areas, but useless for longer range travel. The portal creating blasts can also be used as a basic ranged attack.

Should the gun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Special Graffiti

You have acquired a special can of spray paint. You are able to use it to spray any colour of paint you desire. More importantly, you can choose for it to spray out a special explosive paint that will allow you to destroy walls once you have tagged them. Your can never runs out of paint, allowing you to use it as often as you like.

Should your can of spray paint be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Super-Villain Smartphone

A surprisingly advanced smartphone. In addition to all the usual features you would expect from such a device, it will be able to connect with others without the need for an existing infrastructure, it will never run out of power, and you will never need to worry about any bills related to it. It comes pre-loaded with Joker And The Thief by Wolfmother as a ringtone.

Photos and videos you take of yourself with this phone can never be used as evidence against you for any official criminal proceeding; while this won't stop others to coming to obvious conclusions about your conduct, super-villains who just can't help but brag about their crimes will at least get some protection out of doing so via this phone.

Should your phone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Deconstructor

A large energy weapon. It emits a unique energy, which destabilises shiny black LEGO objects, causing them to pull themselves apart. Notably, the walls of Arkham Asylum, as well as much of Batman's vehicles and equipment happen to be made out of this material. With some know-how and tampering, you may be able to adjust it to destabilise other kinds of notably durable material.

The weapon is fuelled by Kryptonite; fortunately yours comes with a piece that somehow manages to keep the weapon fuelled indefinitely. In other words, this is a tool that can be effectively employed against both Batman and Superman – how convenient!

Should your Deconstructor be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Jumpermobile

Your choice of land, sea, or sky vehicle, along the lines of the Batmobile, Batboat, or Batwing. It may actually be one of these, or if you prefer a custom vehicle that reflects your own themes.

The vehicle never runs out of fuel, and general upkeep is not necessary. It is equipped with some basic weaponry, that you never run out of ammo for. If you like, it can be made from very sturdy black LEGO objects, which can stand up to powerful explosives.

Should the vehicle be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Trick Arrows

This item provides you with an endless supply of four different kinds of "trick" arrow, which you can retrieve from seemingly nowhere whenever you need. Despite their versatility, you'll need to be a proficient archer to make good use of them.

The first kind of arrow are sonar arrows, which can be used to shatter glass. The second kind are explosive arrows, handy for destroying silver LEGO objects. The third kind are heat arrows, which can be used to heat up and destroy metal – in this and similar LEGO worlds, this will allow you to destroy gold LEGO objects. The fourth are boxing glove arrows; while these are far less practical than the others, you may find a use for them.

[200cp] Wonder Set

A set of equipment, perfect for a wondrous hero or heroine.

First is a pretty tiara (or crown if you prefer). Somehow, it is able to thrown like a boomerang.

Next are a pair of bracers. These can be used to reflect powerful lasers fired at you – just make sure you guard correctly!

Last, but not least, is a durable lasso, which can compel those wrapped in it to speak the truth. Androids and similar entities appear to be immune to this effect.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Goon Squad

You have recruited a small army of goons, perfect for starting a large crime wave. These humans are not particularly bright, and easy scared, but are absolutely loyal to you. They have the benefits of the Goon-Nastics perk, but are otherwise ordinary. Should you have some kind of theme or gimmick, these goons which dress in a way that complements it. About half of the goons are equipped with guns; unless otherwise armed the others will resort to throwing hands with your enemies.

Your goons are considered followers. Should any perish, replacements will arrive at the start of the next jump. Post-chain, this occurs every ten years.

Post-jump, you can freely switch your goon between their LEGO minifigure forms and more "realistic" forms.

[400cp] Helmet of Destiny

Is this the Helmet of Fate? Apparently not, as it grants no magical ability.

What this helmet does grant is immunity to unwanted attempts to influence the wearer's mind, such as direct mind control, possession, or effects that influence your emotions. Very helpful if you are planning on combating a foe who uses such abilities.

Should the helmet be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Jumperrocket

A rocket or space ship, the details of which are determined by you on purchase of this item. It might reflect your themes or gimmicks, have a custom look of your own design, or mirror an existing vehicle like the Batrocket.

The ship is only intended to carry a couple of passengers. Optionally, part of the ship can separate and re-attach to allow a second pilot to operate a smaller supporting ship. The ship (and supporting ship if your ship possesses it) never runs out of fuel, and has a weapons system built-in that doesn't run out of ammo.

Lastly, the ship is capable of creating temporary portals, which allow it to quickly navigate the universe at large.

Should the ship be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Object of Control

You have some kind of mind-controlling device. The form it takes is up to you; it could be a staff, a strange flower, or something wholly original.

The object only works on unfocused minds. You can only control one mind at a time, and they must remain within the same general vicinity as you in order for you to retain this control.

Should the object be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] Giant Jumper Robot

A giant robot. By default, it reflects your own distinct look, but if you prefer it may instead be another giant Joker robot.

Truly enormous, the robot is capable of flight and extremely durable, with many redundancies and backups that allow it to take a sustained pounding from the likes of Superman.

The robot is powered by a large supply of Kryptonite, which will replenish over time. This allows you to use the robot indefinitely, or to take from this supply to put the Kryptonite to other uses. A hatch allows the Kryptonite to the outside air – handy if you are battling a Kryptonian and want to weaken them.

In addition to various weapon systems, the robot is equipped with a giant Deconstructor, which can destabilise shiny black LEGO objects. With some tweaking, you may be able to adjust it to destabilise notably durable material in other worlds.

Last, but certainly not least, the robot is able to expel a potent Joker gas from same part of it, which will replenish as it is used. If the robot is modelled after the Joker, this will be from a large flower on its chest. Those exposed to the gas will become strangely compliant towards your demands. Why, if you could expose enough people to the gas, you could rig a presidential election in your favour!

Should your giant robot be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Jumpercave

Your very own super hero lair. It can either have a look that reflects your themes or gimmicks, has a custom appearance of your own design, or mirror the Batcave. At the start of each jump, you may choose for the lair to be attached to your Warehouse or another property you own, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Post-chain, you may move your lair either to your Warehouse or to another property once every ten years.

The lair is cleverly hidden, and has tight security that is difficult to breach. The lair manages to store any and all of your vehicles that you like, expanding internally as necessary to accomplish this feat, as well as somehow ensuring vehicles are placed so that they can quickly be readied and leave via an exit.

The lair has a powerful supercomputer, which can help you analyse chemicals and strange objects, as well as maintain databases of important information for you. With some tinkering, it wouldn't be hard to set up remote links on your vehicles, allowing you to do some of this work out in the field.

Last, but certainly not least, the lair has some means of taking on simulated versions of missions you have been on before, even from past jumps. These simulations can be "freely played" by yourself or

with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk's effects during them.

Should the lair be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] JumperCorp

You are now the owner of a massive corporation, large enough to rival LexCorp. Congratulations!

The corporation will follow you between worlds, adjusting as necessary to fit appropriately, both in terms of scale and industry. In this world, it includes an impressive corporate headquarters, complete with plenty of lab space, high-tech security systems including a robot army, and an optionally evil robot receptionist. If you like, the receptionist in particular can carry on her role in future versions of the business, being considered a follower.

[600cp] Power Ring and Battery

You have acquired a Power Ring, and accompanying Battery.

On purchase, you can decide the colour of your ring, which determines what emotion powers it. You can choose between Green (Willpower), Blue (Hope), Violet (Love), Indigo (Compassion, which will not brainwash you and can be received in staff form if you prefer), Yellow (Fear), Orange (Greed), or Red (Rage). Alternatively, you may acquire a copy of the ring utilised by Power Ring of Earth-3.

What can these rings do? Quite a lot. First and foremost, they can be used to create hardlight constructs, the complexity and strength of which are governed by your imagination and your particular emotion. The ring allows the user to fly, allows them to survive in space, can create temporary portals stretching across the universe, and can even render the user intangible.

Should your Power Ring or Battery be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[800cp] Jumper Watchtower

A massive space station, which is now under your control, and is currently sitting in orbit above the planet you are starting on. Optionally, a Slideways Teleporter may either be found close to your starting location, or placed on a property you own, allowing you to quickly move to and from the space station. At the start of each jump, you can choose whether the space station is found in orbit of your starting world or connected to your Warehouse via special gateway. If placed out in the world, you can choose to have the Slideways Teleporter located close to your starting location or connected to another property you own. Post-chain, you can move the station and portal once every ten years, following these rules.

The space station has a variety of amenities, which are of value to Super Heroes and Super-Villains alike. It has some high-quality lab space, large hangars to store the spaceships that might travel to

and from it, some containment cells that can hold super-powered prisoners, and a trophy room to display various souvenirs you pick up in your travels.

The space station has a monitoring station that allows it to look down on the world below with surprisingly fidelity – if someone were to draw a giant glowing face over the area of a city, you would be able to pick it up. It also boasts impressive weapons systems; whether you use them to protect it or threaten the planet it orbits is up to you.

As with the *Jumpercave*, the space station has some means of taking on simulated versions of missions you have been on before, even from past jumps. These simulations can be "freely played" by yourself or with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk's effects during them.

The station never runs out of power or ammo, and general upkeep is not necessary. Should it be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[800cp] Skull Ships

A giant space ship, on par with Brainiac's main ship. It may retain the skull design, or even have a custom look of your own design, provided it doesn't make it any more powerful.

The ship is able to quickly make its way across the universe, with a plethora of weapons systems as well as internal security including robot forces. It is able to emit mind controlling rays that will force others to do your bidding. This mind control is imperfect, and may be broken should a friend of the victim remind them of their friendship. There may also be limits on how many can be controlled in this way at a time.

The ship is equipped with a shrink ray, which is able to shrink down cities, and "bottle" them for you to collect. With additional power, like the use of a Power Ring of each colour, the shrink ray can be enhanced to the point that it can bottle entire planets. It also carries a personal space ship that resembles the larger ship, which is equipped with a similar shrink ray; the shrink ray in your personal ship cannot be empowered in the same way.

Things you have shrunk and bottled, including people, can be carried between jumps in your main ship; however, you cannot use this as a means of legitimately ferrying people between settings. If a person is either freed from or escapes the bottling, they will immediately be sent safely back to their original setting. Post-chain, this limitation is removed.

Your ships never run out of fuel, power, or ammo. Should one be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

-Companions-

[50cp per.] Standard Companion Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Custom Character

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in LEGO Batman The Videogame, LEGO Batman 2: DC Super Heroes, LEGO Batman 3: Beyond Gotham, or LEGO DC Super-Villains (provided you haven't excluded it via the toggle), along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50 cp per.] Free Play Character

Want to take down the Joker… with the Joker? Maybe you just want a group of Supergirls at your beck and call?

With each purchase of this option, you can get a copy of any playable character present in LEGO Batman The Videogame, LEGO Batman 2: DC Super Heroes, LEGO Batman 3: Beyond Gotham, or LEGO DC Super-Villains. You cannot select a custom character (including the rookie); use the Custom Character option if such a thing interests you. In cases where a character appears in multiple games, or exists as multiple characters within the same game, you must specify which game's version of that character you are acquiring. You can purchase multiple versions of the same character if you wish.

Characters acquired via this option have no history in this setting, springing forth into existence when you arrive. In addition to any powers they may have, they have the *LEGO Builder* and *Mumblespeak* perks. They also have any personal equipment that playable character should have; this include their various suits for characters that either use a suit swapper or suit wheels in their game.

To ensure they fit neatly into whatever 'Free Play' plans you have for them, you are able to freely redesign the character's personality as you like on purchase. By default, they are absolutely loyal to you, but you may forgo this if you wish.

You can also use this option to import an existing companion; this grants them a new alt-form, as well as any powers or personal equipment that character has. You are not able to redesign the

personality of any imported companions though. Any given companion can only be imported into a single purchase of this option, and this precludes them from being imported via the *Standard Companion Import* option.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] *As Seen In Issue…

Have you been to the DC Comics Universe before? With this toggle, you can incorporate the events of some or all of those jumps into the background of this one, altered to fit within this world cohesively, as well as match the general tone of the Traveller's Tales LEGO games. This will not remove characters from the setting, nor will it massively change events to come, though it may change how others perceive you.

If you are incorporating LEGO Dimensions into the timeline of this world, then you may also incorporate the events of any jumps that cover the franchises present in LEGO Dimensions in the same way.

[0cp] Mumble Mode

Using this toggle, you can determine whether the residents of this world speak normally, or instead communicate using various mumbles, grunts, and other noises. You can even choose for residents to start with the latter, but inexplicably switch to the former sometime between the events of LEGO Batman The Videogame and LEGO Batman 2: DC Super Heroes, without anyone thinking it odd.

[0cp] Jumpchain Dimensions

Using this toggle, you can determine whether the events of LEGO Dimensions are a part of this world’s timeline.

If you are including it, then sometime during your stay, in another dimension, the evil Lord Vortech will begin his plan to merge all dimensions into one under his rule, by collecting Foundational Elements from across the dimensions, including Kyptonite, the One Ring, MetalBeard’s treasure, and more. He will pull heroes and villains from across the dimensions to him, resulting in the kidnapping of Robin, and setting Batman on a journey that will see him join up with Gandalf and Wyldstyle as they work to stop Vortech.

[0cp] LEGO Cinematic Universe

With this toggle, you can determine whether LEGO DC animated media, such as LEGO DC: Shazam - Magic & Monsters, are a natural part of this world’s timeline. You can make this decision for each piece of media individually, and resolve contradictions in a manner of your preference.

You cannot use this to incorporate The LEGO Movie, The LEGO Batman Movie, or The LEGO Movie 2 via this toggle, as they make up a distinct continuity that will interact with this one if LEGO Dimensions is incorporated into this jump's events.

[0cp] LEGO DC Super-what?

By default, the events of LEGO DC Super-Villains are considered a part of this world's natural timeline. However, just as some fans dispute that this game shares a continuity with the Batman games, taking this toggle will remove it from the timeline.

If you are using this toggle, you cannot choose to begin in Smallville, Themyscira, or Apokolips. If you rolled one of those locations, you are instead considered to have rolled Free Choice. Lucky you!

[0cp] Whose the rookie?

Cannot be taken with either LEGO DC Super-what? or You the rookie?

A lot of details regarding the rookie, a major character during the events of LEGO DC Super-Villains, are up in the air. Using this toggle, you can determine their appearance, name, gender, and how their super powers will aesthetically manifest. You can even decide whether they would ultimately stay a villain or become a hero should events unfold as they normally would.

[0cp] You the rookie?

Requires either tier of the Rookie's Energy Absorption perk. Cannot be taken with either LEGO DC Super-what? or Whose the rookie?

With this toggle, your entry into this world will be significantly delayed, and you will take the place of the rookie, an important character during the events of LEGO DC Super-Villains. Your location is fixed to Stryker's Island, and you will begin the jump when Mercy helps Lex Luthor break out of it. Your total time in the jump remains unchanged, meaning you will leave a bit later than usual.

Note: Taking this option means that you are originally from Earth-3, which will matter if like the usual rookie, an element of the Anti-Life Equation is temporarily stored inside your body.

[+100cp] Kid's Game

This is a world made for kids to enjoy, and you must respect that after taking this drawback. You are now forbidden from vulgar or lewd actions or remarks during your time here. Fortunately, you can still be as violent as you like – perhaps the LEGO forms of the locals works in your favour here?

[+100cp] Trust Issues

You find it hard to call upon allies for help, even when they could effortlessly solve whatever problem you are having. You can overcome this however, especially when the situation becomes dire.

[+100cp] ***This one doesn't say anything.***

Whether it was the result of Ivo's tech or not, you have been rendered unable to speak, as well as communicate via grunts, mumbles, or other noises, until the end of the jump.

[+200cp] Four Hearts For Health

As a result of taking this drawback, you will find that any time a solid hit is landed on you that is not deliberately blocked or parried, it will always deal a quarter of your overall vitality as damage (but won't deal less if it was already doing more than that).

In other words, without recovering your health, you can only be hit a maximum of four times before death, regardless of your usual durability or vitality.

[+200cp] Jumper In Peril

On a regular basis, you will find yourself trapped in some kind of perilous situation, often comical if observed from outside. Regardless of your powers or items, you will find yourself unable to escape under your own power, requiring someone else to get you out of it.

Fortunately, you can be assured that this drawback by itself will not force you into death or chain failure, and most of the time these perilous situations end up more as annoyances that are keeping you trapped in a specific spot.

[+200cp] Overly Emotional

You have been blasted by the Emotional Spectrum, Jumper. Every so often, you'll fall under the influence of a randomly chosen colour, cause your thoughts and behaviour to be… well, coloured, by its corresponding emotion.

It is possible for you to overcome the effects of the emotion influencing you, though difficult. Even if you cannot, the effect will eventually go away, giving you some reprieve before the next colour is randomly chosen.

[+300cp] Limits of LEGO

Wanting to flex all of those fancy powers and items? Then this… isn't the drawback for you.

As a result of taking this drawback, you find that any powers or items you have beyond the capacity or means of an ordinary person will have additional limits placed on them, generally to when and where you can draw upon them. The more powerful the item or ability is, the stronger the limits; for example, if you had a Green Lantern Ring, then you would only be able to use it at designated points marked with the Green Lantern symbol, or to put together translucent green LEGO objects, and at those times, you would only be able to use it in a very specific way.

[+300cp] Anti-Life Finds A Way

Uh oh. As a result of taking this drawback, Darkseid will become aware of you, including learning of your nature as a Jumper, and of the various perks and powers you possess. Worse, Darkseid will consider you the number one threat to his plans to gain the complete Anti-Life Equation.

Even if you are not including LEGO DC Super-Villains in the jump, Darkseid will have access to the same forces at his disposal, including being able to contact the Crime Syndicate of Earth-3. Are you sure you are prepared for this?

[+300cp] Jumper of Earth-3

Oh, look it's another you! Surely they mean well, right?

Unfortunately, this version of yourself, which has their own versions of the powers and items you acquired here, has a nature and goals that run contrary to your own. They are motivated to kill you above all else, and cannot be persuaded otherwise.

If you have acquired new companions via the Custom Character or Free Play Character options, then alternate Earth versions of those characters will also appear, unshakably loyal to the alternate you.

-Scenarios-

There are many more LEGO DC stories out there than the one told in the world you are visiting. These scenarios will allow you to experience small slices of those stories. Put in game terms, you might call these extra "levels" that aren't included in the "base game", if you catch my meaning.

You can choose to take as many of the following scenarios as you like. While only Jumper can take scenarios, they are free to bring in companions to assist them.

For each scenario taken, a portal will appear close to your starting location, representing that scenario. You will be able to tell which portals are for which scenarios. The scenario will not begin in earnest until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so you can attempt them at your leisure. Time spent in the scenario does count towards total time spent in the jump. At the end of the scenario, whether it was a success or failure, Jumper and anyone they brought in with them will be returned to the portal's location, and any rewards earned will be provided at that time. You are not obligated to accept scenario rewards you have earned; at your discretion you may choose to reject some or all of them.

Failing a scenario does not fail your chain, but chain failure (such as via death) may still occur within the scenarios themselves.

It's not an 'S'

The planet Krypton is on the verge of destruction. Scientist Jor-El and his wife Lara Lor-Van intend to send their newborn child Kal-El to Earth to live safely. Imbued in his DNA is the Kryptonian Growth Codex, and for this reason General Zod and his minions will attempt to prevent the future Superman from being sent away. If you are familiar with the DC Universe, you will recognise this as an adaptation of the 2013 film 'Man of Steel'.

There are three ways to undertake this scenario. You can choose to visit this setting as is, or you can side with either Jor-El or General Zod, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of 'Man of Steel' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Jor-El under the harsher conditions, and succeed in sending Kal-El safely to Earth, then in addition to these films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Jor-El, Kelex, Lara Lor-Van, Superman (Man of Steel), from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

If you side with General Zod under the harsher conditions, and succeed in securing the codex for him, then in addition to these films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Faora, General Zod, Tor-An, Zod Agent, from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

Amazing and Unique Adventures

A party is being held to celebrate Batman. You might have heard something about a 75th Birthday, but that can't be right, can it?

Unfortunately, the Joker and Harley Quinn weren't invited, and have decided to crash it. They have arrived early to cause chaos and remake the party into a celebration of the Joker. You have two choices here: help them out, or put a stop to their bad behaviour.

Should you ensure that the party is completely redecorated for Joker before the guests arrive, you'll be rewarded with a party of your own. Between each jump, you'll be invited to a special party to celebrate you, with guests including notable people you have befriended across your chain, and possibly even alternate universe versions of yourself. You won't ever be able to get anything out of these events beyond some yummy cake and a good time, but isn't that reward enough? You can always refuse to attend these parties without bothering anybody, and post-chain they will instead be offered every 75 years.

Should you stop Joker and Harley Quinn, and ensure the party goes off without a hitch, you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Azrael-Batman, Batman (Brave and the Bold), Batman (Dark Knight Returns), Batman (Detective Comics 27), Batman (Gotham by Gaslight), Batman (Sinestro Corps) Vampire Batman, Zebra Batman, from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

You… you… complete me.

In Gotham City, district attorney Harvey Dent has declared that he is the true identity of the Batman, in order to lure out the Joker. Sure enough, the Joker attacks the police convoy transporting him. If you are familiar with the DC Universe, you will recognise this as an adaptation of the 2008 film 'The Dark Knight'.

There are three ways to undertake this scenario. You can choose to visit this setting as is, or you can side with either Batman or the Joker, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of each of the films in the Dark Knight Trilogy (Batman Begins, The Dark Knight, The Dark Knight Rises) on your preferred form of physical media – one copy of each film is a LEGO version of the movie with its own humorous take on the events. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Batman under the harsher conditions, and succeed in arresting the Joker, then in addition to these films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Batman (Dark Knight Trilogy), Commissioner Gordon, Selina Kyle (Dark Knight Rises), S.W.A.T. Team Member, from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

If you side with the Joker under the harsher conditions, and ensure he survives long enough to be taken in by the police as would normally occur, then in addition to these films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Bane (Dark Knight Rise), The Joker (Nurse), Ra's al Ghul, The Scarecrow (Batman Begins), Two-Face

(Dark Knight), from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

Only One Goal… Survive

On the Island, Oliver Queen (wearing his Arrow outfit a bit earlier than usual) and Slade Wilson struggle to survive. Their current objective: destroy a weapons supply in order to make surviving just a bit easier. If you are familiar with the DC Universe, you will recognise this as an adaptation of the television series 'Arrow'.

There are two ways to undertake this scenario. You can choose to visit this setting as is, or you can choose to visit a version of this scenario in which case forces will be heavily arrayed against Arrow and Slade, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two versions of the complete Arrow series, on your preferred form of physical media – one version is a LEGO interpretation of the series with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Should you choose to undertake the harsher version of these events, ensuring both Arrow and Slade survive and destroying the weapons supply, then you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Arrow, Canary (Arrow), Felicity Smoak, Huntress, Island Goon, John Diggle, Malcolm Merlyn, Roy Harper, Slade Wilson, from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

Pizza Party!

There has been an attack on Belle Reve Penitentiary. In response, Amanda Waller has deployed Task Force X. You are joining this… Squad in apprehending the infiltration, and bringing Belle Reve back under control.

Succeed in this, and you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Amanda Waller, Captain Boomerang, Deadshot (The Squad), Deathstroke (The Squad), El Diablo, King Shark, Harley Quinn (The Squad), Katana, from LEGO Batman 3: Beyond Gotham. They will meet you when you leave the scenario.

Level not complete!

Darkseid is attacking Rocktropolis, a city Bizarro has built for himself. While Darkseid himself will be dealt with by the Justice League, Bizarro and his Bizarro League must contend with parademons in order to save Rocktropolis.

In order to complete this scenario, you must assist the Bizarro League in keeping Rocktropolis and its "citizens" safe. Try not to get too confused by Bizarro's backwards way of speaking.

Should you succeed, Bizarro will make Jumpzarro, a Bizarro version of you and your new companion. Jumpzarro has Bizarro versions of the perks, powers, and personal equipment you have acquired via this document. In some cases this might mean basically an identical copy, while in others it might be

"reversed"; for example, if you had heat vision and frost breath, Jumpzarro might have frost vision and heat breath.

A son of the land…

CAUTION: For your safety, some means of breathing underwater is advised.

Under the sea, Aquaman does battle with his brother Orm. If you are familiar with the DC Universe, you will recognise this as an adaptation of the 2018 film 'Aquaman'.

There are two stages to this scenario. The first is a gladiatorial battle between Aquaman and Orm. Once that is resolved, however that occurs, you will be moved onto the second stage, where Aquaman and Orm compete to unite the seven, and then do battle once more. Your actions in the first stage have no bearing on the events of the second stage.

There are three ways to undertake this scenario. You can choose to visit this setting as is, or you can side with either Aquaman or Orm, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of 'Aquaman' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Aquaman under the harsher conditions, and succeed in ensuring he wins the fight in the first stage, and secures complete support and wins the fight in the second stage, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Aquaman (Gladiator), Aquaman (Movie), Mera, King Nereus, Queen Atlanna, Brine King, Vulko, from LEGO DC Super-Villains. They will meet you when you leave the scenario.

If you side with Orm under the harsher conditions, and succeed in ensuring he wins the fight in the first stage, and secures complete support and wins the fight in the second stage, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Orm (Gladiator), Orm (Movie), Black Manta (Movie), Trench Creature, Murk, from LEGO DC Super-Villains. They will meet you when you leave the scenario.

Don't call them sidekicks

With the Justice League trapped on the opposite end of the universe, the Reach attempt to slowly conquer Earth, aided by a collection of villains known as the Light (who in turn have their own plans for Earth). A summit has been called due to recent breakdowns between these two groups, with a "Team" of heroes (don't call them sidekicks!) present both in the shadows, and undercover as villains. Any of this sound familiar? Well, this is in fact an adaptation of the 'Young Justice' series, specifically Season 2 Episode 19 "Summit".

Regardless of the outcome of these events, you will receive two versions of the Young Justice series on your preferred form of physical media. One of these is a LEGO version with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

In addition, you will receive a reward based on how events unfold. Should the heroes emerge victorious, for example if things turn out more or less as they normally would, then you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Artemis, Tigress, Aqualad (YJ), Kid Flash (YJ), Superboy (YJ), Miss Martian (YJ), from LEGO DC Super-Villains. They will meet you when you leave the scenario.

Should some version of the villains emerge victorious, be it the Reach, the Light, or some combination of the two, then you may gain Black Beetle as if purchased via the Free Play Character option as a new companion (no imports). He will meet you when you leave the scenario.

Billy Batson, I chose you as champion

Young Billy Batson has gained the powers of Shazam, but that has made him the target of one Doctor Sivana. If you are familiar with the DC Universe, you will recognise this as an adaptation of the 2019 film 'Shazam!'.

There are two stages to this scenario. The first involves Billy Batson attempting to escape from Doctor Sivana in a shopping centre. Once that is resolved, however that occurs, you will be moved onto the second stage, where Billy Batson and his now empowered friends battle Sivana as well as Gluttony, Pride, and Wrath. Your actions in the first stage have no bearing on the events of the second stage.

There are three ways to undertake this scenario. You can choose to visit this setting as is, or you can side with either Shazam or Doctor Sivana, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of 'Shazam!' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Shazam under the harsher conditions, and succeed in ensuring he escapes in the first stage, and he and his friends survive and defeat Sivana and the Sins in the second stage, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Billy Batson (Movie)/Shazam (Movie), Freddy Freeman/Shazam (Freddy), Darla Dudley/Shazam (Darla), Pedro Peña/Shazam (Pedro), Eugene Choi/Shazam (Eugene), Mary Bromfield/Shazam (Mary), Shazam (Wizard), from LEGO DC Super-Villains. They will meet you when you leave the scenario.

If you side with Doctor Sivana under the harsher conditions, and succeed in ensuring he is able to defeat Shazam in the first stage and the Shazam Family in the second stage, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Envy, Gluttony, Pride, Wrath, Doctor Sivana, from LEGO DC Super-Villains. They will meet you when you leave the scenario.

This madness ends now!

Batman has deduced that his old flame Andrea is the Phantasm, a lethal vigilante, and her next target is the Joker. He rushes to stop her, but soon the pair must contend with the Joker together. If you are familiar with the DC Universe, you will recognise this as an adaptation of Batman: The Animated Series. Specifically the film 'Batman: Mask of the Phantasm'.

There are three ways to undertake this scenario. You can choose to visit this setting as is, or you can side with either Batman or the Joker, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two versions of Batman: The Animated Series, including all related films, on your preferred form of physical media. One of these is a LEGO version with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Batman under the harsher conditions, and defeat the Joker whilst ensuring both Batman and the Phantasm survive, then you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Batman (B:TAS), Phantasm, from LEGO DC Super-Villains. They will meet you when you leave the scenario.

If you side with the Joker, and ensure both Batman and the Phantasm die, then you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Joker (B:TAS), Harley Quinn (B:TAS), The Mad Hatter, Man-Bat, Two-Face (B:TAS), Captain Clown, from LEGO DC Super-Villains. They will meet you when you leave the scenario.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

To The Batcave: You choose to remain in this world. Your chain ends here.

Continue Story: You choose to continue your chain. Proceed to the next jump.

Quit Level: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On LEGO Effects:

When powers or items operate with “LEGO effects”, this means they act as they would if they were in a Traveller's Tales LEGO game. Not every effect will use LEGO particles or objects, though sometimes they will do so indirectly or as a knock-on effect. For example, while Freeze Breath itself appears “realistic”, it can still be used to turn normal water into LEGO ice objects.

Powers and items operating with LEGO effects are no less dangerous or powerful.

On exported and Free Play Character companions:

New companions gained via the Recruit or Free Play Character options gain the ability to switch between their LEGO form and a more realistic form, as described at the start of the Form & Species section. Personal equipment associated with these characters that is kept will likewise gain the ability to switch between LEGO and non-LEGO forms, as described at the start of the Items section.

Free Play Characters are intended to be generally at gameplay level, though you do have some wiggle room – a Green Lantern could use their Power Ring at any time, not just on specific points, and a shapeshifter is not solely limited to the forms they take in-game. However, a character like Bat-Mite would be limited to his playable abilities like flight, not casually reality warping.

On continuity:

This jump operates under the assumption LEGO DC Super-Villains is part of the same continuity as the LEGO Batman games, but a toggle has been included to remove it should you disagree or simply not wish to bother with it.

To my knowledge the LEGO Batman games do not have a universal designation used by the broader DC multiverse. LEGO DC Super-Villains establishes that it uses its own insular designation system, with the Crime Syndicate being from Earth-3.

The DC used in LEGO Dimensions is specifically the one from these games, and is made distinct from the DC content present in The LEGO Movie/The LEGO Batman Movie, with the Batman from each briefly interacting with each other. In most cases settings used in LEGO Dimensions appear to be original adaptations of those franchises.

You can find a list of franchises appearing in LEGO Dimensions here:

https://lego-dimensions.fandom.com/wiki/Franchises

DLC levels in LEGO Batman 3 and DC Super-Villains often adapt other works, and are assumed to be alternate universes both to the LEGO Batman games and to the DC works they are adapting.

On side content canonicity:

Side content not pertaining to the story may not always be considered canon. For example, Brainiac appears in LEGO Batman 2 as an open world optional boss and unlockable character. When he appears again in LEGO Batman 3, it is treated as if it is the first time the Justice League are seeing him – even if it is a different Brainiac, the Justice League would still know who he is.

For the purposes of this jump, you can consider side content canon so long as it does not conflict with the main stories of the games.

Who is Robin?

In LEGO Batman The Videogame, Robin is not identified, but uses a Dick Grayson looking outfit. However, Nightwing appears as an unlockable character.

In LEGO Batman 2, Robin is identified as Dick Grayson, however Nightwing and Damian Wayne appear as DLC characters, and Red Hood appears in the handheld version as an unlockable character. Given his outfit appears to have the Tim Drake look, it is possible this was a simple error.

In LEGO Batman 3, Robin is referred to as Tim Drake, and maintains the Tim Drake outfit design. Nightwing and Red Hood appear as unlockable characters.

In LEGO DC Super-Villains, Robin appears to be Damian Wayne. Nightwing appears as a story character, and Red Hood appears as an unlockable character.

Feel free to resolve this in a way that makes sense to you.

What about the Anti-Monitor?

The Anti-Monitor appears in a post-credits scene for LEGO DC Super-Villains. As he doesn't actually do anything, you can safely assume that unless you go out of your way to provoke him you don't have to worry about him attacking Earth or any kind of Crisis event.

So, what exactly happens here, anyway?

LEGO Batman The Videogame:

Many villains break out of Arkham Asylum. These villains coalesce into three groups, each with their own plans. The Riddler teams up with Clayface, Mr. Freeze, Two-Face, and Poison Ivy, with a plan to steal from the Gotham City Gold Reserves. The Penguin teams up with Catwoman, Killer Croc, Bane, and Man-Bat. He plans to use remote controlled penguins to take over the city. The Joker teams up with Mad Hatter, Harley Quinn, Scarecrow, and Killer Moth. He plans to bomb the city with Joker Toxin.

In each case Batman and Robin pursue the villains, with the leader escaping repeatedly as their subordinates are caught, until finally Batman and Robin are able to confront and defeat the leader. All of the villains are sent back to Arkham Asylum.

LEGO Batman 2: DC Super Heroes:

Presidential candidate Lex Luthor attends Gotham's Man of the Year Award ceremony, but loses to Bruce Wayne. When the Joker and other villains crash the party, Lex is intrigued by Joker's gas. Batman and Robin apprehend the criminals. Superman shows up a bit late, and Batman isn't thrilled to have his help.

Lex Luthor breaks the Joker out of Arkham Asylum with his new invention, the Deconstructor, which can disassemble shiny black LEGO objects, which much of Batman's equipment is made up of. He offers an alliance to the Joker, allowing him to use it in exchange for his gas, which he wants to brainwash people into voting for him. The Deconstructor runs on Kryptonite, so they need a supply of that first.

The Joker raids Ace Chemicals, and Batman and Robin investigate. They are saved from the exploding building by Superman, who takes off afterwards. Batman discovers that the stolen chemicals could be used to approximate Kryptonite, but refuses to bring Superman in to help. He follows the chemical signature to find Lex and the Joker in a giant truck. Batman manages to grab a piece of Kryptonite the Joker made with the chemicals, but the villains are able to escape after the Batmobile is hit by the Deconstructor.

Running analysis on the Kryptonite at the Batcave, Batman learns it is only 84% accurate, and completely harmless to Kryptonians. However, it is a trick; the Kryptonite had a tracker on it, and Lex and the Joker attack the Batcave and make off with the hoard of Kryptonite Batman had been saving in case Superman went bad. Reluctantly, Batman asks for Superman's help and he gets them to safety.

After filling Superman in on the situation, Batman and Superman pursue the villains. After Batman is knocked out of Lex's aircraft they fall behind, but go directly to LexCorp. Fighting their way through, they discover that Lex and the Joker have built a giant Joker robot that runs on Kyrptonite, is equipped with a large Deconstructor, and can release Joker gas from a flower on its chest. Superman is taken out by Kryptonite and Batman is crushed to death as they villains leave in their robot to gas voters and ensure Lex wins. Once they are gone, it is revealed that Batman and Superman swapped costumes in order to fool the villains and learn their plan.

Batman and Superman battle the giant robot throughout Gotham, removing its flower. Batman is hit by the Deconstructor, but Robin saves him in a Batmobile rebuilt with coloured LEGO bricks before he can be harmed. Batman and Robin bait the giant robot in a chase through Gotham, causing it to leave a glowing trail which looks like the Joker's face from above – alerting the rest of the Justice League to the problem. With his plans ruined, Lex uses the robot to attack Wayne Tower out of spite for Bruce Wayne. The Justice League defeat the robot, the Joker, and Lex. Batman admits that sometimes it is fine to ask for help as Joker and Lex are arrested.

LEGO Batman 3: Beyond Gotham:

Brainiac captures Star Sapphire, Saint Walker, Indigo-1, Saint Walker, Sinestro, Atrocitus, Larfleeze, and Green Lantern (Hal Jordan). He plans to use their Power Rings to power his shrink ray, and start bottling entire planets for his collection, starting with Earth.

Lex Luthor teams with the Joker and various other villains, planning to hijack the Watchtower to threaten the Earth into letting him become president. The villains are stopped by the Justice League,

but the emergence of Brainiac forces the groups to work together for the common good. Brainiac is defeated by the Earth is partially shrunk, and various heroes and villains are hit by emotional light that influences them (Wonder Woman is hit by Rage, The Flash is hit by Greed, Cyborg is hit by Fear, Cheetah is hit by Will, Joker is hit by Love, Lex Luthor is hit by Compassion, and Solomon Grundy is hit by Hope). In order to fix the Earth, the heroes and villains continue to work together to recruit each of the Lanterns or steal a Power Battery from them. The different lights are brought together to undo the emotional effects and restore the Earth, but this also allows Brainiac to escape and mind control a giant Superman. Batman is able to snap Superman out of it by being honest about his emotions. Brainiac is defeated and captured, and after the villains attempt to steal the presidency they are locked up as well.

LEGO DC Super-Villains:

Darkseid seeks the last element of the Anti-Life Equation, which is somewhere on Earth inside a Motherbox. To retrieve it, he enlists the Crime Syndicate of Earth-3, who send the Justice League to Apokolips and pose as the Justice Syndicate, claiming the League are on a mission in deep space and they were asked to stand-in for them in the interim. The story focuses on the rookie (the player's custom character), a small-time criminal whose exposure to Amazo technology cost them their voice, but gave them the ability to absorb energy sources in order to gain new superpowers. The rookie is taken under the wing of Lex Luthor, and other villains, who learn of the Crime Syndicate's nature and combat them.

Lex Luthor betrays the other villains to the Crime Syndicate, but then attempts to betray everyone once he gets his hands on the boom tube technology the Crime Syndicate used to send the Justice League away. He rookie tries to stop him, resulting in the rookie, Joker, and Harley Quinn being sent to Apokolips, and Apokolips being teleported to Earth's orbit. The three villains meet Darkseid, but are rescued by the Justice League who had escaped imprisonment.

With the Justice League back, the Crime Syndicate frame them as the bad guys to maintain their image and continue their search for the Motherbox. The Justice League team with the villains, tricking the Crime Syndicate into exposing their true nature and goals and then sending them back to Earth-3. In the process, the rookie absorbs the Motherbox's energy, storing the last element in their own body.

The rookie is kidnapped and taken to Darkseid. Lex Luthor saves Batman and Catwoman, and is forgiven by the villains because they would have done the same thing as him. He constructs a device to send Apokolips back to where it came from, but they must first rescue the rookie so that Darkseid cannot get the Anti-Life Equation. Heroes and villains team up to battle Darkseid on Apokolips, however he is able to retrieve the element from the rookie's body. It turns out that the Rookie is actually from Earth-3, and storing the element there corrupted it, turning Darkseid and his minions good.

Lex Luthor once again betrays everyone, attempting to strand all the heroes and villains on Apokolips, but they are boom-tubed back to Earth. The rookie is given the choice to either stay a villain or become a hero. In a post-credits scene, the Anti-Monitor attacks Darkseid.

-Changelog-

0.1
Created the jump.

1.0
(i) Clarified starting time and jump duration. (ii) Minor typo and formatting fixes.

1.1
(i) **Time For Toxins** has been updated to clarify similar vessels to barrels also work fine with the perk. (ii) **Super Strength** has been rewritten to make it clearer that it is a simple strength enhancement, rather than scaling based on your size. (iii) The **Helmet Suit** can now be made free by purchasing the Object of Control item, and importing it into the helmet. (iv) Followers that are part of the **Goon Squad** item now have the benefits of the Goon-Nastics perk.

1.2
(i) Added a new toggle: **LEGO Cinematic Universe**. (ii) Minor typo and formatting fixes.