

Jumpchain cyoa

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The home of the hero who would become superman, he's currently in highschool now and in a few hours will be hit at 60MPH by Lex Luthor in his newest car, this event will solidify their friendship for years to come. Events are smaller in scale now than they will be in the future mostly isolated mutants causing trouble every other week and all of it easily covered up, your identity and your actions are as always up to you.

1000cp



Origins

Ordinary high schooler- or rather not at all ordinary, no connections and no new memories, you wake up just a few minutes too late to catch your bus have fun **free age is 10+1d8**

Teenage billionaire- Luthor isn't the only rich kid in Smallville anymore, you begin your time here in the back of your family's limo, one of them anyways. **400 age is 16+1d8**

Meteor freak- bad news you died, good news you came back with awesome powers, more bad news everyone else who did this went homicidal and crazy, try to avoid that ok **200 age is 10+1d8 or 30+1d8**

Kryptonian-like Clark Kent himself, you are a member of the "rare" species of krypton, disregarding the hundreds that show up later. You have the strength speed and durability of your kind for free but the rest won't show up in this decade, so you don't get them. **600 age is 16**

Location

Smallville Kansas- despite the attention metropolis gets Smallville itself is the place where most important events for the next decade will be happening



Perks

Drop in

Explain later- any excuses you give about why you had to take something or leave a planned event with someone is almost always accepted, almost because it will fail if used too often in succession, leave someone at the alter one fine twice is pushing it and the third is your last chance to fix things, try not to use this too often **100**

Somebody save me- regardless of any other circumstances, you are now always on time to help somebody in need if you try, and there will always be someone there to help you if you need it, try not to get them killed because there has to be someone with the ability to help nearby for this to work **200**

High school heroes- you are now incredible at the two stereotypes of high schoolers, the nerd able to hack government equipment and satellites with crappy equipment and never get caught, and the jock able to go professional level in every sport if you wanted never get injured playing, and able to take a dozen adult men in a fistfight simultaneously and win. have fun with this **400**

Magic- congratulation you are now capable of magic, this primarily takes form in telekinesis, telepathy, illusions, and the ability to enchant objects for varying purposes, there are other things you can do with it but those take further study and work than what is given to you here, oh and

magic can hurt kryptonian just as easily as humans, possibly even easier so try not to kill the hero of the story would you **600**

Teenage billionaire

Its nothing personal- you now know how to successfully run a multimillion-dollar business and not ram it face first into the ground unless you want to. You can now take any large business and run it well enough to double its value within a year **100**

Just business- no matter what you pay for or fund with company money nobody will ever question it or challenge you over it, want to spend 20,000,000 on a single moon rock go ahead nobody will ever care **200**

Now its personal- no matter what you will never die from a sneak attack or assassination attempt, any attempt to do so will fail and the more well planned or thought out it was the more horrifically it will backfire on whoever attempted it and the more dire the consequences for whoever ordered it **400**

Supervillain science- from engineering a clone of yourself that has your memories engraved onto its genetic code, to turning normal humans into walking kryptonite emitters, to recreating the phantom zone and Brainiac, these are all within your grasp, if you choose to strive for them **600**

Meteor freak

Unstable powers- congratulations you have superpowers, or maybe it should be oh shit you have superpowers. while you are now one of those enhanced by meteor rock radiation, you cannot control your powers and you cannot turn them off. whether this freezes everything you touch or turns you invisible for the rest of your life or something even weirder is up to you but good luck regardless **100**

Stable powers- or maybe you don't want to kill everyone on accident or be forever unseen? With this you now have full control over your powers and can use them or turn them off at will, some good examples would be the coach who could cause anything to burst into flames at will, or the girl who could shapeshift, have fun **200**

Not homicidal- that is the main point to this you are now immune to any and all mental effects in this world and many others. Be it the homicidal tendencies caused by meteor mutations or the inhibitions removal of the enhanced Nikodemus flower you are immune, the only thing this won't cover is magical attacks on your mind **400**

Superpowers- but maybe you aren't satisfied by simply being superhuman, perhaps you wish to match up to superman instead? With this you gain the full-strength speed and durability of mister Clark Kent himself, without the weakness to meteor rocks **600**

Kryptonian

X ray vision- the ability to see through anything and everything that isn't made of lead or meteor rock. While your range of vison is only the same as normal it will grow with time, and by the end of the decade you'll be able to see everything happening around you within 20 miles **100**

Super hearing- most people have to worry about losing their hearing when they get older, you won't your hearing starts at being able to hear and distinguish a single cry for help from across a small town, several miles away. And only grows from there by the end of your time in this world you would be able to hear and distinguish every sound above a whisper across the entire planet, and it doesn't stop there. **200**

Heat vision- one of the more dramatic powers of the kryptonian, you now have the ability to project beams of superheated air from your eyes, while they start off fairly weak only able to ignite flammable liquids cloth or papers they grow with time and use and could eventually melt a city in a second **400**

Flight- the one power everyone always wants, you are now capable of unsupported flight under your own power, while is starts at just over double your running speed you can increase this speed with use have fun **600**



Gear

Drop in

Guns- your choice shotgun or pistol, regardless you now have a rather special gun that never breaks and never seems to run out of ammo if you are the one using it **100**

Meteor gum- a special brand of gum that temporarily gives the person chewing it special powers enabling them to stretch their bodies like rubber, each piece lasts 12 hours and you get a new pack the day after you finish the last piece **200**

Meteor tattoo- a special tattoo made with meteor rock ground into the ink, this tattoo lets you become intangible at will, allowing you to pass through any object, passing through people is extraordinarily painful for them, and the tattoo removes the powers of kryptonians nearby, unlike the ones made in jump this tattoo never runs out of power **400**

Billionaire

Fancy car- your choice of any car made before 2001 this car is indestructible never runs out of gas and always has a special license plate bearing your name **100**

Manor house- or maybe castle would be more accurate imported straight from Scotland brick by brick because you said so and had the money to do it, what better way to show your influence and live in style **200**

Name brand company- a billion dollar company with your name slapped on the front, you can run it yourself or leave it alone and it'll make money either way **400**

Meteor freak

Kryptonite- the rock responsible for your resurrection and your powers, once per jump you can use this rock to give thematically appropriate unstable powers to any single person you find in a world **100**

Lazarus- a serum made from kryptonian blood that cures any illness or disease, you have 3 vials and get a new set a week after the last was used, unlike the serum in jump these vials never wear off **200**

Brainiac-a copy of the AI running Brainiac, unlike the one found here this one is completely loyal to you and not a raving psychopath **400**

Kryptonian

Alien ship- the ship you arrived on, large enough to carry you and capable of space flight, also has the ability to purify toxic materials turning them into a clear glass like substance **100**

Phantom zone portal- a bracelet that when thrown turns into a one way portal to the phantom zone, you and your companions cannot be thrown into the phantom zone by this portal **200**

Fortress of solitude- you now have access to a massive crystal structure hidden somewhere in the artic, this structure is half museum and half castle and comes with a copy of every bit of information that was ever discovered by the kryptonian people before the destruction of their planet **400**



Drawbacks

Clark Kent doesn't like you- as it says one Clark Kent dislikes you personally and if given the option will cause some issues for you in life, this doesn't mean he won't still help you if your life is in danger but he wont be happy about it **+100**

Always the center of attention- everywhere you go all eyes are always on you, everyone will pay close attention to anything you do so hiding special powers or secret agendas will be difficult **+100**

Bad luck- you always have something come up whenever you make a commitment ahead of time so you will inevitably be forced to cancel, people do not take this well and they will not listen to any excuses you give them for it **+100**

Meteor freaks- any new person empowered by the meteor rocks will inevitably target you for their schemes or attack you, or just lash out when you happen to be in the area, regardless you will be forced to deal with all of them **+200**

Weakness to kryptonite- now like Mr. Kent you have the full weakness to kryptonite. proximity to green meteor rocks will drain you of your powers and slowly poison and kill you, red will remove any inhibitions you had as well as boosting your aggressive impulses, blue will simply nullify your powers and black will split you into 2 people one normal you the other an evil twin, you will however remain immune to gold kryptonite **mandatory kryptonian for 0 cp 200**

Perpetual homicidal thoughts- everyone has some violent impulses its what makes us human, but you take that to the extremes. guy looks at you funny kill him, someone driving slightly too slow or fast, murder their family and make them watch, somebody stands you up for a date, genocide seems an acceptable response. While this doesn't make you act on these violent thoughts it ensures you will have them, and you will struggle daily to restrain yourself **mandatory for 0cp to meteor freaks without the Not Homicidal perk 300**

Lionel Luthor knows about you- Lionel Luthor knows about you and everything you can do, purchased here he knows purchased in prior jumps he knows and everything he knows he will find a way to stop you from using against him and he will use it all to get you under his control **300**

Stuck in phantom zone- unlike normal you do not start in Smallville or on earth at all, instead you are stuck in the phantom zone along with every psycho mass murderer in kryptons recent history and they will all want you dead if they find you. If you do not escape within the next decade you will not move on with your chain **400**