

Welcome to The Batman jumper, a little forgotten animated series based on one of the more popular characters of the DC universe, here you will have to deal with general crime, mad scientists, super-criminals and of course alien invasions. This one is a weirder one, mostly because a lot of the more well-known rogues got redesigns or general changes to how their abilities work, or hell start out as completely different people all together with different backgrounds then you are used to. You will arrive 3 days before the Joker makes himself known, and 3 years after the Batman started. Take 1000cp to make sure you survive.

Locations.

Gotham city: This is your starting city by default, while other cities do exist it is up to you to go to them. Gotham city is a polluted mess of a city, it's sky at night is burnt either a toxic green, or an ominous red. The water around the docks is a disgusting green, and most of the urban landscape hasn't been updated since the 1930s. The crime-rates are horrendous and for some reason the police and criminals use advanced energy weapons which is a strange contrast compared to the city itself.

Origins.

For gender, you stick with what you started with unless you pay 50cp, for age, drop ins are a 10 + 1d8, everyone else is 20 + 1d8. You can pay 50cp to choose your age.

Drop in: You wake up on a bench in Gotham Park, you have no background or memories with this option. Which can be a good thing in certain situations, the bad news is you have no legal documentation or nowhere to live. Good luck jumper, you're going to need it.

Vigilante: Perhaps something horrible happened to you in your childhood, or maybe you just can't sit back watching the police constantly fail at keeping the crime at bay. Whatever the reason, you decided to pick up the good fight. You are a new crimefighter in the city of Gotham, much like the Batman, you help the cops keep everything stable enough that the city won't fall apart just yet.

Criminal: Ah, so you don't want to play the good guy, that's fair. Perhaps you had one bad day, or like most of the youth of Gotham, you hung out with the wrong crowd. You are someone on the other side of the law, either just stealing to survive, or simply because you enjoy it.

Scientist: Ah, a man of science. For all the crap people give Gotham for being a cesspit, it still has a healthy pool of men much like you. While you are an independent scientist, that won't stop you from your goals. From making the future into a bright place, to trying to take over the earth with your mad-science, you have the brains to pull it off.

Race.

Human (free): One of the several species that inhabit the earth, humans most of the time don't really have anything special about them, there are a few who do stand out however. +200cp for powers alone.

Thanagarian (200cp): You are now a human, but with wings. You have more strength then a normal human, at least enough to lift a train car with a lot effort, tough enough to not have your arms rip off from catching a falling car, with a healing factor that will get you back on your feet after a tough battle, with enhanced hearing and sight. Of course, let's not forget your wings because they let you fly around at decent speeds.

Vampire (400cp): You are now a creature of the dark, this gives you some great powers, but some horrific weaknesses too. You now must drink blood to survive, but the more blood you consume, the stronger you get. You can heal any damage as long as it is not caused to your heart, you are strong enough to rip apart metal and stone with the speed to blitz past any human, including Batman.

You can hypnotize people to do what you want, to the point of brain washing them into being your minion, but this will fail if your victim has strong will-power. You can shapeshift into animals or mist, levitate yourself, and of course you are now ageless. As a bonus, due to being a supernatural creature, you have magical potential too.

Of course, you have a ton of weaknesses for such power. Sunlight exposure under a few seconds will dust you, holy symbols and garlic will weaken you, much like kryptonite to a kryptonian. Holy water is like acid to you, and will burn your flesh and take longer to heal. Silver is highly effective against you, and will slow your healing, and finally, a sharp piece of wood shoved into your heart will be enough to temporarily kill you, if you are killed this way however you fail the chain.

Martain (800cp): You are now one of the many bullshit tiers of species that exists. Your amazing powers come from two sources, shapeshifting, and psionic abilities. The shapeshifting does what you would expect, and more. To the point you can heal just about anything nearly instantly, or change your density to allow you to phase through things or go invisible. Of course, you can turn into any animal, or give yourself a human form, your clothes are made of your own flesh letting you change them at will.

The psionics comes in two categories, telepathy and telekinesis. Your telepathy is strong enough to let you casually read any mind around you within a mile, control minds, shield others, give people knowledge or information you already have, create illusions, and of course knock people out with a telepathic blast.

The telekinesis lets you create barriers around yourself to protect you from harm, let's you fly and move at insane speeds. Boosts your strength to near kryptonian levels, and of course lets you manipulate objects at a distance. You can easily lift hundreds of tons as long as you focus. Of course, you do have a weakness, a weakness engrained into all Martians, you are vulnerable to fire.

Kryptonian (800cp): You are one of the strongest aliens in DC, you have the basic flying tank package with some added bonuses. Of course, you can move at mindboggling speeds, you can reach orbit from the ground in a few seconds. You can survive in space very easily with no need to breath, you can survive any human made weapons including nukes, but advanced/alien weapons can harm you. You are strong enough to lift hundreds of thousands of tons, and due to some strange effect, anything you pick up won't fall apart under its own weight. You can shoot red beams of energy out of your eyes that can melt/burn through just about anything, with the control to make it as hot as needed. Your lungs let you blow with the force of hurricanes, or turn things into solid ice. However, you do have two solid weaknesses you might have to worry about, first is the strange glowing rock which is fragments of your home planet. The radiation from them will sap your powers, and slowly kill you. Red sun light will weaken you as well, although it won't kill you, just bring you down to the level of a normal human.

You will grow in power overtime, due to all the sunlight and experience you gain. You can even boost your power to insane levels by sun dipping AKA, flying into the sun. It is up to you to figure out if different stars give you different levels of power. Just don't actually move planets when you end up with the ability to do so, that can have devastating effects, granted such power might take you hundreds of years to gain.

Perks.
Perks are discounted 50% for your origin, 100cp perks that are discounted are free.

General.
Peak Beauty (50cp): With this perk you become incredibly attractive, this makes you at least 6ft, gives you an good body with either muscles or curves depending on your preference, this perk makes you a 9/10, and if you play your cards right, you can become a model.

Riddle master (50cp): You have a knack for riddles, this lets you come up with good ones, and figure out any riddle someone else gives you.

Unbreakable mind (400cp): You have one of the strongest willpowers in this world, you can brute force your way through mind fuckery, and with a green lantern ring, become equal to Hal in this universe. You don't know the word quit.

Lucky break (400cp): You are incredibly lucky, you might be chased out of a few casinos with this, in battle this will help in the background by giving you advantages.

Drop in.
Gold Trophy (100cp): you are now an expert in several professional sports of your choice, you can mix these into a unique form of martial arts, and due to being an expert you are at an Olympian athlete level of fitness.

Arts and craft (200cp): You can now make your own costumes and gear with stuff you find around the house, you are naturally resourceful when it comes to the stuff you create, but if you have the resources you can create things on the level of Batman's typical gear.

Natural infiltrator (400cp): You have a natural instinct of how to successfully sneak into an enemy base, with the ability to easily sabotage their plans and equipment, no matter how advanced. Even if they do figure out that you are there, it will still be a pain in their ass for them to figure out where you are hiding.

Learning experience (600cp): You learn fast jumper, for example, if you are stuck in a mech suit built by someone who was crippled badly and so made the control system to reflect that, after a couple of rounds of fighting in it, you will master being able to pilot it. This of course fits into everything you do, fighting someone lets you learn their style and of course ways to counter it, messing with technology lets you learn how it works and how to control it. Given time with this perk, you will become an expert in just about everything you do.

Vigilante.
Peak Human (100cp): Due to a mixture of training and genetics, you are at the best level of fitness a human can get. Although this is a little misleading, peak human in the DC is super-human in your original world. You are able to out preform any Olympics champion, as well as set new records with your physical might alone. This also increases your mental capabilities, you are able to process and retain information easier.

Badass ninja training (200cp): Looks like you were trained by the fabled ninja themselves, you are now a martial artist, a master of a style of your choosing with the skill to easily knock someone out with a punch. You are agile enough to pull off expert level of Parkour to the point you can keep up with moving vehicles, you are good enough at sneaking, that you will be invisible to any untrained human around and of course, you are good enough at throwing stuff that you can hit any normal human easily enough.

Investigator (400cp): It seems as though you know your stuff when it comes to investigating, much like Sherlock Holmes, your mind is a vice when it comes to clues and information that is relevant to the case you are working. You end up with a mind web which helps you connect all the details and clues, and whenever you are investigating a crime scene, you get a metal image of what had happened whenever you pick up clues. This includes an increase of perception letting you pick up details in the environment and people you talk to, with the knowledge to back it up.

Adaption (600cp): Something every successful vigilante has, the ability to adapt. This lets you adapt better against any opponent you face against, sure you might be beaten at first, hell you might even lose. But the more you face off against them, the easier it will be to take them down.

Your opponents can be just about anything too, not just a living breathing person, it can be a virus, or even a chemical weapon. As long as you faced it before, defeating it becomes easier for you, even to the point of making a cure to vampirism, which would take a while, but as long as you throw yourself at it, it will happen eventually.

Criminal.
Kung fu Master (100cp): You are a master of a single form of martial arts of your choice, it doesn't matter your level of fitness, or your size, you can flip better than Yoda from Star Wars. You can go toe to toe with Batman early into the jump with this.

Contacts (200cp): Villains always do somehow end up with henchmen, you now have access to the same resources for this as they do. you now have access to a dark net of sort that can be used to hire henchmen and of course buy even advanced tech and weapons for your plans.

One bad day (400cp): You know just how to push someone's buttons, and with enough pushing you can drive someone into insanity. You can choose their path too, you can turn them into a mumbling mess, or into a psychotic killer almost on the level of the Joker. This of course is harder depending on the will-power of the individual, but given enough time even the hardest of nuts will crack.

Master Planner (600cp): You are the best around in terms of planning, you can plan out something that seems insane but in reality, is brilliant, while leaving enough room to be flexible enough to survive minor problems, at worse you have several backups and secondary plans just in case plan A fails. Your plans seem to be complex to the point that even people like batman would have issues with figuring it out, you put your mind to a goal, then your plans will be able to achieve them given time.

Scientist.
Master degrees (100cp): You have several scientific degrees, this of course gives you all the knowledge as if you were studying these topics all your life, while this doesn't make you into a super scientist on its own, it is a good baseline for it. This alone makes you Einstein level.

Resourceful (200cp): You can easily gain the funds and resources for any project you plan, normally it requires a ton of paperwork and signed documents before even getting a chance to get a look at the funding, but with this perk, as soon as you tell someone your crazy invention, they will be compelled to give you the stuff needed for it to be completed.

Expert engineer (400cp): You aren't just a scientist, but an engineer too. This gives you an insight in your blueprints, decreasing the chances of failure and increasing the ability to make upgrades on the fly. Your prototypes will be almost perfect, while the final design will be absolutely perfect with this jumper.

Super science (600cp): We've reached the big leagues with this one jumper, any of the crazy super inventions you see in this world is possible with this, this lets you bend the laws of physics enough to pull off building stuff that will change the world forever, from devices that can clone things through quantum mechanics, to a serum that can turn anything applied onto it into a rubber like substance. You are one of the best in this world jumper.

Powers.
You can use these powers through either your genetics or through power armor and items, it is up to you how they work. If they are genetic, you can improve them over time with training.

Needed secondary superpower (free): Lets you ignore the laws of physics for your powers, for example, you can lift a car over your head and it won't fall apart.

Enhanced reflexes (100): You have insanely good reflexes, to the point if you see it coming you can dodge bullets, if you have the speed of course. No normal person will get a hit in as long as you see it coming.

Enhanced senses (100): You now have insanely good senses, you can see things far away as if you have a camera like zoom in your eyes, this is to the point you can zoom into the micro level, you can hear anything happening within the limits of the city, and you can work like a bloodhound, you can use your nose to track people down and sniff emotions. As for taste, you can almost smell the air with your tongue alone, and you can feel the air currents around you letting you sense attacks coming in.

Enhanced flexibility (100): You are unnaturally flexible, you can squeeze your way through most spaces as big as your head, and can twist just about any part of your body 360 degrees.

Regeneration (100): You can heal fast jumper, you can heal cuts and bruises in seconds, and new limbs in a day. This of course makes you live longer, and resistant to disease and poison.

Telepathy (100): You can read people's minds and send thoughts, you can also actively dig into someone's mind for information, but people with stronger will-power can fight you off.

Flight (100): You can fly under your own power, and reach speeds of mach 1. You have the obvious protections for flying at mach speed as well as the ability to survive flying at high altitudes, you can even fly into space, but you need protections against the vacuum.

Vertigo (100): you have the power to remove a person's sense of balance just by being withing a couple of meters from them, this causes them to become dizzy and for the area around them to spin making it incredible hard for them to stay on their feet. The main weakness to this ability is that someone can stay outside of your range and hit you from there, but coming up to melee is suicide against you.

Shadow thief (200): You have the ability to shift yourself into a 2d shadow like state, this lets you hide into shadows or potentially use them to teleport, have fun.

Enhanced physiology (200): You are stronger, tougher and faster than a normal human ever can be. At the start you can bench press around 10 tons, outrun a car and tank small arm fire with just a bruise to show. As time goes on, you will grow, but only if you train for it and throw yourself into battle.

Precog (200): like a certain spider themed hero, you can sense attacks coming in. This isn't much else but a compulsion to move away from danger and a direction where it is coming from. But can be used to guess where threats are coming from and who is a threat. This can be trained to the point you can fight blinded and sense who is spying on you if they are.

Hypnosis (200): You have the power to manipulate minds, in order to use this power, you have to maintain eye contact with your target for a few seconds, once you do so, you can make them see illusions of your choice. This lets you either cause distractions, or your enemies to attack each other, as well as just about anything else you can think of. If someone has a good enough will-power, they can fight it off.

Gene splice (200): Your genes are spliced with an animal of your choosing, at a level of your choice of course. Say for example, if you want to be like a certain spider-based hero, you can with this, or you can be like a werewolf, where you can turn into a weird hybrid monster of the animal you chose, either way, you permanently have this power and have control over it to the point you can change at any point you want for as long as you want.

Speed force (400): You are fast Jumper, you can casually run at hypersonic speeds that lets you reach just about anywhere in the USA in a few minutes at worse, this of course gives you all the protections and reflexes so you can safely run at those speeds. This also gives you the ability to vibrate that lets you phase through objects, with a decent healing factor. You will need to eat a lot to keep up with your body needs, and you can't do the crazy shit from the comics like traveling at the speed of light, time travel, or dimensional travel.

Mirror Master (400): This is an interesting one, the basic thing you can do is use this to travel to the mirror dimension, as a result any reflective surface is a portal. You can use this to lock people in said dimension to lock them away, or make mirror clones which will follow any order, but don't copy powers.

Clorokinesis (400): You have absolute control over plant life, you can grow them or shrink them with a thought. Speak with them to gain information, you can even mutate them to the point of making strange giant man-eating plants, or plant zombies that look human. Your body is covered in a strange pollen that lets you control people once they inhale it, but can be cured with water, you can choose if you are a green person, or if you look completely normal.

Freeze (400): you can generate insane amounts of ice and freeze a large area around you, this lets you freeze the air itself to create bridges, cause localized snow storms, and even freeze an area of the sea letting you explore the depths of the sea for old treasure. You have perfect control over this power, with training you can assume an ice form of your design that enhances your body making you stronger and more durable, as well as giving you a boost to your ice manipulation. Anything Mr Freeze can do, you can eventually do better.

Phosphorus (400): You can generate and manipulate insane amounts of fire and heat. At first you can generate an aura that can melt steel within seconds, and can expand this shield to block projectiles by disintegrating them before they reach you, this will take a lot out of you at first. Eventually you will gain a fire form from this that will enhance your fire and physiology, making you a real powerhouse. You have perfect control, and can eventually use it to fly. You will eventually eclipse Phosphorus with this power given enough time and training.

Telekinesis (400): You have the power to effect things from a distance, you can use this to fly, shield yourself with a barrier, and lift hundreds of tons, the better you get with this power, the more powerful the effects.

Metallo (400cp): you are now a brain inside of a giant robot body, you are made of a strange super durable metal that makes you tough enough to survive hits from superman, you have enough strength to knock him back, and you are powered by a chunk of kryptonite. You no longer need to eat, sleep, or breath. But you can easily be beaten by someone taking out your power source.

Clayface (600cp): you are the third clayface, or well second considering when you arrived. Your body now has the consistency of clay, you no longer have any internal organs and as a result you are damn near unkillable, things like ice can freeze you, but in order for you to actually die, someone will need to destroy all of you.

Your regeneration is legendary, takes you a few minutes to grow back to your original size from a single drop. You can change your size at will letting you grow to the size of a building, and shrink to the size of a drop. You can change from liquid to solid naturally, and can make your body as hard as stone.

But the most amazing thing you can do is shapeshift. You can change into any person you have ever seen, or anyone you can imagine, you can change your vocal cords so you can sound like anyone you want, you can even change into animals, or change parts of your body to copy what they can do.

You can use your own hardening ability to create weapons for combat, or become hard enough to block bullets. The pure versatility this power gives you makes you a force to be reckoned with.

Jumper 2.0 (600cp): Something strange happened when you came to this world, you didn't come in with your original body, you are now a swarm of nanites that is taking your form with your mind. This of course gives you amazing shapeshifting abilities, as well as the ability to eat matter around you to make more nanites, you can duplicate yourself, use your nanites to hack into things and of course invade someone's body for a quick kill, there is a lot a creative person can do with this power. You do have a single weakness against EMP or other area of effect weapons, but if one nanite survives, then you do.

Magical potential (600cp): While this world doesn't have as much magic as the other worlds of DC, it does have enough for you to use, conjure the elements with surprising ease, heal the wounded, and even swap out souls of the living with the dead to bring back someone you care about, you can easily use this to control the minds of the weak as well as summon creatures to aid you in fights as well as dispel magical effects. Be warned however, magic always has a cost in these worlds.

Chrono-kinesis (800cp): You now have control over your own timestream anon, for better or worse. Starting out, you can reverse time a couple of seconds at a time, but as you gain mastery, you can go back years at a time. There is a massive flaw to this power however, it isn't so much as you going back physically, it is more you are sending your own mind back in time meaning that while yes you gain memories of future events, you can't go back further then you existed.

Items.
Items are discounted by 50% for the backgrounds they are under, 100cp items are free. Any complex item comes with blueprints.

General.

Costume (free): You get some tight spandex, it is designed how you want and has your chosen symbol. You can use this to import your own costumes too. As a bonus, it is immune to any of your powers so you won't damage it accidently.

Armored costume (50cp): Your costume is now a Kevlar weave, it is no longer skin tight spandex, but strong armored suit that will protect you in the field.

Bulletproof cape (50cp): you have a bullet proof cape to go with your costume, it feels like silk, but is resistant to small arms. It lets you glide across the city despite its durability.

Nachos (50cp): you get an infinite source of nachos, they come with any topping of your choice, don't bother offering them to batman, he doesn't eat them...

Sunlight Cannon (100cp): This is basically a high-powered flash light that shoots out sunlight, no not UV, but pure sunlight. It can change frequencies for different forms of star energy.

Dr Strange fear toxin (100cp): A hallucinogenic created by Dr Strange just for Batman, if you spray someone with this you have to tell them what you want them to hallucinate, otherwise it will be randomized increasing the chance the victim can figure out what is happening to them and break the effect, but who knows, maybe you can improve the formula. You get a box of these vials.

Bow (100cp): you get a hardened bow which is strong enough to be used like a weapon, with a specialized quiver of infinite arrows. These arrows can change their type with a quick press of a button, from simple arrowheads, to explosives, smoke and sleeping gas.

Pirate broadcasting equipment (100cp): this lets you pirate tv airwaves and show your own television, it is protected from being pulled off air, and is impossible to track, enjoy making your own jumper tv.

Jetpack (100cp): A jetpack of your own design, lets you shoot across the sky in speeds over 200mph, comes with a flight suit, and infinite fuel. For and undiscounted 100cp, it comes with energy gauntlets that shoot golden beams that are hot enough to cut through most metals.

Specialized melee weapon (100cp): A melee weapon of your choice, it can do something interesting, like an extendable staff, a super-heated sword, or maybe even a tonfa with electrical attacks.

Gadgets (100cp free human): Specialized equipment that will help you during your adventures, comes with stuff like bladed throwing weapons, explosives, smoke grenades, lockpicks, hacking tool, flashlight, grappling hooks, and a few other things that would be typical to a caped crusader.

Animal control mic (200cp): This strange mic lets you give out orders to animals, they will do their best to follow said orders, this however does have one issue, it can only control one type of animal, you need to change frequencies in order to control different animal types, this includes insect.

Tremor gauntlets (200cp): These weapons cause sonic energy to lash out at whatever they touch, if you slam your hands into the ground with these babies, you can cause massive paths of destruction at the lower end, or a localized earthquake that can take down buildings, you are of course protected from this energy while wearing them, but not from the effects.

Rubber spray (200cp): You get a small spray that has a liquid inside that makes anything hit by it to gain the consistency of rubber, jump off a building and land on a floor covered in this stuff and you will bounce to safety, be careful when you expose this to humans.

Card spray (200cp): This horrific spray will turn people into living statues in the shape of cards, their faces will be frozen in horror, you do get a cure for this as well, just in case.

Mind entering device (200cp): This computer system once connected between two people lets one entre the mind of the other, this can be dangerous, but a can help you discover secrets and potentially a way to cure the insane.

Nth Metal weapon (200cp, free for Thanagarian): Any type of weapon of your choice made of nth metal, it is unbreakable, and will do some serious damage to just about anything on earth.

Nth Metal source (400cp, discounted for Thanagarian): A half a meter sized rock which contains enough Nth Metal to create armor out of. Nth metal in this universe has anti-gravity effects, you can load up a gun with dust of this metal and use it to cause things to simply float, or fly endlessly into the air. Thanagarians use this metal with all of their technology, so it is incredibly strong, and light. The nth metal regenerates after use.

Joker Virus (400cp): this virus is a dangerous one, anyone infected will slowly become like the joker, laughing insanely as their morals slowly shift, their skin gets paler and a permanent smile goes onto their face, who the hell would want more than one joker? You do get a cure, just in case.

Eye of Sarkana (400cp): this mysterious gem can boost your supernatural powers like magic and psionics tenfold, making simple things like illusions turn deadly.

Radioactive Phosphorus (400cp): This tube holds a glowing ball of energy that can be used as a power source for anything you need, from a jetpack, to a mech. This also has the ability to give pyrokinesis to anyone you choose, but they won't be able to control it unless they train hard.

Gearhead Arm (400cp): This arm when attached to you will give you an amazing ability, it lets you mentally control and hack into any vehicle you touch with it. When activated, several golden tubes will attach themselves to the vehicle of your choice, and will use nanomachines to turn them into a super vehicle that makes them faster, tougher, and have better control.

The arm itself has a self-defense protocol, the fingers will sharpen, and will let you cut through steel due to its increased strength. Take control over the roads with this Jumper.

Venom Tubes (400cp): You have the same tubes Bane has, they connect to the back of your neck to your hands, when activated, you grow into a 10ft muscle bound monster, in this form you are resistant to most damage including explosives and you can tear metal apart like it's made of wet cardboard. Max lifting potential is around 70 tons, normally the super drug in these tubes is incredibly addictive, but since you paid points, there is no negative effects.

Kryptonite (400cp discount kryptonian): A small hand sized green rock in a lead case, this is one of the few things that effects kryptonians. It regenerates if you use it to build stuff, works insanely well as a power source.

Everywhere Glove (600cp): This strange metal gauntlet gives you an amazing ability, you can use quantum mechanics to clone yourself and everything on your person, you can do it as much as you want with no seeming limit, and as an added bonus you have full control over your clones. I don't have to tell you the potential of this glove jumper, just one warning, everything you clone has a unique background radiation signature meaning if someone knows what to look for, they can figure out which one is real. You can of course dismiss the clones with a single press of a button.

Metagenics (600cp): How to notes that help you create mutagenic that can mix your DNA with those of an animal. You can choose if it is permanent or temporary, and you can choose how much of a mind the user has left while under the effects, with these notes you can only use it to fuse one animal to a person at a time, but that doesn't mean you can't improve the formula. Yes, you can in theory throw in DNA of aliens to gain their powers, but you will need to do some serious research into letting you do this safely and to gain the full effects.

Emotional Lantern ring (600cp): welcome to the corps jumper, you are now a lantern of your chosen emotion, from rage to hope. With this ring, you can fly faster than the speed of light, create constructs with a thought and a bit of willpower, and of course increase your physical abilities. If you pick anything but green, make sure to fan wank responsibly.

Power Armor (600cp): This specialized power amour of course increases your strength and durability tenfold; it is made from a specialized material that can bend the light letting you go invisible. This will allow you to sneak up on your enemies and take them out easily enough.

Flying base (600cp): Much like Maximilion Zeus, you have access to a massive flying fortress that is powered by fusion, it comes with a ton of laser weapons for self-defense as well as a massive fusion reactor to keep it running, have fun with this.

Drop in.
Fake IDs (100cp): You have access to several false identities, they can handle a basic check, but if someone does any real digging they will fail, but that is why you have several.

Apartment (200cp): You have ownership to a small apartment block, this earns you money from the tenants and gives you a place to live.

Workshop (400cp): You own a small workshop inside a building you own, if you don't own a building this exists in your warehouse instead. You have common materials that regenerate daily, as well as the best equipment possible, which do upgrade per world.

Friends (600cp): You have access to contacts within the hero community, from Batman, to superman, this gives you access to their equipment and any help they can give, in other worlds this gives you the same level of contacts to the bigger fish characters so you can get the same level of help there too.

Vigilante.
Batwave (100cp): this nifty handheld device can scan radio waves from police and other emergency services to give you a good idea of any crime happening in one city. It is connected to alarms and other similar systems so you have a good idea if they are being broken into or not, as well as an ID of the possible suspect if you are dealing with a rogue.

Super-car (200cp): This is an insanely advanced rocket-car that is powered by a strange energy source (my bet is fusion), it can go at speeds of 400mph, able to handle tight turns easily, armored up like a tank, and has full of weapons and gadgets. It has a smart computer system linked up to whatever system you have access to, as well as the ability to be summoned to you with a press of a button. For an undiscounted 100, you can upgrade the car which makes it faster, and tougher, for a further undiscounted 200cp you can go for the batwing instead.

Bat-bot (400cp): this 12ft mech is built for fighting enemies with super strength. It doesn't have anything in terms of weaponry, but it is insanely strong, durable, and very agile despite its size. For an undiscounted 200cp you can upgrade it to the bigger tougher version that was able to hold its own against superman, and has several weapons attached to it.

Batman's super-power (600cp): Batman's true super power is the insane amount of resources he has to throw at problems, and now you have the same power. You now own a multinational corporation, with enough money and scientists behind it to revolutionize the world tenfold. You can now use the company any way you want, from creating gadgets to help you save the day, to actual weapons of war against threats against humanity, best part is nobody will question how you use these amazing resources, after all, they are yours.

Criminal.
Hideout (100cp): You have a secret hideout in the city, this is almost impossible to find, and has all the equipment you need from guns to armor. It is fairly large which can fit a large amount of people, vehicles and of course loot.

Getaway car (200cp): You have a van jumper, armored to hell and back and fast enough to give even the boatmobile a run for its money. It comes with a paint scheme of your choice and can carry several tons of loot very easily.

Laughing Gas (400cp): You have access to the specialized Joker Gas which causes a person to go into a horrific state of being imprisoned in their own body with a twisted smile on their face, it is almost impossible to cure, and can easily be placed into any dispersal system possible, from a gas grenade to a sprinkler system. You have several cases with the knowledge to make more.

Robot leeches (600cp): these 12ft robots have the strange ability to steal powers from metahumans and technology, they can do this with a single touch leaving their victims powerless, they do however have a single weak point in their chest which if punched by the person they leeched, will give them their powers back. You come with a group of four with blueprints on how to make more.

Scientist.
Lab (100cp): You own your own independent lab which gives you access to the best modern equipment possible, as well as a regenerating list of common elements and chemicals. The place is as large as a small warehouse, and has the best security system money can buy with an incredibly good fire suppression system.

Fellow scientists (200cp): You have a group of ten scientists, they speed up your research and can do their own research, although they aren't as good as you, they are decent on their own. They don't count as companions, and you don't have to worry about paying them.

Factory (400cp): You have your own factory that can mass produce anything you have made, if it is magical in nature or has exotic materials within it, it won't be possible unless you upgrade the machinery within, it does have infinite common resources within it, and uses machines to build things more or less endlessly.

AI controlled computer (600cp): You have a super computer with its own AI system, you can use this to control and maintain things you build as well as your own facility, it is also smart enough to do simulations on the things you build and can help you with planning and scanning things.

Companions.
Sidekicks (50cp-400cp): You can create or import each companion for 50cp each, or 400 for the full 8 slots. They get an origin, and 600cp to spend.

Animal companion (50cp): You have an insanely smart and loyal pet of your choice, it has to be something realistic, not something like a dinosaur or a dragon or anything, but something like a dog, or hell something rare like a white rhino to ride into battle. You can use this option to import an animal, and yes I suppose you can import a dragon if you have one.

Canon companion (100cp-400cp): Perhaps you find this version of Batman to be a great guy, or you want to take the cute Batgirl with you, either way, by spending 100cp, you can take a human canon companion with you, 200 for a meta human, and 400 for the especially powerful characters like Superman.

Flaws.
You can take as much drawbacks as you think you need, but be careful.

Iffy canon (0cp) - you can decide if the movie and comic books are canon or not, this also lets you choose when the movie happened, as well as fill in gaps of the DC universe that neither comic or series showed off.

Gangster magnet (100cp): Gangsters seem to really not like you, granted these are just small-time street thugs, but they do have numbers on their side, do be careful Jumper.

Side kicked (100cp): You aren't treated with the respect you think you deserve; people assume you play second fiddle to someone connected to your background, and as such, you are mostly at best given crappy jobs or at worse ignored entirely.

Gene spliced (100cp): you were mutated by a mad scientist, or by your own mistakes. As a result, you are a strange monstrosity that will cause people to run in terror and the cops to most likely shoot on sight, you can cure this, but it will be difficult to do so. What's worse, you get no advantages with this form.

Batman is suspicious (200cp): It seems Batman somehow found out about your Jumper ways, as a result he is incredibly suspicious of you, he will keep watch over you, and will of course build things around dealing with you just in case you are a problem, but you should be fine as long as you're not trying to do anything evil.

Mob hit (200cp): One of the mobs has hired a large hit on you, at the start this will be slightly annoying because low tier assassins will attack, but the longer you last the more money you will be worth which will ramp up the danger to metahumans.

Your own rogue gallery (200cp): Well done jumper, you have pissed off a group of people who have abilities and powers that put them apart from the rest of the world. They will test your abilities and force you to be creative every time you face them, they also adapt and overcome any way you beat them before.

Dr Strange is interested in you (200cp): Dr Strange has learned of your jumper status, of course he will want to test you, see what kind of mind someone who is like you has, and what your limits are. This doesn't sound dangerous at

first, but this is the same man who made a criminal AI who took over the city just to see how batman would respond, god knows what he will do with you.

The Joining knows about you (300cp): Alien invaders who are planning to take over the planet seems to think you are their biggest obstacle, they will throw what they can at you to try and get rid of you. It will start with agents at first, biomechanical shapeshifters, it will ramp up to giant robots and advanced tech. Good luck jumper.

Lex doesn't like you (300cp): The worlds smartest man knows you are a dimensional traveler, and he hates you as much as he hates superman. He will throw in his resources to either control you, or outright kill you. He will figure out a way eventually to deal with you, either through cloning, or a weakness he has found, either way, you will have a difficult fight ahead.

Joker finds you interesting (300cp): Joker has found a new person to have fun with, you. He will attack everything you care about, and will utilize insane chemical weapons that breaks the laws of physics. He will hit you when you least expect it, and his goal is not to kill you, but to drive you as insane as he is. I hope you have a plan jumper, because he has several.

Metahuman mayhem (300cp): Not sure if it is because of your arrival, or because of some radiation wave or something. But metahumans keep popping up, more and more people will gain randomized Super powers, and about 70% of them will become criminals because of this. Thankfully only a few of them will gain powers that are considered top tier, but a lot of the weaker ones will team up. Be careful with this jumper, God knows what someone like Penguin or Joker will do once they get their powers.

Okay, you survived. Good, now you have a choice to make.

Stay: Perhaps this version of DC grew on you, or you simply want to fix the city like Batman. Either way, you choose to stay in this world, have fun with that.

Go Home: I guess you have grown sick of DC's shit, can't blame you. You get sent home with everything you have gained so far, just try and not go too crazy back home.

Carry on: Another world, another set of overpowered abilities to go with. You go along your way with whatever you picked up here, adventure forth Jumper, and make sure to have a good time.