
ALL PETS HAVE SECRETS, THEIRS ARE SUPER
DC LEAGUE OF
SUPER PETS
ONLY IN CINEMAS
JULY 27
#DCLeagueofSuperPets
WARNER ANIMATION GROUP
WARNER BROS.

DC League of Super Pets
By Sentry342

The world of DC League of Super Pets follows Krypto the Superdog on his journey to discover himself and his quest to protect the world alongside his owner Superman. He and Superman are inseparable best friends, sharing the same superpowers and fighting crime in Metropolis side by side. When Superman and the rest of the Justice League are kidnapped, Krypto must convince a rag-tag shelter pack Ace the hound, PB the pot bellied pig, Merton the turtle and Chip the squirrel to master their own newfound powers and help him rescue the Justice League.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world.



Location

You can either choose one of the locations below or roll d8 and receive +100 CP to let the whims of fate decide your path.

1.) Metropolis
The city of Metropolis is the main location in which our story takes place. This city is also the home of Superman and Krypto the Superdog. To make it a bit more specific however you will be starting outside of the building that Superman lives in. You could simply be a traveler wandering by, a hero visiting the Man of Steel, or a villain plotting to take down the world's strongest hero.

2.) Stryker's Island
This is one of the most secure prisons in the world. This location normally holds many of the most dangerous villains within its halls, but currently the only inhabitant seems to be Lex Luthor once he is captured by the Justice League again. As a Hero you are probably here dropping off some criminals. As a Villain you probably are being held within the prison or outside having just escaped. As The New Kid on the Block you could be here for any number of reasons.

3.) The Pet Shelter
This pet shelter is a home to abandoned and lost pets. Currently most of the future Superpets live here along with the insane guinea pig Lulu. Soon however all of the pets here will gain powerful abilities due to the orange kryptonite influence. As a human then you may be here to acquire a pet. Also please don’t immediately pick the kitten like everyone else. As a pet you likely live in the shelter and are waiting for someone to come and adopt you.

4.) Lex Corp
Welcome to the Lex Corp corporate headquarters. This is Lex Luthor’s home and the main location in which many of the battles will take place. Soon Luthor will attempt to acquire the orange kryptonite asteroid and be thwarted by the Justice League. You will arrive outside of the building next to the sign. You could try to infiltrate this fortress to acquire Luthor’s tech or you could simply leave so that you can avoid the chaos that will occur shortly.

5.) Gotham
Welcome to Gotham City, home of the Dark Knight Batman. While we never witness the city itself, its reputation has already been spread far and wide. This version of Gotham is still horrible, but it actually is slightly nicer than normal due to the more family friendly side

of this universe. I would still suggest you be careful as every version of the Joker is still considered incredibly dangerous even the G rated version of him.

6.) Themyscira
Themyscira is the home of Wonder Woman and the rest of the Amazons. This island is isolated from the rest of the world. The main thing about this island is the population of Amazons. They are a race of all female warriors created by the Greek gods. The island is only mentioned in the movie, but you may still visit the island. While they do not like men they will tolerate you while you are here. More than likely however, they will try to get you back to the mainland. Those who purchase Amazonian Physiology may start here for Free.

7.) Atlantis
This is the city of Atlantis, this is the home of Aquaman and the rest of the Atlanteans. This city is advanced far beyond most of the other nations in this world. By default you will be arriving outside of the city, specifically you will be arriving directly above the city on a small boat. If you wish to go down to the city then you probably will have to ask Aquaman or acquire some other way of breathing underwater. Those who purchase Atlantean Physiology may start here for Free.

8.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You will be starting out a few days before the main plot of the movie begins. Depending on your affiliation you could warn the heroes of the upcoming chaos or you could try to manipulate things to your advantage.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Established Hero - Free

So you are one of the many individuals who call themselves heroes. You have been at this for at least a few years now and are well known to the greater community. You will be reasonably famous depending on what powers or skills you possess. You more than likely will be the main hero of a small city or perhaps you will be one of many heroes who travel assisting anyone who is in need of their aid. So go forth and show the world what kind of hero you wish to be.

Villain - Free

So you would rather be one of the bad guys. You are a villain or at least someone who is on the wrong side of the law. You could be a petty thief or a mad man planning world domination. This option doesn't necessarily mean that you are a bad person as well. Especially given the nicer atmosphere this world possesses. In addition this field also covers minions and all of the other minor fields associated with villainy as well. So do you wish to become a villain feared by the world or will you simply be a minor villain quickly forgotten.

New Kid on the Block - Free

Interesting rather than being an established hero or villain you are an unknown. You are someone who is yet to choose a side. So what are you going to do? Will you choose to join one of the various groups here or will you simply remain on the sidelines? Alternatively you could simply stay hidden and ignore everything going on in the world. As long as you don't screw things up everything should still work out in the end.

Races

This section allows you to specify which species you belong to. This option mainly decides whether you are a humanoid or a pet. This section however will not include the more powerful species. Those options will be available later in the jump.

Human - Free
You are a normal human being. You are the most common race that people actually care about here. You are from a lovely little planet called Earth. Your home is renowned due to the many defenders of the universe that live here. You will start out as a human in peak physical condition. Physically you will be on par with Batman or Mercy Graves. You however will lack their skills, so you won't be able to jump into the hero business automatically.

Pet - Free
Instead of being a human you are a pet. That's right you will be some sort of animal while you are in this jump. You may choose to be any type of normal animal. In addition to any normal types of pets such as dogs, cats, or guinea pigs you may choose more exotic animals as well. Some more exotic animals include things like tigers, crocodiles, or most species of fish. Keep in mind that if you choose any aquatic species then you are probably going to be stuck in the ocean or a lake.



Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

The Kitten is Always Adopted First - 100 CP
In the shelter whenever a kitten shows up it is adopted almost instantly due to their sheer cuteness. This perk doesn't make you as cute as them, but it does grant you a similar ability. This perks seemingly opens doors to various organizations and other groups making you appear as a prime recruit. Even secretive organizations who would normally remain hidden will be willingly to send someone out to recruit you. Even if you aren't necessarily the best for the job they will still be willing to send you an offer.

Comic Book Beauty - 100/200 CP
This is the most common superpower, it seems that anyone important in a comic book world is always an incredibly beautiful or handsome individual. For 100cp you may become a solid ten out of ten. You will become an incredibly attractive individual and any imperfections you have will be removed. For 200cp you may enhance this effect even further. Your appearance will become on par with some truly stunning individuals such as Wonder Woman and Superman. If the first level gives you some admirers, this level will cause fan clubs from your appearance alone.



You're a Dog - 200 CP
Depending on your choices earlier you may be some sort of animal. This can grant you a number of benefits depending on the particular species you choose. For example if you were a dog then you would gain a dog's senses, the ability to read emotions, tell when someone is lying, and sense diseases/death in someone. You will receive any unique traits that are attributed to your chosen species. Pets will receive one purchase for Free for their chosen species. You may purchase this multiple times to gain the powers of multiple animals.

The Dark Knight - 400 CP
Even though Batman takes a backseat in this movie compared to his normal stories, he is still one of the most respected heroes in this world. This perk is essentially a grab bag set of all of Batman's skills. This perk gives you all of Batman's skills including his combat prowess, his detective skills, and all of the miscellaneous skills that he has trained in. You truly could be called the Dark Knights equal by taking this perk. Just remember to pick a different theme or he'll probably sue you.

I Have 8 More Lives - 400 CP
Cats are said to have nine lines and in this story we are shown this is accurate at least when it comes to Whiskers. By taking this perk you will gain access to this wonderful ability. You will gain the ability to come back to life nine times per jump. You will be revived immediately after receiving a lethal wound. This will restore you to your peak condition. For example Lulu was actually killed when the Superpets trapped her under a dumpster with a grenade. She was shown later however to be completely unharmed and claimed that she had eight more lives.

Super Paw Punch - 600 CP
Krypto's most powerful ability is known as the Super Paw Punch. By flying into the sun Krypto can supercharge himself allowing him to launch a devastating attack. This power can allow him to defeat any being. The caveat is that the punch is so powerful that it kills the user as well. Purchasing this perk will allow you to use a similar ability. You will be allowed to launch an attack capable of killing any being once per jump. The only rule is that afterwards you will be brought to the brink of death after using it.

Established Hero

I Promised I Would Protect Him - 100 CP
One of the most important duties of a hero is to protect the innocent. If they intend to fulfill this task then you must first be capable of locating those in need. This perk grants you a sixth sense allowing you to rapidly locate anyone in need of your assistance. If you wish you may adjust this sense to locate specific individuals or groups. The greater the danger they are in the stronger the feeling you receive will become. For example someone who was robbed might ping your senses while someone on the brink of death would be a blaring alarm.

That's the Definition of Blackmail - 200 CP
I'm not blackmailing you, I'm just asking you to do something, and threatening to reveal your secret unless you do it. Now there are some moments where you will do things that could be considered non heroic. Despite this it will be accepted that you have a valid reason to do so. Essentially you will be able to get away with almost anything as long as it is not a direct antithesis to what you represent. For example if you were a respected hero then as long as you aren't blatantly slaughtering innocents or something equally evil people will accept your actions.

Sometimes You Just Need to Listen - 400 CP
It's amazing what you can learn simply by listening and observing others. You are able to quickly identify the ins and outs of anyone's personality by watching them. By observing someone for a few seconds, you will be able to get an accurate judgement of their character. If you were to spend a few hours alongside someone then you would likely be able to learn more about their thought process then they realize themselves. This ability is equally effective on anyone including beings who are capable of normally hiding their emotions like Batman.

The Symbol of Justice - 600 CP
While many do admire Superman for his overwhelming power even more do so due to his honest nature. While he is one of the strongest beings in existence Superman has also shown himself to be one of kindest and most heroic. This perk gives you the same heroic presence as Superman. Your sheer presence practically infuses hope and justice in those around you. For example you could take a crime ridden city like Gotham and turn it into a marvelous city like Metropolis by spending enough time in the area. Lastly to ensure that you are capable of fulfilling this newly inspired hope your overall capabilities will be boosted. If you were classified as a minor hero before, now you will be one of the titans.

Villain

Instant Mastery - 100 CP
When each of the guinea pigs unlock their powers they achieve mastery over them almost instantly. This perk grants you a similar ability. You will gain innate instincts for any ability or power you possess. This doesn't actually grant you true instant mastery, but you will certainly be more than capable of using your powers without issue. This will also assist you when developing your powers. You will gain a sixth sense for tactics or ideas that can be developed.

Isn't This Better Than Spanish Class - 200 CP
Honestly given how most villains treat their minions its amazing that any of them are willing to work for them. You however know how to treat your minions properly and as a result receive their gratitude. Your minions and servants will be touched by any minor acts you perform. For example if you congratulated them on a mission it would be as impactful as a normal person receiving a promotion. This effect makes it so that anyone who works for you will have virtually unbreakable loyalty to you.

I Need An Army - 400 CP
To fight against organizations such as the Justice League you either need truly overwhelming power or strength in numbers. This option will help you with the second option. First you gain the charisma to gather and lead these sorts of organizations. Second you seem to run into opportunities allowing you to recruit both large numbers of individuals as well as skilled experts. As long as you put some effort in you should easily be able to build a skilled team filled with notable individuals and acquire a large supply of mooks.

Super Genius - 600 CP
Many of the most dangerous villains in DC are given this designation due to their intelligence rather than their raw power. By taking this perk you will become as smart as Lex Luthor and Lulu. You will become capable of building anything that Luthor was capable of creating at least hypothetically. You will need to gather the resources separately. Some examples include his kryptonite battle suit, his meteor grabbing laser, and elaborate traps capable of holding the entire Justice League.

New Kid on the Block

He Will Never Replace Me - 100 CP
Many of the Superpets were either abandoned or unwanted by their original owners. This made many of them depressed as they waited to be adopted for years on end. Taking this perk will allow you to avoid their fate. This perk ensures that the bonds between you and your family will never be broken. In addition this also makes it significantly easier for you to be accepted into new groups or families. Much like how each of the Superpets were adopted by a member of the Justice League at the end of the movie.

I'm a Master of Escape - 200 CP
No prison shall hold me and once the delivery man looks away I will break out of the cage. This was a motto that Ace lived by when he was staying at the animal shelter. By taking this perk you gain the ability to escape from any form of containment or prison. If you are trapped then opportunities will appear allowing you to make a break for it. Perhaps all of the guards will be on a long break or an earthquake will cause a large crack to appear in the surrounding walls.

You Have A Way With Words - 400 CP
You always seem to know what to say when someone needs a pat on the back or if they are in need of an inspirational speech. This skill grants you the skills of an extremely effective psychologist. For example you could easily resolve or worsen someone's trauma. You could turn a prospective villain into a budding hero or drag a fallen idol into the darkness. For better or worse you will be able to have an impact on almost anyone that you work with.

Especially When It Hurts - 600 CP
If you truly love someone you will be willing to go to great lengths to make them happy and to protect them. Even if it means letting them go or choosing the path that you do not wish to go down. This perk makes it so that any friendship or connection you build will truly stand the test of time. No matter what challenges you face, all of your allies will stand by you no matter what happens. This has a variety of effects such as making it impossible to mind control them, keeping your bonds strong no matter how much time passes, and allowing you to locate them easily. Lastly, the most important part is that fate will reward these bonds. Should anything happen to you or those you care about fate will guide each of you to the rescue. For example if your friend was kidnapped you would feel the urge to visit their home discovering this. While there you would likely find some clues that would lead to their current location.

Powers Section

There are a wide variety of powers in this setting due to the multitude of heroes. This section contains an array of different powers from each character. There are some varying degrees of power between the canon abilities and the versions used in the story. These abilities will reflect the version we are shown in the story and may be stronger or weaker as a result. You will receive a 400 CP stipend to spend on powers. You receive three discounts that can be used on any power below.

Superpowers are Overrated - +400 CP
So you don't actually want to have any superpowers in a setting like this. Well if you're sure then you may take this option. You will not be allowed to take any powers from the power section, but you may instead take the 400 CP stipend that you are given and spend it somewhere else in the jump. So feel free to buy some items or additional perks to deal with your lack of powers.

Rainbow Sparkles - 100 CP
This is a rather strange power possessed by one of the many guinea pigs serving in Lulu's army. This power allows the user to shoot sparkles and literal rainbows at their enemies. These rainbows do not appear to cause any actual damage or negative effects. Although this ability was only used against Krypto after he regained his powers. So it may be possible for this ability to injure others. Either way this ability is more suited to making children happy and ruining a serious atmosphere.

Cement Control - 200 CP
This is one of the powers possessed by the guinea pig army. This power grants the user the ability to shoot streams of cement from their body, typically their hands. This cement appears in liquid form, but will harden into solid concrete in mere seconds. The cement created using this power is strong enough to hold meta humans such as the Flash and Aquaman. The amount of concrete the user can create is only limited by how much energy they possess as the concrete requires energy to create.

The Winged Guinea Pig - 200CP
This power allows you to grow a set of wings on your back which give you the ability to fly. The exact speed you will be able to go will depend on the strength of your body. As a pet you will sprout a set of wings on the equivalent on your back. As a human you will gain an appearance similar to a Thanagarian. This will also give you a number of traits associated with animals such as a lighter skeleton and enhanced vision.

Cryokinesis - 300 CP
Cryokinesis is the power possessed by the guinea pig Keith. Keith has the ability to transform into ice and water. He can manipulate water and is capable of freezing virtually anything. His ice however is not extremely cold as he has been shown to melt and even evaporate when exposed to high enough temperatures like the lava created by Mark. Given time you can train these abilities so that you can produce ice at lower temperatures. By purchasing this power you will gain all of the abilities possessed by Keith.

Pyrokinesis - 300 CP
Pyrokinesis is the power possessed by the guinea pig Mark. Mark can breathe fire, transform into lava, and burn virtually anything. He has the ability to manipulate fire and heat objects to extremely high temperatures. Some examples include shooting fire blasts, the ability to fly (for some reason), and turn his body into lava. The only weakness is that the user can be cooled down with water and other liquids. For example Keith and Mark weakened each other when they high fived. Taking this option will grant you all of the abilities possessed by Mark.

Power of the Swole - 300 CP
One of the unnamed Guinea Pigs became incredibly buff and acquired truly fabulous hair. This perk grants you physical strength on par with Wonder Woman and it alters your body. You will gain the physique of an experienced bodybuilder or athlete whichever you prefer. Should you be a pet then you will gain a humanoid body like the unnamed guinea pig. This power does not appear to offer any additional powers aside from the immense physical boost. The boost will be equivalent to how a normal guinea pig became as strong as Wonder Woman. This boost will stack with any other physical boost you have.

My Body is a Gun - 300 CP
Like the young kitten Whiskers your entire body is a weapon made manifest. You can turn your limbs and other parts of your body into various weapons. For example your fingers could literally shoot bullets or your hair could be shot out as mini homing missiles. You possess unlimited ammunition with all of these powers and anything used up like your hair will quickly be regrown. The larger your body the more powerful the weapon you can manifest will be. Lastly while most of the weapon appear to be standard ranged weapons it may be possible to manifest other forms of weaponry as well.

Man and Machine - 400 CP
It appears that Cyborg isn't the only one who has undergone extensive cybernetic modifications. Taking this perk infuses your body with a number of cybernetic upgrades including rocket jets, powerful cannons, and other minor doodads. These various upgrades also make you a bit more resilient allowing you to take hits from some of the stronger

fighters here. Lastly since you now contain a large amount of cybernetics your intelligence is boosted due to your enhanced processing speeds and you gain the ability to connect to the internet.

Electrokinesis - 400 CP
This option grants you the same power possessed by the squirrel Chip. This power allows you to manipulate electricity and to fire bolts of lightning from your body. These blasts can be fired from any portion of your body. You are not restricted to your hands or a specific limb. These bolts can vary in power from a tiny zap all the way to bolts strong enough to cut through solid metal. In addition the user will become immune to electricity related attacks like lightning bolts or any form of open current.

Big or Small - 400 CP
This option allows you to purchase the power possessed by PB the pot bellied pig. This power allows you to increase and decrease your size. The upper limit of what you can do depends on your stamina. For example, initially PB was only capable of increasing her size to that of a small building and shrinking herself to the size of a playing card. You may increase this limit by training. Given enough time you could match the Atom or the other notable individuals with size changing powers.

Atlantean Physiology - 500 CP
This option grants you the powers of the aquatic hero Aquaman. This perk transforms you into an Atlantean. The first abilities you receive will be the simplest powers every Atlantean possesses. This includes the ability to breathe underwater and withstand immense pressure. Second, you will gain superhuman senses, strength, and stamina. Third, you can now communicate with any aquatic animals and command them. Lastly you gain the ability to use Atlantean magic with a focus on water manipulation.

Amazonian Physiology - 500 CP
The power of Wonder Woman is now yours to command as you are now her equal. This power grants you a number of powers. First your physical abilities receive an immense boost. While you are not quite at the level of a Kryptonian you are very close. Second, you gain the ability to fly due to Hermes' Blessing. Third, you have been blessed with ageless immortality. While you can still be slain in battle you will stop aging once you reach your prime. Lastly you gain a sense of empathy with animals. This ability allows you to communicate with animals and command them. One final note is that yes you can be male and take this perk.

Invulnerability - 600 CP
This is the power possessed by the dog Ace. It makes the user completely invulnerable and immune to any form of damage. Even Krypto's Solar Paw Punch was blocked by Ace's body with ease. The only downside of this power is that it does not stop the user from feeling pain. In addition the user can still be sealed away or restrained. This power does amplify the user's strength, but not quite to the level of the other notable heroes. For example you will be weaker than Wonder Woman or Cyborg with this perk alone.

Green Lantern Ring - 600 CP
Okay technically this is an item, but it does function as a power. This ring grants you the power of the Green Lantern Corp. You gain a powerful form of energy that increases in strength as the user's willpower grows. You can form virtually any object you can imagine using this ring. You are only limited by your knowledge and willpower. In addition to this you gain access to a variety of powers including force field creation, invisibility, phasing, and numerous other powers. Next since you are paying CP your ring will possess an unlimited amount of power and will not need to be recharged by a separate battery. Since the ring functions based on willpower you will receive a significant boost to your willpower putting you on par with the average version of Hal Jordan. Next the protections preventing the ring from being stolen will actually work here making it literally impossible for anyone to steal this ring from you. Lastly if you wish you may choose to select one of the other lantern corps and change this perk appropriately. The only option you can not choose is the White lantern corp unless you purchase all of the other corps.

Speedster - 600 CP
This power grants you access to the Speed Force. This connection allows you to move at unbelievably fast speeds like the Flash. You will be able to access the full might of the Speed Force regardless of where you are. Even if you enter a universe without the Speed Force you will maintain your full strength. You will be able to react normally regardless of what speed you are moving at. In addition to protecting you while you are moving at these speeds your body has been enhanced significantly. There are a number of other abilities granted to you by the Speed Force such as the ability to become intangible via rapid vibrations. You will possess every ability that has been demonstrated by any version of the Flash or the other speedsters.

Kryptonian Physiology - 800 CP
Interesting, it appears that Krypto and Superman aren't the only remaining Kryptonians. Kryptonians are beings who originally lived on the planet Krypton who gain godlike powers when exposed to a yellow sun absorbing its radiation. Acquiring this power makes you virtually invulnerable, incredibly strong, alongside a variety of other powers. You will continuously grow in strength as you acquire more and more solar radiation. There are only

two downsides to being a Kryptonian when exposed to green kryptonite or the radiation from a red sun you lose access to all of your power. During this state even a normal human will be stronger than you. You will be starting out equal to an average version of Superman in power.

Psychic Powerhouse - 800 CP
After being exposed to the orange kryptonite Lulu developed powerful psychic abilities. She gained the levitate and to control everything around her with her mind. Your psychic ability will be strong enough to restrain a Kryptonian like Krypto or Superman. This power also grants you the ability to multitask performing dozens of various tasks at once. In addition this power does seem to boost the users physical body to a degree as Lulu was able to get up after she was punched by Krypto multiple times. This physical boost should be equivalent to a weaker version of the Amazonian/Atlantean perk. You won't be as strong as Wonder Woman or Aquaman, but you will be quite a bit more resilient than a normal human.

Orange Kryptonite Enhancement - 1000 CP
Near the end of the movie Lulu decided to supercharge her powers by implanting the orange kryptonite directly into her brain. This increased her powers exponentially allowing her to combat the entire Justice League and the Super Pets simultaneously without any issues. In addition to this she gained a powerful new form on par with a kaiju in size. This perk grants you these abilities. First any powers you possess will be multiplied in strength exponentially. As mentioned before Lulu was losing to Krypto at first, but beat literally everyone after transforming. Your abilities will receive a similar leap in power. Second, you will gain access to a powerful transformation. This form will allow you to become the size of an average sized kaiju (around two hundred feet tall) with a corresponding increase to your physical abilities. If you were previously as strong as Cyborg or Aquaman then now you will be as strong as Superman

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

Established Hero

Squeaky Bruce - 100 CP
This is the ultimate toy for any pet. This is a set of squeaky toys that resemble well known heroes and other notable individuals from the setting. This toy is capable of resisting any form of damage as it was shown to remain intact after Krypto played with a Squeaky Bruce. This collection will include copies of yourself and any of your companions that you have. So feel free to make fun of your friends with these toys. Lastly this set will create additional copies if you give any of them away.

Glasses and a Mustache - 200 CP
The glasses alone don't do much, honestly they don't fool anyone. If you have a mustache however, then that is a proper disguise. That is also exactly what this item gives you. This is a disguise made up of a set of glasses and a fake mustache. While you are wearing this it will be impossible for anyone to identify you. In addition you can summon the disguise at will making it incredibly simple to switch out of your costume when you need to.

A Hero's Tools - 400 CP
This option allows you to select one hero from DC. You will gain the relics and items that belong to that hero. For example if you choose Aquaman then you would gain his trident and his armor. If you choose Batman then you would receive the batsuit, his utility belt, and the vehicles he owns. This will only give you the direct equipment they possess however. So choosing Superman will not give the Fortress of Solitude.

The Hall of Justice - 600 CP
The Hall of Justice is the main headquarters used by the Justice League in this world. This is a large facility filled with a number of useful rooms. First is a training area built to handle all out brawls between beings as strong as Superman. This area also possesses gym equipment usable by beings with this level of strength. Second is a garage which has a copy of all of the super vehicles like the invisible jet. Lastly is a trophy room containing treasures from every notable mission or victory you were a part of.

Villain

Super Prisons - 100 CP
If you are going to be going up against superheroes like the various members of the Justice League you are going to need prisons capable of holding them. Especially if you want them to listen to your evil monologues or kill them at the end of your scheme. This is a cell designed to hold anyone as long as you are capable of getting them inside at least. This cell will possess any special feature needed to contain someone such as a layer of kryptonite to hold Superman.

Lex Corp Headquarters - 200 CP
What is a villain without a proper evil lair? This item is here to help with this issue. This building is the Lex Corp headquarters. This facility is filled with a large and incredibly advanced lab capable of conducting experiments considered advanced even in DC. Aside from that the building is incredibly large and has numerous other rooms that can be altered to suit your needs. If you do not want the actual Lex Corp headquarters then you may choose to have an equally impressive building of your own design. Lastly this will also come with an emergency rocket built into the facility.

Guinea Pig Army - 400 CP
While Lulu was a dangerous threat on her own she became significantly more dangerous once she acquired her guinea pig army. Using the orange kryptonite she empowered a dozen or two guinea pigs granting them abilities that allowed them to defeat the entire Justice League. This option gives you a similar army with two dozen superpowered animals. If you do not want guinea pigs then you may choose to receive another animal. Lastly if you wish you may select their powers, but they may not be stronger than the group in the movie.

Orange Kryptonite - 600/800 CP
Orange kryptonite is a unique version of kryptonite. It has no effect on humanoid creatures or Superman himself. Orange kryptonite however does have an incredibly powerful effect. It is capable of giving superpowers to any animal that it comes into contact with. The power is random for the most part, but it can vary greatly in power. The lower limit would be something like the Rainbow Sparkles power while its upper limit would be something on par with Superman at his full power. Since you are paying for this with CP your version can be used on people as well following the same rules. Lastly if you are willing to pay an additional 200 CP then you may acquire samples of every other form of kryptonite as well. These samples will be the size of a large rock that a normal person could pick up or a suitcase.

New Kid on the Block

The Greatest Superpower - 100 CP
This option doesn't actually give you a superpower, but it does give you something that can be just as good. This item makes you rich and gives you a lot of money. The first time you purchase this you will acquire an annual income equivalent of $100,000. If this is not enough for you then each time you purchase this you may add one more zero to your annual income. This means that if you purchase this five times you will acquire an annual income of one billion dollars.

The Pet shelter - 200 CP
Ok the pet shelter may not have been the happiest place for the super pets, but it still was their home. By purchasing this option you may take the pet shelter with you. This store is responsible for caring for abandoned pets or those who were rescued. The special part of this store is that it guides all of the pets so that they are matched with perfect owners. For example, If there was a protective dog that wanted a family then they might get adopted by a family with new kids who work in emergency services. The business also sells everything that you could need to care for these pets.

The Farm - 400 CP
The Farm is actually a lie that Ace came up with in order to give the rest of his friends hope. This option however can make his dream a reality. This little farm is a literal slice of paradise. This farm is basically the ultimate vacation as it has basically everything you need to relax. In addition to this the farm radiates a peaceful aura making it impossible for any conflicts to break out. This means that you can bring anyone here and simply have a peaceful day. For example you could bring Joker, Darkseid, Superman, and Batman here and they would be willing to simply talk to each other.

Stryker's island - 600 CP
Stryker's Island is the main prison used to house Superman's most dangerous enemies. The prison is filled with numerous robotic guards capable of easily dealing with normal humans and fighting weaker meta humans. Aside from the robots the prison does have a staff of guards, psychologists, and everything else you would accept from a prison. Lastly, this prison has a special effect. Unlike the normal comic book world any prisons held here will actually stay here. That's right there will be no breakouts, riots, or anything else that could result in an escape. Even the villains' minions and allies will never attempt to break them out. If they are going to leave then they are going to serve their time and be on their best behaviour.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import companion 50-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Young Protegee - 100 CP (Free Established Hero)
While most of them didn't get any time on the big screen here, almost all of the heroes have a young protégée who serves as their sidekick. This individual is capable of fulfilling the role for you. They possess a wide variety of skills similar to yours. This includes a weaker version of your main powers. Meaning if you were a speedster then they would possess the ability as well albeit a little weaker. This individual is moldable to fit the theme that you wish to pass on and if the need arises they are a perfect heir to take over your heroic duties. Even if you get tired of the great game they will be ready to hold down the fort. You may design their species, appearance and personality if you wish. Even if you do not they will be guaranteed to get along with you perfectly. Lastly you may purchase this multiple times to acquire multiple companions. Maybe you want to form an entire team instead of just one sidekick, it doesn't really matter.

Competent Minion - 100 CP (Free Villain)
This companion is a truly competent minion capable of assisting you in any manner as needed. They are the Mercy Graves to your Lex Luthor if you need a specific analogy. This individual is a supervillain in their own right and has decided to learn from you. In the end rather than striking out on their own they wanted to keep working with you. They are completely loyal to you and will assist you in any way they can. For example they will break you out of prison if you are caught or they will carry out your plans while you are battling the

heroes. They may choose one option from the power section for Free though any additional powers will require them to spend additional CP. You may design their species, appearance and personality if you wish. Lastly you may purchase this multiple times to acquire multiple companions. Maybe you want to form an entire team of minions that actually can be trusted to handle their task.

This is my Family - 100 CP (Free New Kid on the Block)
Now just because you haven't chosen a side that doesn't mean that you have to go at it alone. This is a set of three individuals who are as close as family and perhaps they even are your actual family. Each of them possess one of the 600 CP or lower powers from the Power Section. Regardless of what path you choose they will follow you to the end of the line. You may freely choose their race, appearance, and personality if you wish. Lastly if you wish you may purchase this multiple times to gain another set of three companions.

Bond Between a Pet and Owner - Free/300 CP
Given the focus on the relationship between people and their pets you obviously are going to get one of your own. This option allows you to receive a pet or human for Free depending on which of the options you choose earlier in the jump. Regardless of their species they will be the perfect companion for you. Reflecting this they will possess any power you purchase from this jump. For example if you purchase Kryptonian then they will receive it as well. If you are willing to pay an additional 300 CP then you may grant them all of your other powers and perks as well such as the ones from previous jumps. If there is a perk that you don't want them to have then you may choose for them to not receive it.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Who is That? - 0 CP
There are some small changes to various members of the roster in this world. For example rather than Hal Jordan or John Stewart there is a completely new Green Lantern in their place. This toggle allows you to pick and choose which versions of the characters you want. Maybe you want the Jason Moana version of Aqua Man instead of their version as an example. This mainly affects the cosmetic appearance of the characters and their personalities. So if you choose Golden Superman then Superman won't become as strong as him, but his appearance and personality will change to match it. Lastly you may also create your own versions of the characters if you wish.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

She Needs Glasses +100 CP
One of the interesting quirks that the turtle Merton possesses is that she is basically blind. She can only make out objects a few inches away from her eyes and believes the rest of the super pets are turtles until she is given a pair of glasses. You share Merton's vision issues, and will require a pair of glasses to see anything properly.

I Used to Have a Family +100 CP
Congratulations now you will really fit in with the rest of the heroes and villains here. That's right, you now have a tragic backstory. Your story will now mirror some of the sadder heroes and villains. You probably lost your parents, your species, and almost everything

you care about when you were younger. This trauma has haunted you throughout your life and has driven most of your actions. This will mainly result in you suffering bouts of depression and other similar symptoms. Maybe you try actually talking to a real therapist about this.

This is a Kids Movie +100 CP
This is a movie made for children so as you might expect things are toned down from their normal intensity. By taking this perk you will be forced to embrace these changes. You will not be allowed to do anything that would not be allowed in a children movie. This means no cursing, no adult moments, and no extreme violence. You are going to be the ideal role model for children while you are here even if you are a villain.

The Problem is You +200 CP
Wait I'm the problem what does that mean. Well like Krypto you suffer from abandonment issues and look down on others weaker than you. The problem is that you don't realize that you are doing this. Throughout this jump you will be forced into situations that force you to confront these issues. If you manage to deal with your issues and resolve them before the jump is finished you will gain a special sense about your own identity. You will become resistant to manipulation as you have dealt with the weaknesses you used to possess.

A Dog's Only Weakness +200 CP
The greatest threat to a dog is that they are completely unable to resist the urge to eat cheese whenever they see it. This makes it incredibly easy to slip them poisons and to distract them. You have acquired some sort of similar fixation. There is some sort of item that grabs your undivided attention no matter what else is going on. This means that even if you were in the middle of a fight you would be completely distracted. You will encounter your obsession a few times during your stay and it will have some negative effects.

Such Disrespect +200 CP
There are going to be many moments where you are trying to make a dramatic entrance or give a motivational speech. Unfortunately every time you attempt to do this someone will interrupt your moment in an incredibly disrespectful way. For example when Krypto was giving a heroic speech about responsibility, Ace started to pee on the statue of him and Superman.

Greetings Fellow Normal Dog +200 CP
Okay, while you may be an excellent hero or villain, you are terrible outside of this role. For example it is pretty blatant who you are and your attempts to act normal honestly creep people out. Basically any time that you are not fulfilling your super duties will make you incapable of acting normal. This effect also works on your general social skills. Much like

how Krypto acted since he honestly had no friends or contacts outside of Superman. It will be possible to overcome this behaviour, but it will be difficult and require a long time with a lot of effort.

I am not a Hamster! +400 CP
Whenever Lulu is called a hamster she becomes completely enraged and tends to violently attack the person who insulted her. Taking this drawback gives you some sort of trigger word or phrase. Whenever this word is used you will enter a berserker rage and pursue the being who insulted you. You will disregard anyone else around you and stop whatever you are doing. Lastly I guarantee that this will occur at least a few times during your stay here.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from DC settings like Superman the Animated Series or Batman the Animated Series.

Jumper's Kryptonite +600 CP
Well much like how kryptonians have a weakness to kryptonite you now have some sort of major weakness. You may choose the exact substance, but regardless of what you choose you will encounter it at some points. In fact not only will you encounter it, but it will be used against you by a major villain or a hero. Much like how Superman is affected you will lose all of your powers including any out of jump abilities you possess. Unless you have some allies assisting you or you are somehow able to get away this will basically be a death sentence.

Lulu's Fury +600 CP
Most of Lulu's hatred is aimed at Superman and Krypto since they were the ones who took down Luthor separating them. By taking this drawback her hatred will be aimed at you instead. Keep in mind she actually was capable of capturing the entire Justice League and beating the Super Pets initially. In addition to make this more difficult the Justice League will

be drawn away due to other emergencies making them unable to assist you in any way. Should you actually defeat Lulu or get her into prison she will break out a few months later and attack you once again. You are going to be dealing with her throughout your stay. Lastly she will be playing for keeps and will try to kill you in any way she can.

Darkness of DC +1000 CP

As mentioned earlier in the jump this is a very nice kids version of the universe. No one dies, the heroes save the death, and even the villains are relatively good people. This drawback changes this world to a worse version of the comic world. You will encounter massive slaughters, true evil, and horrific events. Nothing quite on the scale of a crisis event, but certainly some of the worse instances in the comics. I hope the CP is worth dooming this kind world and unleashing the true horrors into it. The main events you have to deal with will be on the level of the Justice Lords or the Injustice storyline.



Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

If I forget anything when listing various powers such as a minor ability then yes you still get it. For example if there is a special trait kryptonians possess I forget you will still possess it.

This universe doesn’t really show the exact power level of the beings here so I am going to say that all powers you purchase will be on the level of the New 52 or Post Crisis versions at their base levels. This seemed to be a common middle ground when I looked at ranking so they aren't overpowered, but aren't weak either.

Changelog

- Jump in Progress
- V1 is completed
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