(NSFW) DC Cosmic



V2 by gastroc2525

DC Comics possesses a massive universe to tell stories within. Space itself is full of opportunities. This jump is focused on the power from the stars, from the mighty Kryptonian Physique to the innate powers of the New Gods. This is the realm of Superman and Green Lantern, of Lobo and Blackfire.

The stars are full of opportunity and romance. This universe is one where love is easy, and space is full of princesses wearing outfits that leave little to the imagination.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d4 to randomly determine your starting location.

1. **Earth -** The home planet of humanity within this universe. This cradle of life possesses numerous cosmic heroes who guard it.
2. **Tamaran** - The home planet of Starfire and Blackfire, Tamaran is covered in lush jungle and red rock.
3. **Oa -** Oa is home to the mighty Guardians of the Universe and their protectors, the Green Lanterns.
4. **Apokolips -** This harsh planet is home to Darkseid and his many minions; it stands in stark contrast to the peaceful world of New Genesis.

Origin:

You may freely select your age and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in lacking memories and possessing only basic paperwork.

Guardian - You are an idealist, your very presence producing peace and prosperity as you serve the denizens of the universe. Selflessness will define your time here, but even the humblest heroes are rewarded.

Mercenary - You are self-interested. You work for money, or perhaps other rewards. The galaxy is full of opportunities to seek business and pleasure, and you'll find plenty of both.

Conqueror - You claw at the universe, desiring to take possession of all of it. Your villainous plots are certain to be an uphill battle, especially with the number of heroes around, but nothing is impossible for the wicked, as the citizens of Apokolips will definitely agree.

Perks:

All origins receive a **50% discount** on all associated perks, with discounted **100 CP** perks being free, and a **400 CP** stipend to spend on perks.

Drawn that Way [Free] Your attractiveness is raised by three on a scale of ten. If desired, your sexual characteristics may also become truly impressive in both size and quality. A copy of this Perk is automatically given to all individuals in each new jump without this sentence, unless you'd rather they didn't have it.

Lewd Universe [Free] You are protected by porn physics. Your body stretches to handle impossible insertions, your refractory period is reduced as far as biologically possible, and you have perfect control over your reproductive system (capable of toggling between fertile and infertile at will). Your reproductive system never causes you any pain, and you are immune to sexually transmitted diseases. A copy of this Perk is automatically given to all individuals in each new jump without this sentence, unless you'd rather they didn't have it.

New Fifty-You [Free] For your safety, you are immune to universe warping and timeline shifting. You'll be shunted into the new reality whenever massive reality-warping events happen, unchanged and with a new "history" to exploit. Personal (as opposed to universal) attacks and reality warping still function as usual.

There's a Starman! [100] You are built to travel the stars. Your immune system is robust enough to render you immune to all mundane diseases you'll face on your travels, and your body acclimates to variable gravity surprisingly well. Lastly, you can learn languages by simply touching someone who already knows the language.

Love Between Planets [100] Your body is highly compatible with the bodies of your lovers. You two may be from different species and possess completely different abilities, but sex between the two of you is not only possible but highly pleasurable. You and your partners are also highly resistant to damage from superpowers in the bedroom, at the maximum receiving a small amount of soreness. You and your partners will even find that your species barrier won't be able to prevent you from producing beautiful (hybrid) children.

Orbit [200] Like a mighty star, you possess the ability to attract others. You are capable of maintaining relationships with many others. These relationships are free of the usual strife that comes with maintaining multiple relationships. This is because the people trapped in your own orbit end up trapping each other.

These multi-relationships are legal for a reason you may freely select. Perhaps your alien culture allows such relationships, or maybe you just have dirt on a politician.

Mechanic [200] Items you create are extremely robust and impossible to exactly copy by other inventors. This perk does not provide you with the skill to actually construct anything besides mundane sex toys, so you'll have to check the **Power** section for the ability to actually produce something sci-fi.

Unique [400] You are unique in this world. As such, your powers cannot be stolen, copied, or drained. Unauthorized samples of your genetic material rapidly degrade and produce clones that similarly degrade and lack your true power.

Superfriend [400] You are a true team player. Not only are you capable of easily making friends, your friendly spirit also allows you to get along with nearly anyone. Even your villains would be disappointed if they faced another foe for a change.

You are also a fantastic tactician and planner. If your teammates listen to your advice, you'll find that you all tend to succeed in even tough scenarios.

Life Equation [600] You are intrinsically linked to life, bringing meaning and purpose to any place you visit. In effect, your powers breed true. Your children receive access to your powers. "Children" includes any biological or adopted children and any created beings that you consider your children. Children thus receive copies of any powers or perks you desire to give them. Your lovers also receive a portion of this power every time you couple.

As someone who brings life, you are uniquely good at creation. Pregnancies you participate in may take as little as a fourth of the time as a natural pregnancy and are painless and healthy. This applies to creating beings with your hands as well; androids and clones you produce arrive healthy and beautiful.

You are also uniquely immune to the life-shattering effects of the anti-life equation and any mental manipulation or corruption in general. If desired, you and your children may also become immune to the negative effects of incest.

Death of Jumper [600] Once per year, you may return from death. This renewal and resurrection is perfect and quickly returns you to your full strength. When returning in this way, you receive a new swell of power as your body adapts to the cause of your death. This grants you a new resistance to death of that kind, and perhaps new sub-powers to help you against the same foe.

Your chain also no longer fails immediately after death. Instead, you fail when the end of your timer passes with you dead. Your allies (or minions) can resurrect you into life without causing you to fail your chain.

Guardian Perks:

True Heroics [100] You gain twenty years of experience with heroics. Not only does this grant you a great deal of control over your powers (you won't be accidentally hurting anybody), you'll gain the skills required to operate as a professional hero. Whether a volcano is exploding or the world is locked in an intense political standoff, you always seem to have a decent idea of what needs to be done.

You also look remarkably better when you are saving people. People will sit in stunned silence as you muscle away a speeding car or catch a falling plane. This boost is proportional to the danger of your feats, leaving no panties dry if you save the world.



Hope [200] This small piece of luck is enough to get you through the worst times. As the walls fall down around you, or the blackest night appears on the horizon, you'll see a sliver of hope rise from the bottom of the world. This isn't an automatic success, but as long as your cause is pure, you can pull through the darkest of scenarios.

You are an amazing lover, capable of arranging dates and impressing your lovers with a quiet confidence. You are also really good at having heart-to-hearts with other people, healing old wounds with a nice smile.

World's Brighter [400] Your very presence in this world is making it better. Like turning on a light, you

chase away the darkness. Your home city develops and cleans up, your home world turns into a shining beacon of progress, and the galaxy grows more peaceful each year.

Even better, the world appears to recognise you as its silent aid. You'll grow a large fan club without much help, and you can expect people to greet you with wide smiles wherever you go.

All Star [600] Your powers undergo a constant rate of growth and mutation. You'll find yourself gradually growing stronger as time passes, with the rate of this growth growing as you encounter more dangerous foes. Your powers can mutate into stronger versions, or you can even develop entirely new powers. This growth can even shore up the weaknesses you possess. A Kryptonian will find that kryptonite becomes rapidly ineffective, especially if they encounter the rock often.

True love exists in this world, and you'll rapidly achieve it. The winds of fate guide you to the best lovers, like you have a cosmic matchmaker. Your relationships grow deeper over time, forming a beautiful love that songs could be written about.

Mercenary Perks:

Pay Me [100] This perk is rather simple. Each time you enter a jump, you'll quickly find yourself stumbling headfirst into an opportunity for fun and profit. This could be anything from operating as a for-profit hero for hire to getting recruited as a bounty hunter, but you'll find yourself quickly raking in the cash if your skills are up to snuff (and even a little if they aren't).



This perk also provides a subtle sense of confidence that both dramatically increases your ability to stay calm under pressure and your natural charisma. People like confidence in other people, and you've got enough cool to walk up to an Amazonian princess and ask her to tango.

Main Man [200] You've been in a fight or two (or three hundred); regardless, you've got some great skills in a brawl. Your style is both natural and improvisational, showing a serious set of skills for nearly any situation. You're also good enough to use nearly any of the galaxy's thousands of weapons, a veritable jack of all trades when it comes to bloodshed.

You can also play multiple instruments, you know pretty much every dance the galaxy over, and you're a party animal who can hold enough liquor to knock out a bull elephant.

The Good Life [400] Once you've got your cash, how are you going to use it? That's where this perk comes into play. You'll quickly find yourself approached by all sorts of businesses and businessmen eager to get you to spend your money.

By living an extravagant lifestyle, you'll find your purchases making dividends. The alien delicacies you're eating might grant you enhanced strength or sexual prowess, whereas the comically overdesigned laser gun you submitted turns out to be quite the powerhouse.

Law Abiding Citizen [600] Whenever you complete a job, you receive your usual payment and a nasty little favor you can cash in whenever you'd like. These favors both have to be within the means of the provider and an acceptable ask for the job you've performed, but can truly be anything. The providers might grumble and groan, but you'll get your payment.

Save the Earth for the Justice League, and they'll get your vacation home in the tropics, bail Darkseid out of a jam, and you'll find yourself the owner of a fief on Apokolips. Now, doesn't that sound like a ball?

Conqueror Perks:

Crushing Pressure [100] Your intimidating presence shapes the world. Lesser villains and heroes are quickly cowed, running to escape your wrath. This has little effect on individuals far stronger than yourself, but even your equals will find themselves a little worried about their chances.



Intimidation attempts on individuals you find attractive provoke a different response than just blind fear. While their conscious mind might be resisting and terrified, their subconscious will begin to desire you. Encounter them enough, and these subconscious desires might even become conscious.

Immunity From Prosecution [200] Through some quirk of the legal system, you've managed to be seen as innocent in the eyes of the law. As long as you keep your crimes hidden, you'll never face prison or even reputational damage. This doesn't provide immunity to individuals seeking their own justice, just the justice systems of whatever government you find yourself under.

If you ever go mad enough to commit your crimes in public, this protection is disabled for a year until it reactivates and manages to get you a pardon or time served.

Intergang [400] You've managed to find yourself with the help of a true power of darkness. This patron provides you with aid by supplying you with information and advanced technology. This patron is never hostile and always treats you with respect. The most you might hear is their disappointment if you fail too many of the opportunities they give you.

The information they give is extremely reliable and always very applicable to your own goals. They even provide plans for the various heists and plots they provide. These plans are always shockingly foolproof, even for a team of disloyal villains. The patron follows you on your jumps, always providing the same information and technology.

Particle Beam [600] You are the host for a cosmic force of entropy, not unlike the Omega Effect wielded by Darkseid. Being a host to this power enables you to produce a particle beam from your eyes. This beam is fast enough to catch speedsters and can bend through the air, capable of hitting targets behind corners. Objects and individuals struck by the beam are immediately affected, producing results equal to the power you've placed into the beam.

Your beams are powerful enough to utterly disintegrate a target at full power, but can be dialed down to permanent or temporary weakness. Striking an individual with superpowers allows you to siphon a portion of their power (up to 10% with complete disintegration). The energy pulled from these unfortunate targets empowers your particle beam, allowing it to take on a flavor of their power. Annihilating a speedster will make your beams even faster, whereas destroying a wielder of fire can make them burn with an unnatural heat.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

Custom Power [Cost Varies] Using the powers below as a rough guideline, you may freely design your own unique power set. Powers created this way must be in line with the options below.

Formidable Intellect [100] You're a super genius of some variety. Not only can you operate technology far outside of Earth's tech level, but you can develop such technology yourself. For now, this is limited to barely above Earth's tech level (although this still includes a great many weapons and gadgets).

> **T-Spheres [100 Upgrade]** You are capable of producing T-spheres, little floating spheres that are capable of a variety of actions, from recording videos to acting as disposable bombs. These little guys can be very useful indeed.
>
> **Steel [100 Upgrade]** You are an experienced engineer and scientist, capable of producing mighty power armor. This armor is simple at first, capable of rocket-powered flight and some minor physical enhancements. As time passes, you find your suits progress in both complexity and power.
>
> > **Then I'm Overqualified [200 Upgrade]** Your sinister mind is equally useful in a board meeting as it is at producing dark technology. You are capable of some real mad science, as skilled at producing clones as you are at crafting a death ray.
> >
> > In effect, you are every bit the match of Lex Luthor himself. Be careful not to let it get to your head.
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> **Atomic [100 Upgrade]** You possess the atomic secrets responsible for Ray Palmer's shrinking technology. You have replicated his bio-belt that uses the power of a white dwarf star to shift sizes. This belt also allows one to shift their density, capable of striking with far greater force by shifting their density into their fists.

In Brightest Day [200] You've managed to find yourself a piece of technology capable of tapping into the emotional electromagnetic spectrum. This means a power ring capable of producing light constructs from a specific emotion. You'll receive both the ring and a place to recharge it, which you'll have to do daily.

Each color of ring has an additional surcharge based on how difficult the ring is to use or how much the ring affects the wearer.

You may place the ring wherever you'd like (yes… even there). For a **100 CP** discount, you may take the ring as a piercing somewhere on your body; for a **200 CP** discount, the ring must be taken as a buttplug or dildo (you must be wearing the ring to use it, terribly sorry).

Mighty Rings [400 Upgrade]: You may use the mighty rings of a White Lantern (tied to creation) or Black Lantern (tied to death). These rings are immensely powerful, capable of producing unique effects when used.



Powerful Rings [200 Upgrade]: You use a ring that has little effect on its wearer. This includes the Green Lantern rings (tied to willpower), Yellow Lantern rings (tied to fear), and Blue Lantern Rings (tied to hope).

Power Rings [0 Upgrade]: You use a ring that has a noticeable effect on its wearer. This includes the Star Sapphire Ring (tied to love).

Breaking Ring [-100 Discount]: You wield a ring that has a life-changing effect on its wearer. This includes the Red Lantern rings (tied to anger), the Orange Lantern rings (tied to greed), and the Indigo Lantern rings (tied to compassion).

All rings purchased for CP lack an inbuilt connection to their light entity (such as Parallax). You may lose yourself to the emotions themselves, but you'll never be in danger of being possessed by such a creature unless you seek them out.

Elementalist [200] Your powers are tied to a specific element. You may choose any traditional element to base your powers on. You possess a natural ability to wield and generate that specific element. This elemental control could be through either your natural powers (such as the fire wielded by Volcana) or through advanced technology (like the ice used by Captain Cold).

> **Embodiment [200 Upgrade]** You are no longer only a wielder of the element, but a personification capable of advanced control and shapeshifting of your own body. This is the realm of control used by the villainous Livewire, a living piece of lightning.

Parasite [400] With a touch, you can drain the power of whatever you are holding. You can pull power from power lines, superpowered creatures, and even blunt force. While holding this energy, your physique is empowered, and you can match even members of the Justice League. The physical appearance of this power is optional.

Inhuman Physiology [Special; Cost Varies] There are many species in the DC Universe. You may select one of these species as your own, gaining all the powers (and weaknesses) of your choice. In this jump, your alien body will be your main form, but after this jump you may shift into this alien form with a thought, it being one of your alt-forms.

You may only choose one of these powers. Each additional power you take from this section costs **200** additional CP to purchase and renders you a hybrid of the two species. You possess all of the powers and weaknesses of both species at their full strength.

> **Robot [100]** You are a metallic android, possessing a calculating mind and hydraulic body. Your body made of metal is supernatural, possessing both power and speed. Your memory is perfect, and you can access technology wirelessly.
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> Regardless of your appearance, your body is fully sexually functional, coming with numerous special “features” of your choice.
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> > **Nanomechanics [300]** Your body is not built from fragmented pieces of metal but instead from many minor robots working in concert. These nanomachines not only allow you to flow away from attacks and quickly regenerate from blows, but also allow you to shapeshift and adapt. Your machines can use scans you take of others to slowly copy their powers. You may only wield one of these scanned abilities at a time, and these powers are weaker than when used by the original.
> >
> > With time, you may use more than a single copy at once.
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> **Thanagarian Physiology [200]** Thanagarians are winged humanoids from Thanagar. Thanagarians have enhanced senses, superhuman strength and endurance, and flight by using the wings on their back.
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> Thanagarians have no weaknesses.
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> **Tamaranean Physiology [400]** Tamaraneans possess bright green eyes, a copper or orange skin tone, and the ability to intake stellar radiation. This radiation boosts their

physiology far beyond baseline humanity, their bodies stretching into the superhuman in every way. They are also capable of self-sustained flight, can cast starbolts from their hands, and are capable of learning languages through lip-to-lip contact.



Tamaraneans have no weaknesses.

Kryptonian Physiology [400]
Kryptonians are a species of aliens that closely resemble humanity. They differ in their ability to absorb energy into their cells. As long as this energy is stronger than the red light of their sun, they develop superhuman abilities. These include superhuman strength, speed, durability, heat vision, self-sustained flight, freezing breath, enhanced senses, and a variety of other minor powers. They are notably more durable than other species such as the Tamaraneans.

Kryptonians have a massive list of weaknesses. They possess no notable resistances to magic or psionics, lose their powers in red sunlight, and are harmed (or altered) by the many different forms of kryptonite.

> **Darwinian Experiment [400 Upgrade]** Unlike a normal Kryptonian, you have the self-mutating physiology of Doomsday. This hulking bestial form is covered in scars and sharp edges, acting as the perfect killing machine. Doomsday

possesses a hideous capacity to regenerate, the ability to adapt to new attacks, and an instinctual capacity for violence. You also now suffer from the weaknesses of the Kryptonians to a far lesser degree.

Czarnian Physiology [400] Oh dear, I guess there are two of your kind now. Czarnians are superhumanly powerful, capable of traveling by gigantic leaps (but not true flight) and possess a truly potent healing factor. You can recover from nearly any attack in this universe. It still hurts. Czarnians have pale white skin, red eyes, and flowing black hair.

Almeracian Physiology [400] Almeracians select the strongest mates, and your physique is proof. You are the product of this selective breeding, possessing a superhuman body and the ability to access psionic abilities such as telepathy or telekinesis.

Almeracians have no weaknesses.

New God [600] You are a New God of New Genesis or Apokolips. Not only do you have the usual powers expected of this section (a supernatural physique, mainly), you possess your own personalized powers that fit your personality. New Gods are actually giant in size (resized by their Boom tubes) and possess a fluid connection with the multiverse that shows they are more fundamental than they likely realize.

New Gods are poisoned by Radion, a rare material that rapidly kills them.

Martian [600] Your kind are potent indeed. Not only do you possess a supernatural body capable of a great many feats, you also possess the ability to rapidly shapeshift, regenerate, go intangible, and even split yourself between many bodies. You possess a supreme capacity for psionic abilities such as telepathy and telekinesis.

Martians possess a powerful physiological and psychological weakness to fire.

> **Burning [400 Upgrade]** You have regressed to an ancestral state. The devouring, burning Martians once dwelt on Mars. You've awakened their fury.
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> You've lost any weaknesses to fire; in fact, you are capable of wielding it as if it were your own body. Not only are you a grandmaster pyrokinetic, you are also a stronger psychic in every other facet.
>
> You are also capable of reproducing asexually by causing tremendous pain to other beings. Dangerous in the hands of a sadist.

Star Conqueror [600] You belong to the species of Star Conquerors, most famous for producing Starro the Conqueror. You are an immensely large and powerful starfish-shaped alien.

Not only are you supernaturally strong, you are also capable of rapid regeneration, atmospheric and interstellar flight, and telepathy. Your most dreadful ability is the ability to produce smaller parasite starfish that can rapidly mind-control hosts. It is with this

ability that you can destroy civilizations. Star conquerors also rapidly evolve to evade threats and improve their abilities.



Your spores do not require facial contact to control targets and may control others with simple neck or genital contact.

Reaching Out [200] You've bonded with a Reach Scarab. These dreadful parasites were produced by the Reach to act as weapons used to topple civilizations. Your particular parasite acts more as a symbiote, treating you as a partner instead of a host.

The Scarab can use its powers to metamorphose into a variety of machines and weapons, as well as absorb and project energies.

Stretchy [200] You have a stretchy body capable of expanding and compressing itself into a variety of useful positions. In this way, you are every bit the match of the Elongated

Man, Ralph Dibny. The elastic composition of your body also provides you with superhuman strength and durability, and really has no upper limit to how far you can stretch.

> **Plastic [200 Upgrade]** Instead of just being stretchable, you've been exposed to unknown chemicals that render you a superhuman shapechanger and near-immortal. You are the match of the Plastic Man, Patrick O'Brian, a shapechanger skilled enough to form a working plane from his own body.

Psychic [200] You're an experienced psychic, capable of using either telekinesis or telepathy with a great deal of personal power. Telepaths can create illusions, alter memories, and communicate with thought alone, whereas telekinetics can fly, move objects with their minds, and even produce force fields to protect others.

> **Psimon Says [400 Upgrade]** You aren't limited to a single psychic discipline, capable of using both telekinesis and telepathy like a true master. Your telekinesis is vastly improved, allowing you to throw even Superman with some focus. You'll find that your telekinesis can even grasp at the intangible, capable of shifting space and messing with the flow of time.



Connected to the [Blank] Force [600] You are tied to and draw power from a cosmic force. This force grants you powers tied to its domain. Below are several of the known forces and what powers they offer.

Speed Force - You are tied to and empowered by the dynamic Speed Force, capable of running at speeds far exceeding some of the fastest vehicles and breaking through the barriers between reality and time itself. You can even use your speed to phase through objects, greatly enhance your blows, and even just think far faster than a baseline human. This speed is a truly dominating power.

Sage Force - The Sage Force is tied to thought, and so becoming a conduit of the Sage Force grants you supergenius and psychic abilities. In effect, you have **Formidable Intellect, Psychic,** and **Psimon Says.**

Still Force - The Still Force is tied to entropy and lack of motion. You can stop objects from moving, absorb and project energy, and even produce constructs from this energy.

Strength Force - The Strength Force is tied to momentum and physical might. It grants its conduits access to immense strength, invulnerability, and the ability to control gravity.

Items:

All origins receive a stipend of **300 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn. You may import items from previous jumps into the items you purchase here, provided they match types.

Batman's Real Superpower [Cost Varies] This item is as simple as it is useful: cold, hard cash. This income arrives at the start of each jump. It is not subject to taxes and is fully legal.

For **free**, you receive enough money to live without working for a month.

For **100 CP**, you receive roughly a million dollars.

For **200 CP**, you receive roughly a hundred million dollars.

For **300 CP**, you receive roughly a billion dollars.

For each additional **100 CP** you spend, you receive ten times the above amount of money. You may spend an additional **100 CP** to convert this money into a yearly income instead of a once-per-jump event.

Costume [100] This skin-tight costume is armored with a specific alloy of metals and plastic that renders it resistant to small arms fire. The fabric is smart and can switch its appearance to align with your desires, appearing with colors or with the appearance of specific fabric types. It can also go entirely transparent (in selected spots or totally), giving you the appearance of lacking armor.

The costume is reactive and matches your powers. It shapeshifts with shapeshifters, resists heat with flame elementalists, and is never less durable than your own skin.

Kryptonite? [200] This glowing green rock emits a subtle amount of radiation. This radiation is absolutely harmless to anyone except for members of a particular species of your choice. For members of that species, they grow intensely weak (or even injured) in the radiation of your rock. With some simple shielding, you can modulate the amount of radiation given off by your kryptonite, and the rock can even function as a dependable energy source.

You are not limited to a single species but can purchase additional species to effect for an additional **100 CP** charge per additional species.

For an additional **200 CP,** your Kryptonite can replicate the effects of unique Kryptonites such as pink and red. You can even choose unique effects such as a kryptonite that temporarily turns others into bimbos or acts as an aphrodisiac.

Slave Collars [400] This metallic collar is nearly indestructible and uniquely suited to restraining superpowered individuals. Once the collar is placed on a neck and latched shut it suppresses the powers of the wearer and begins slave training. Individuals collared in this way cannot act hostilely against the owner of the collar.



Slave training is simple, the collar produces intense pleasure in the wearer when they follow their owner’s commands. When the wearer ignores or disobeys commands, the collar instead produces an intense feeling of guilt. This training will break even the strongest wills into comfortable slaves within a year.

A remote control provides additional controls. Not only can you limit slaves to a specific area around you, you can also provide feelings of pleasure or guilt with a button press.

You receive eight of these collars. Once you use a collar, you’ll receive a new collar within a day. You are immune to your own collars.

Guardian Items:

Hypno-Glasses [100 CP] These nondescript glasses are the perfect tool for maintaining a secret identity. They output a subtle hypnotic directive that conceals your true identity while you're wearing them. The directive is so potent that even your coworkers who see you every day would never believe that you are anything more than what you show to the world.

In addition, the hypno-glasses greatly boost your natural hypnotic abilities (provided you have natural hypnotic abilities).

Legion Flight Ring [200 CP] This ring, emblazoned with a logo of your choice, provides its wielder with superpowered flight and the ability to travel through space uncovered. With each purchase of this item, you receive eight flight rings.

The appearance of these rings may be freely customized, allowing them to be worn in a different place (yes, even there…) or made fancy enough to propose with.



Fortress of Solitude [400 CP] This stalwart building is located in a solitary place of your choosing on Earth. The fortress blends perfectly into the surrounding environment until your arrival, where it unfurls and allows entrance to the facilities inside.

The fortress is filled to the brim with a mix of empty and furnished rooms. The layout of the fortress may be readily customized with access to the fortress's computer systems, and the entire building is upgradable.

The fortress comes stocked with a functional supercomputer and crime lab, quarters for up to sixteen people, a hangar, an arsenal, a trophy room, a robotics factory, and even a zoo. Even the quarters here are

lavish, matching some of the greatest bedrooms on Earth.

The Fortress of Solitude follows you into each new jump, importing into a location of your choosing.

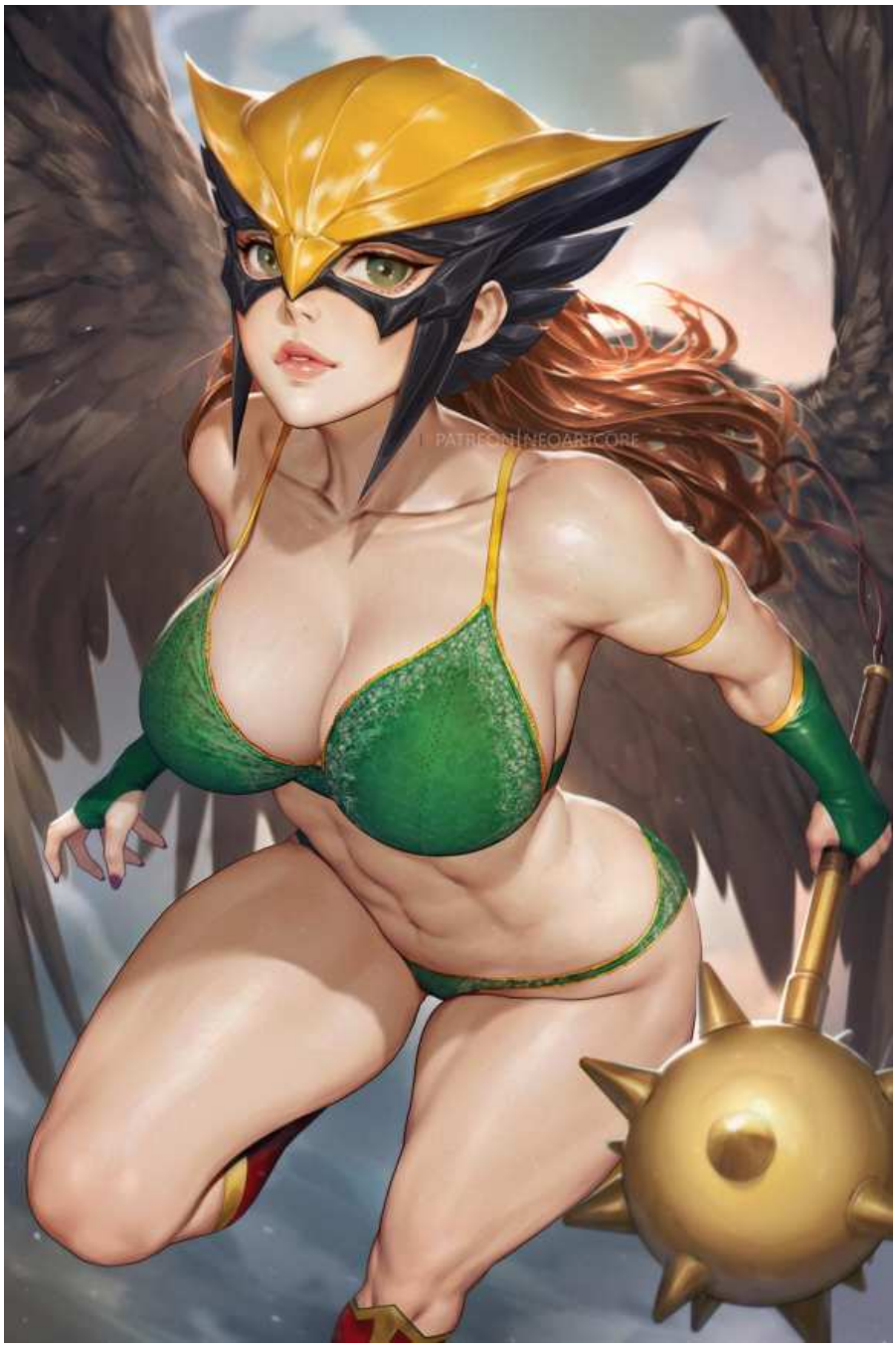
Mother Box [600 CP] This miracle machine is the pinnacle of New God technology. The Mother Box is capable of tapping into the energy of the Source and using it to produce a variety of effects, from healing others to opening teleportation portals called Boom Tubes.

The Mother Box has an encyclopedic knowledge of the universe, as collected by the New Gods. Using the information within could uplift a civilization. The particular Mother Box is loyal to you and has a cheerful personality with access to the most advanced entertainment systems of New Genesis. The Mother Box also has unshakable access to the Earthling Internet. The Mother Box can interact with and merge with other technology.

If desired, you may import the Mother Box as a companion.

Mercenary Items:

Space Truckin' [100] This is your very own space-traveling vehicle. Your vehicle could be anything from a practical freighter to a riding motorcycle, but it isn't heavily armed (yet). Your particular vehicle has infinite fuel and readily accepts upgrades.



Nth Metal Weapon [200] This melee weapon is crafted from the mysterious and powerful Nth metal. Not only is it amazing at busting skulls, Nth metal also has effects on gravity, allowing it to grant the user flight and the ability to lift heavier loads.

The exact melee weapon granted to you is your choice, but a mace is customary.

Going Corporate [400] You've managed to find yourself as the shadow owner of a large corporation. Not only does this provide you with a steady paycheck, but your corporation will "hire" you out for well-paying and relatively easy jobs focusing on your specialties.

The company essentially runs itself; nobody wants to spend their days managing a group of employees after all, but it always manages to turn a steady profit in a world with LexCorp and Wayne Enterprises. You may freely dictate company policy however you'd like, with rules as pointless and lewd as you'd prefer. Your employees are surprisingly okay with whatever you'd decide.

The company follows you from jump to jump, recruiting from local populations.

Skull Ship [600] This massive ship is an exact replica of Brainiac's Skull Ship. Not only is the craft a massive battleship in the first place, but it also possesses a copy of Brainiac's extensive database of technology. This technology is pulled from the numerous alien races that Brainiac has absorbed. The ship is even powered by an exotic energy source that doesn't require refueling.

Brainiac's ship contains multiple supercomputers, a shrink ray, an automatic factory, a fully stocked laboratory, and metal tentacles, so many metal tentacles. There is even a trophy room filled to the brim with cities in bottles, perhaps some of them still have living inhabitants.

Conqueror Items:

Throne [100] This floating chair is a masterpiece of form and function, providing you with an intimidating silhouette while being the most comfortable object you own. The throne has a massage function and can fully recline. Your throne doesn't require power or fuel, and floats a mighty three feet off the ground.

Warsuit [200] This mighty piece of engineering is an extreme weapon of the highest caliber. The warsuit is built to even the playing field between man and the cosmos, and yours is no exception.

Armed with superhuman strength, near-invulnerable durability, a maneuverable jetpack, internal force-field projectors, and even gauntlets that can project kryptonite energy blasts, this piece of armor is enough to break even the mightiest of heroes.

War World [400] You've got a domain to call your own. On Earth, this is one of the many minor European countries, like Markovia or Kravia. In space, this is an entire planet.

Your world is filled to the brim with loyal citizens eager to see your will enforced on the galaxy. They have never known a life without your rule and have come to love you in a twisted way. You can rule in any fashion you'd like, enforce the most arbitrary regulations, and enjoy a wonderful standard of living off the backs of your loyal subjects.

Your kingdom will always remain loyal due to the tireless work of your entire despotic state, ruling through propaganda and brainwashing to the utmost degree. The nation follows you into each new jump, importing seamlessly into a location of your choosing.

Anti-Life Equation [600] This isn't actually the anti-life equation; that'd be awful: Darkseid would be looking for you, and nobody wants that. Instead, this is a lesser imitation. Reciting this equation, known only to yourself, you can quickly render the weak-willed into lifeless husks with



no free will of their own.

Alone, this isn't much of a power, unless you like building armies of useless individuals. Instead, the anti-life equation has a secondary effect. Twice per jump, you may use this equation on anyone, not just the weak-willed. This effect not only bypasses any resistances but is permanent. The exact effects of the effect are different when used this way, rendering the victims not just lifeless husks but your loyal lieutenants as if they had been slowly corrupted into their new roles. Their loyalty is absolute, unsurpassable by mind control.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match.

> **(Dark Reflection)** Each companion presented below has a mirror universe counterpart. When you purchase a companion, you may choose to purchase either their original history or a darker history that better fits Mercenaries and Conquerors. In effect, each original companion below is essentially two companions in one.
>
> You can purchase both histories if you'd like. You can import the two histories together as a single companion with individual stipends.

Prisoner [100] While exploring the universe (or your own home world), you managed to find a small research laboratory hosting a set of cryogenic equipment. All of the equipment was destroyed except for a single tube hosting a beautiful woman. Upon reawakening, the woman is shown to possess amnesia, having apparently been stored within for millennia.

She appears to come from a powerful alien race, possessing powers that she cannot explain. She'll have to come to terms with her new life, and has thus latched onto you as an emotional support. Despite her amnesia, she appears to be a good soul, desiring to help the innocent and learn all she can about this new world.

> **(Dark Reflection)** What amnesia? The girl was put into the tube as a prisoner, evidently as a political criminal of some sort. She might come out of the tube as a conqueror or even fake having amnesia to not raise suspicions. Regardless, she's eternally grateful that you freed her, as the tube and passage of time felt like agony. She'll gladly be your partner in crime, or even hesitantly act as a hero to repay you. She's still got that kind soul, after all.

The Prisoner has your choice of **Thanagarian Physiology + Nth Metal Weapon, Almeracian Physiology, Tamaranean Physiology,** or **Kryptonian Physiology.**

Tiny Terror [100] This short human woman appears to have developed a rivalry against you. Armed with an inferiority complex, she's a supergenius with a taste for building gigantic robotic

suits to face you in. You'll find she seeks you out almost weekly with a new metallic monster, but always seems to lose these fights in humiliating ways. You'll hear a "you haven't seen the last of me," while she runs away in the shreds of her tattered suit.

In reality, she's struggling between a massive crush on you and a desire to get your attention. You'll find that she rapidly grows remarkably competent when facing heroes that aren't yourself. Not only does she enjoy the entertainment of your fights, she has also rigged her suits to demolish in ways that reveal her body or just wears lewd skin-tight uniforms inside.

> **(Dark Reflection)** Did you know that you can just hire supergeniuses online? Well, you did. The Tiny Terror responded to your ad for mad science and seems eager to provide her services. Instead of giant robots, her calling in life seems to be constructing dangerous ray guns and similar weapons. You'll find giving her a budget rapidly pays back the investment and provides you with anything from Kryptonite rays to death rays capable of flattening a continent.
>
> She's still got that crush on you, but instead works really hard to get your attention. If that doesn't work, she'll just start wearing less and less when you come to pick up your weekly death ray.

The Tiny Terror has **Formidable Intellect, Steel,** and **Then I'm Overqualified.**

Space Cop [100] Green Lantern rings tend to go to wielders with high willpower, right? This Lantern will have you questioning what exactly that means. Despite her ring functioning just fine, this Lantern has a scatterbrain and naivety that really don't fit her station, solving cases and defeating evil in ways that seem entirely dependent on luck. She never seems to actually lose much, so maybe she is actually competent?

Your presence helped her defeat a powerful criminal, so she's come to regard you as a good luck charm. She'll hover around you cloaked in that familiar green light whenever she has free time, and you'll occasionally be begged to help her on a case. Her uniform also shows way too much skin to be standard for Green Lanterns.

> **(Dark Universe)** The largest change in all these Dark Universes, the scatterbrained Green Lantern has been replaced by a ruthlessly competent Yellow Lantern. Tall, domineering, and dressing more like a dominatrix than a Yellow Lantern, she'll quickly pinpoint you as a favorite target to torment. She seems to live for your fear, raising your blood pressure by indulging in wilder and wilder sexual escapades.
>
> A perfect switch, she'll change tactics like a professional if you choose to stand up to her. It seems she enjoys being scared as much as she enjoys scaring.

The Space Cop has **In Brightest Day** and **Powerful Rings** (green or yellow, respectively).

Fixer [100] You've managed to find yourself some help. You saved the life of a mercenary who has sworn to protect yours in turn. She's one of the many half-Czarnian daughters of Lobo, and thus an impeccable woman of her word. She's vulgar, brash, confident, and impeccably good at

getting herself into fights. She's also easy to embarrass if you have her do anything remotely romantic or girly.

She's only sworn to act as your bodyguard, so you'll have to provide some incentive to get her to work further. She's willing to work for money, beer, or favors. Her favors are almost always immensely lewd.

> **(Dark Universe)** What do you mean she's almost *entirely* the same?
>
> She's lost a bit of that luster she had before, that joie de vivre. In this universe, she was raised on the streets, unkillable but weak for the first few years of her life. She found her calling as a pit fighter, coming to view herself as a weapon to be aimed. In effect, she thinks of herself as more of a dog than a thinking being.
>
> She's almost entirely empty except for a single ray of light in her life, well, two. This first, well, she really enjoys fighting. If you can find constant conflicts for her to participate in, she'll be eternally happy. The other ray of light is you. She doesn't have the nightmares she once did when she's around you, and she really likes to just hang around you when she isn't doing something.
>
> You essentially have an emotionally bonded immortal attack dog eager to tear flesh for you.

Both fixers have **Czarnian Physiology**.

Explorers [200] These four astronauts participated in a voyage to explore the cosmos, but instead found themselves bombarded by cosmic radiation that granted them special powers. Since returning to Earth, they've eagerly thrown themselves into hero work.

1. The captain of the voyage is a beautiful, mature woman with dark hair. She's responsible, wickedly smart, and a little socially awkward. She has **Stretchy, Plastic, Formidable Intellect,** and **Costume.**
2. The second in command is an athletic woman with brown hair and cute freckles. She has a tomboyish personality, eager to use her new powers to cave some skulls in. She gained the equivalent of **Almeracian Physiology** (she isn't actually an Almercian) and **Elementalist** (Stone).
3. The pilot is a slim young woman with an expressive blonde haircut. The definite hotshot of the crew, she's one to act first and ask questions later. She has **Elementalist, Embodiment** (fire for both), and **Main Man**.
4. The medic of the crew has long, beautiful blonde hair and a curvy body. She's motherly and kind, acting as the glue that keeps the crew together. She has **Psychic** and **Psimon Says**.

The four will end up falling into your orbit as you help them during their first outing as a superhero group.

> **(Dark Universe)** The astronauts didn't return to Earth unchanged by the denizens of the deep unknown. In actuality, they were killed by the cosmic radiation and inhabited by a group of parasitic aliens who are attempting to pass themselves off as the astronauts. You figured out their ruse shortly after they arrived on Earth, and they vowed to help you in exchange for your silence. Their powers are maintained as a result of their new symbiosis.
>
> The aliens are a hive mind, but they receive all of the memories and skills of their host bodies. This enables them to perfectly replicate the host and work in perfect concert with each other. They are new to sexual reproduction and quite eager to let you experience their new flesh.

Both groups import together as a single companion, with each member receiving their own individual stipend.

Fast Friends [200] After a tragic lab accident, this young lady found herself host to the dynamic speed-force. She's a speedster fast enough to match the Flash family, and so she's begun helping out the world in small ways as a barely perceptible red blur. Not only is she a natural redhead, she's also an athletic and beautiful young woman with an honest desire to help people.

You'll find yourself bumping into this speedster surprisingly often. You'll meet at restaurants, bump into each other at the gym, or even work together to topple a particularly difficult supervillain. The funny thing is that the two of you get along great. You'll quickly become fast friends; she's funny, charismatic, likes the same hobbies, and is just generally adorable. You'll also find that as your friendship develops, you share compatible kinks as well, but be careful, she's not very patient and likes to go fast (even when it comes to dating).

> **(Dark Universe)** Your childhood friend has always worried you. She's so caring and kind it's enough to make anybody blush, but every once in a while she'll get a look in her eyes that's almost insane. She's a jealous sort of friend. She doesn't like you spending time with other women (only tolerating them in your harem with a lot of discussion or the help of a perk). You also seem to bump into her a lot. She's always there to help you out even when she shouldn't know what's going on.
>
> In actuality, she's a speedster who is more than a little crazy about you. She uses her ability to pass through time as a way to be the best (girl)friend she could ever be. You'll find yourself moved out of the way of misfortune as if you had a luck perk, and villains who face you find themselves suddenly wounded without much explanation. She wants to be there for every important moment of your life, without exception.

The Fast Friends have **Connected to the [Blank] Force (Speed)** both, but the normal universe has **Hope** while the dark universe has **Main Man**.

Diplomats [200] Getting new neighbors is never much cause for alarm, but this group of four seems almost too perfect. They live perfectly normal lives around your neighborhood. They work jobs, invite the neighborhood over for a barbecue, and mow their lawn. You wouldn't even raise an eyebrow except for everything else.

The way that all four seem to be supermodel attractive, the way they seem to be learning common stuff about your homeworld for the first time, the strange way they view perfectly normal things, and their peculiar sense of fashion.

That's because the group is actually a set of New Gods sent by Highfather to examine a new dimensional rift between worlds caused by your entrance to this world. They'll spend a lot of time watching you as a result.

During their observation, they'll find themselves remarkably drawn to you. You'll find them inviting you over often, producing strange gifts, and even unsubtly changing in front of open windows.

> **(Dark Universe)** Luckily, Darkseid didn't notice your entrance into this world. Unluckily, one of his peons did. This peon immediately dispatched a squad of Apokalipians to spy on you. That was his big mistake. Your home is a much better place than Apokalips could ever be, and you'll quickly find the Apokalipian spies going native.
>
> They'll start off their journey watching you carefully and slowly fall into the temptations of television and dance clubs. You could have great fun teasing the poor ladies from Apokalips, recruit them for your own projects with promises of a salary and the freedom to do whatever they'd like on their time off, or just treat them with kindness until they give in.
>
> The poor peon will have to suffer the indignity of his agents slipping through his fingers. It wouldn't be wise to admit such a failure to Darkseid after all.

All the diplomats have the perk **New God.** Each group also collectively possesses a working **Mother Box.** Both groups import together as a single companion, with each member receiving their own individual stipend.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different DC Universe jump.

Earth 11 [0] You may freely gender-swap the various characters in the DC continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Earth 26 [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not Kryptonians. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the DC Universe by jumping here, but you have some say about what goes on here. You can pick a specific timeline to enter into, following a particular comic run, TV show, or even fanfiction.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Crossover Comic [+100] If you took this jump immediately after jumping to (NSFW) DC Street, you may carry over your progress in that universe to this one. If you are going to take all three (NSFW) DC jumps consecutively, you may lower the jump timer for each jump from ten years to five.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *Arrgh, Superman! - This world has reverted back to the age of sail. Supervillains patrol the coasts, keeping their eyes peeled for heroes from the Royal Navy. Expect medical care to be quite a bit worse, and hygiene will definitely suffer except for the few supergeniuses. This sail theme even extends to the skies, where mighty ships sail on waves of light.*

Dust - This is a world of dust and nuclear fallout. The heroes and villains have escaped from dangerous vaults, eager to wage war in the ruins of once-great cities. The world is dangerous and full of ancient terrors. This is a world of cowboys on steel horses, and of outlaws hiding in once-buried laboratories.

Corpo Rat - This is a world of chrome and glass. Neon lights show bright ads showing the best products from giants like LexCorp and Wayne Enterprises. The streets are full of desperate and deadly people just trying to make their way in the world.

Isekai - You've been summoned to a fantasy world unlike any other. The knights and lords of this world are strikingly similar to the superheroes you know, and everybody lives in fear of the demon king dwelling in the east. At least Starfire looks amazing as an Elf.

Extended Stay [+100] You will remain here for an additional ten years. This Drawback may be purchased multiple times, but you can only remain here for up to fifty years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Corrupt League [+300] This Justice League appears to be the same as the one you are familiar with. They aren't the same.

This league is morally compromised in a variety of areas. This might spare a couple of members, but the whole organization is one bad day away from taking complete control of the Earth. Their actions might be the name of goodness, or they might just be wicked without knowing it. Regardless, they will become a major threat to Earth.

Darkseid Lives [+400] This world isn't the usual DC universe but instead a version written by its worst enemies. The villains live successful lives in opulence and pleasure, whereas the heroes dwell alone in poverty and pain. Expect to find your time here deeply unpleasant unless you're competitive enough to keep up with the monsters running this place.

Apocalyptic [+600] This world is about to undergo a massive struggle. Darkseid is mustering his forces to invade Earth with full potency. Even a successful repelling of his invasion will leave the world scared and broken, and failure just throws the world into chains.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely genderswapped as per **Earth 11** above.

Woman of Steel:

Unlike Gotham City, the city of Metropolis is beautiful. The streets are clean, crime is (relatively) low, and the people are happy. This is all due in part to the efforts of the woman of steel, Superwoman.

After being sent away from the planet Krypton as a baby, Superwoman was raised by the loving Kent Family as their daughter, Clara. She now lives in Metropolis as a mild-mannered reporter for the Daily Planet. In secret, she is the heroic Superwoman, protector of the innocent, a true hero if there ever was one.



You've managed to grab the attention of the young Superwoman, either in her heroic identity or outside of it. Perhaps you've been saved from danger by the hero, or maybe you've managed to bump into a clumsy office woman who speaks with a soft country accent. Regardless, you're destined to see a lot more of her.

To succeed in this scenario, you simply have to convince Clara to join you on your chain. This won't be a particularly easy task; she's quite responsible and attached to her homeworld after all, but if anyone can do it, it'd be you.

Reward(s): Superwoman joins you on your chain as a companion. She receives the following perks for free and automatically imports into new jumps with a full (**600 CP**) stipend. As an additional bonus, you also receive a small snow globe from Krypton and Smallville, Kansas.



Superwoman has the following: **Love Between Planets, Superfriend, Death of Jumper, True Heroics, Hope, World's Brighter, All Star, Formidable Intellect, Kryptonian Physiology, Costume, Hypno-Glasses,** and **Fortress of Solitude.**

Alex Luthor:

Lex Luthor (only friends can call her Alex) is a formidable woman. She's functionally a self-made billionaire, a genius prodigy who's been recognized by virtually every university on the planet, and likely the world's greatest inventor. She also just really hates Superwoman. Her exact reasons for doing so are vast and really known only to her, but as she was released from prison, she promised something different this time. She's switching sides.

With her newfound freedom, she can finally get around to studying the new dimensional anomaly that appeared in this world, and when she discovers it's a beautiful dimensional traveler from out of this world, she won't be able to stop herself from pursuing a relationship with

the lucky jumper. The only thing that would make this whole situation better for her was if you took the scenario **Woman of Steel** above; there'd be nothing better than to steal Superwoman's lover right from underneath her.

To pass this scenario, you just have to convince Lex to join you on your chain and survive having Lex Luthor as a lover. Convincing her isn't the hard part, with how much Lex's arrogance tends to be her biggest problem.

Reward(s): Lex joins you on your chain as a companion. She receives the following perks for free and automatically import into new jumps with a full (**600 CP**) stipend. As an additional bonus, you receive a piece of green kryptonite that you can keep on your belt.

Lex has the following: **Machinist, Pay Me, The Good Life, Immunity From Prosecution, Formidable Intellect, Steel, Then I'm Overqualified, Going Corporate,** and **Warsuit.**

Super Cute:

Kara Zor-El is a Kryptonian woman known on Earth as Linda Kara Danvers, and a boundless force for good. She lived to see the destruction of her homeworld and had a harder time emotionally with the loss than her cousin Superwoman. Regardless of the small piece of darkness inside of her, she's a true hero through and through.



She's also recently found herself smitten with a certain jumper. For now, she's just floating with her emotions, watching carefully, and preparing to make an introduction.

To succeed in this scenario, you simply have to convince Kara to come with you on your chain. A surprisingly easy affair compared to her cousin.

You may choose to replace Kara with a different version of herself for the purposes of this scenario. This could be any version of Supergirl throughout history, including Matrix, the clone Galatea, or even the mighty Power Girl. You can take this scenario multiple times, selecting a new Supergirl each time. Adjust the build below as needed.

Reward(s): Kara joins you on your chain as a companion. She receives the following perks for free and automatically import into new jumps with a full (**600 CP**) stipend. As an additional bonus, you get a sizable Kryptonian wardrobe full of clothes for men and women.

Kara has the following: **Love Between Planets, Superfriend, Hope, Kryptonian Physiology,** and **Costume.**

Almerac Calls:

Maxima, queen of Almerac, has seen you fight many great foes and approves. You'll quickly be approached by the queen with an offer, or more of a demand: you are to become her king and mate. Maxima is an immensely powerful alien and a very experienced fighter. She'll bring her skills to the forefront, eager to see you in action.

She'll quickly fall into absolute lovesickness, insisting continuously that everything you'd ever need is in Almerac.



To succeed in this scenario, you simply have to establish a relationship with Maxima and survive a massive rebellion that is stirring on Almerac.

Reward(s): Maxima joins you on your chain as a companion. She receives the following perks for free and automatically import into new jumps with a full (**600 CP**) stipend. As an additional reward, you may take Almerac with you, as if it were a purchase of **War World** above.

Maxima has **Love Between Planets, Main Man, and Almeracian Physiology.**

In Darkest Night:

You've been chosen, Jumper of wherever you come from, to become a member of the Green Lantern Corps. In effect, you gain **In Brightest Day** and **Powerful Rings.** You'll be starting as a new member of the corps and are expected to carry out your duties as a Green Lantern until you leave this jump and retire from the service.

You'll be expected to defeat fierce enemies and capture interplanetary threats. By the end of your jump, you'll be expected to defeat a massive threat, such as an attack by the Sinistro Corps. Your goal to succeed is to simply survive the massive and minor threats and end your jump with full honors.

Reward(s): You may take any of your fellow lanterns with you as long as they agree to join your chain. These companions gain **In Brightest Day** and **Powerful Rings** for free and automatically import into new jumps with a full (**600 CP**) stipend. The Green Lanterns import together as a group for the purposes of companion limits.

Kneel Before Darkseid:

You return home after a long day. Flicking on the lights reveals the stony face of Darkseid, and she's sitting in your best chair. She's come to your house with an offer. Join forces with her and Apokalips, or be destroyed.



This scenario has two main paths. By accepting her offer, you become the newest feudal lord of Apokalips. As lord, you must act to further the aims of Apokalips. You'll have to provide results and face the politicking of the other bickering lords of Apokalips (such as Granny Goodness or Desad).

Rejection causes Darkseid to grow immediately cold. Her eyes will glow with malevolent red, and you prepare to face your doom. Then, just as the omega beams begin to travel towards your body, you'll be pulled through a Boom tube and out of Darkseid's presence. You've just been saved by the New God Missus Miracle and her lover Big Barda.

This scenario will be considered passed if you manage to survive to the end. Lords of Apokolips must manage to please Darkseid and avoid getting assassinated by the others. Enemies of Darkseid instead face the drawback **Apocalyptic (taken without gaining CP)** with the help of their new allies.

Reward(s): Surviving as a lord of Apokalips provides you access to your fief as if it were **War World** above. You may take any of your acquired lieutenants as companions (such as the female furies or Kalibak). These companions gain **New God** for free and automatically import into new jumps with a full (**600 CP**) stipend.

You may even romance Darkseid herself, if you're mad enough. She has **New God**, **Particle Beam, Crushing Pressure,** and **Throne,** and automatically imports into new jumps with a full (**600 CP**) stipend. If you succeed at your mad quest, you may also take Apokalips in total as **War World** above.

Enemies of Darkseid will find themselves inserted into the wild world of Missus Miracle. You'll find yourself hitting it off with both Miracle and Barda, possessing compatible personalities with both of them. These companions gain **New God, Hope, Costume, and Mother Box** for free and automatically import into new jumps with a full (**600 CP**) stipend. Miracle and Barda import together as a group companion for purposes of companion limits. You also gain **Life Equation** for free.



Hello, Friend Jumper!:

You were sitting under the stars one night when a mysterious girl with orange skin arrived before you. Without a word, she kissed you and then apologized in broken English. It seems she is **Starfire,** princess of **Tamaran.**



She's managed to escape from the slavers her sister sold her to, finding an escape pod. She's covered in their tools, a slave collar around her neck, and a set of shackles on her wrists. You could help her heal from her encounter gaining a quick friend, or manipulate her naivety to reactivate her slave collar.

Reward(s): Free her: Starfire follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. She has **Tamaranean Physiology, Hope,** and **All Star.**

Enslave her: Starfire becomes your slave. She's relatively disappointed with herself for falling for your ruse, but if you treat her even moderately well, she won't stop praising how kind of a master you are. It seems the previous slavers threw her into the mines. She becomes a slave and counts for **Shackles** above.

For the Jumper that has everything?:

This world is beautiful. It's everything you'd ever want. You've got so many friends, so many lovers, and a peaceful time in the DC universe. It's also a lie; you've become host to the fearsome Black Mercy. This plant stimulates the pleasure centers in your head and traps you in a beautiful world of your own subconscious creation. It's so good you'd never want to leave.

Luckily (or I guess unluckily) for you, your companions and the various individuals you've taken scenarios with are aware of your predicament. The illusion also gets worse as time passes, the plant losing its hold on you.

To pass the scenario, you must simply exit the illusion before the end of the jump.

Reward(s): You receive an additional **200 CP** to make up for the lost time. One of the members of your dream may also be preserved, formed from sand by Morpheus into a proper living being. This companion receives their powers as perks for free and automatically import into new jumps with a full (**600 CP**) stipend.

DANTE MUST DIE MODE: The black mercy is no longer thoughtless but instead a sentient plant-being that has fallen head over heels for you. She locked you in the dream world to control it and live vicariously as your dream lover. This black mercy is a mighty psychic capable of facing even the League temporarily.

Reward(s): You receive an additional **200 CP** to make up for the difficulty of this modifier. You may take the black mercy as a companion if desired. The black mercy receives **Psychic** and **Psimon Says** for free and automatically import into new jumps with a full (**600 CP**) stipend.

Shackles:

You must have a way to produce slaves before selecting this scenario. This includes a variety of options, including preexisting mind control powers, the Anti-Life Equation, Slave Collars, or Star Conqueror.



Your goal with this one is relatively simple. Capture several superpowered and named individuals as your slaves.

Reward(s): You get to take your broken slaves with you as companions. They receive their powers **f**or free and automatically import into new jumps with a full (**600 CP**) stipend. Your slaves are imported as a group companion for the purposes of companion limits.

You receive an additional perk based on your slaves.

If you only captured slaves who deserved their punishment, mostly by being naughty little villains, then you receive the following effect. **Bad Boy:** Your body oozes sexual desire. You are amazing at seduction and seem to know the best ways to push buttons. You're desirable in ways that are hard to describe but plain to see.

If you capture slaves indiscriminately, you receive the following perk. **Slaver King:** You are an expert slave trainer, capable of using force to get your point across perfectly. You could turn even the strongest brat into a mewling sex slave with only half effort.

If you capture only innocents and heroes, you receive the following perk. **Addictive:** Your taste and smell are pleasurable and addictive. Just having sex with someone will leave them shaking with cravings. Expect to see your slaves love their new lot in life.

Villainous Fangirl:

You've managed to get yourself a fan from among the many rogues in this world. How exactly this manifests is up to the particular villain chosen. This also isn't a particularly villainous obsession, but rather a surprisingly innocent crush. They won't go out of their way to harm or control you, many of them acting uncharacteristically kind.

Your goal is rather simple: survive the affections of your chosen rogue and build a strong enough relationship with them to bring them with you. As ill-advised as this is, you can also take this scenario multiple times, selecting a new villain each time.



Reward(s): Your chosen villain follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend.

Your chosen villain receives their full powerset worth of perks, powers, and items. For example, Livewire would obtain **Elementalist** and **Embodiment (lightning),** whereas Blackfire would obtain **Tamaranean Physiology** and **Main Man.**

Copy Cat:

As you entered this world, you pulled a hero or villain from another world with you. This alternate timeline version of that character arrives in this world at the same time and place as you do, likely confused as to what happened.



This character shares many things in common with their mainline DC counterpart, but they will always manifest with a “twist” that makes them unique. They might be the magical version of a cosmic superhero, a villain version of a hero, or just an alternative person wearing the same title.

You’ll find rather quickly that you’ve managed to spare their life by pulling them from their world. They’ll also be shockingly happy with their new life in this world, largely due to the sparks that fly between the two of you. They’ll find you very attractive (either because you are attractive or because their world’s beauty standards find you to be a heartthrob) and you’ll get along like best friends within a couple of hours.

To pass this scenario, you’ll simply have to convince them to follow you into another new dimension. You’ll also have to face a team of heroes or villains that have come looking for the new dimensional traveler. This search party can be from the mainline DC universe or from their alternate timeline.

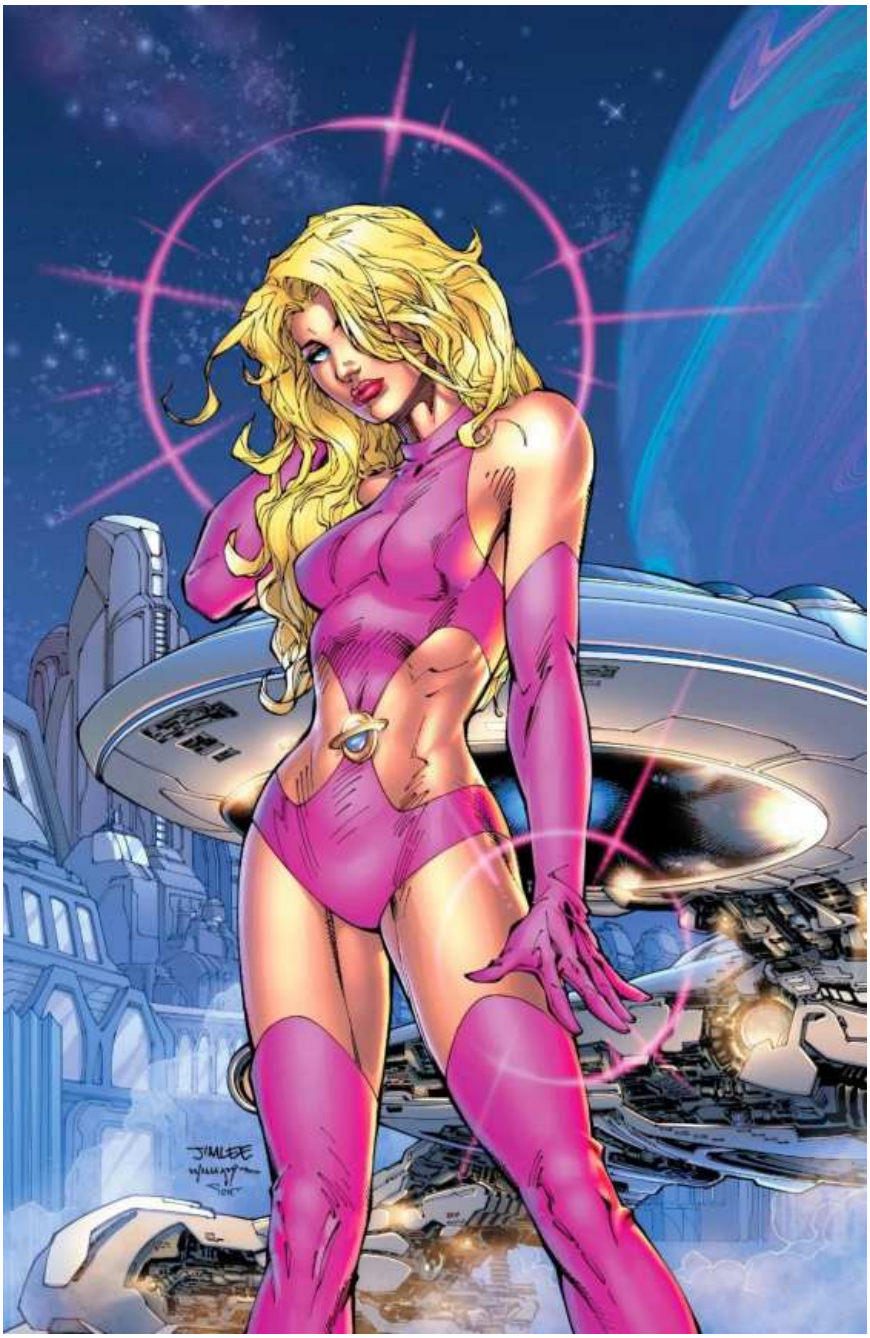
You may take this scenario multiple times.

Reward(s): Your chosen character follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Your chosen character receives their full powerset worth of perks, powers, and items. If this chosen character is an alternate version of a character that is already (or planned to be) your companion, you may import them together (with individual stipends) as a group companion for the purposes of companion limits.

Legion Blues:

You find yourself quickly stumbling into a visitor from another time period. This may be any character of your choice, but they've managed to find their way to your time period. However, they ended up arriving here is irrelevant because they are stuck here.

Characters from the past will view you as a trustworthy guide to the new period they find themselves in. Characters from the future will reveal themselves to be huge fans of yours. How well they keep this secret depends on the character. Regardless of the time period they come from, you'll find that the two of you get along like destined lovers.



To pass this scenario, you'll simply have to convince them to follow you into another new dimension. You'll also have to face a team of heroes or villains that have come looking for the time traveler. This search party can be from the mainline DC universe or from their alternate timeline.

You may take this scenario multiple times.

Reward(s): Your chosen character follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Your chosen character receives their full powerset worth of perks, powers, and items.

Your Hero Academy?:

You have been selected by the Justice League (or Legion of Doom) to train young heroes (or villains) to fight crime (or cause it). They have constructed an academy in a hidden location and populated it with sidekicks that are becoming adults and hoping to strike out on their own.



You are the headmaster of this academy and are given total creative control to manage this school. Not only can you select your own staff, but you have total curriculum control. You have also helped design the school according to your own specifications.

Your goals are simple. Each year, the school will administer a practical test by the Justice League (or Legion of Doom). You must simply get 70% or higher for your student to pass the examination. You'll find the requirements to pass surprisingly easy, given that the heroes just want their apprentices to enjoy the college experience.

The real struggle will come from the sidekicks themselves as they enter young adulthood and make names for themselves. They'll disobey the rules, throw parties, and otherwise mess with your plans.

Luckily, nothing is considered "cheating" in the process. If you have the ability to directly beam skills into your students' minds, then by all means do so.

For a just reward, your students will not find lewd requests as unreasonable as they rightfully should. Not only can you make your school panties-free, you'll also only find one or two sidekicks who disobey the rule (and you can use their non-compliance as justification to "punish" them). The heroes (or villains) financing this will also not find these requests unusual.

Reward(s): You may take this school and its staff with you on your chain. The school maintains its funding, student resources, and grounds in following jumps. It will even gain new student sources equal to the original in each new jump.

You may hire alumni as staff members if they'd be willing, or take any willing alumni as companions. These companions receive their full power set's worth of perks, powers, and items. They also automatically import into new jumps with a full (**600 CP**) stipend. You may import your alumni together as a group companion with individual stipends.