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Introduction

Welcome to the DC Universe, or, better saying, one of the many different universes that make up the massive local multiverse of DC.
This is a world filled with countless extraordinary beings, such as aliens, mutants, monsters, robots, time travelers, eldritch beasts, magicians, powerless people wearing bat suits, demons, and even gods.
To face the many threats that exist in this world, there are many heroes and heroines that represent the good of society, aiming to protect the weak and to maintain truth, justice and a better tomorrow.
Because of this, they're frequently at odds with criminals and villains.
However, you're arriving in a different DC universe than the one you know.
I won't beat around the bush, the world you're going to stay in for the next ten years is a pornographic parody of the Justice League Unlimited world.
Normally, the protagonist of this world would be Lex Luthor with a new plan of world domination, but, by default, you'll be taking not only his role but also his mantle and reputation as a villain this time, essentially replacing him.
Anyway, have fun and good luck.

+ 1000 Choice Points (CP)

Origin

Your gender is the same from your last jump and your age is 18+1d8.
Alternatively, for 50 CP you can choose both yourself.

1. **Villain (Free):** Hungry for money, power, revenge, or even all three, the villains all have in common that they represent the bad of society and will bend law as well as morality to enact their wills. Because of this, they are more frequently at odds with the superheroes. And you, my friend, are going to replace this world's biggest villain, Lex Luthor himself. While you won't necessarily be a version of him, you'll essentially have more or less the same backstory as him in this world, now seeking to concoct a way to rid the world of superheroes while simultaneously placing yourself on one of its thrones. Unfortunately though, plans of world domination tend to cost a lot of money and, unless you have money from another jump, you're practically broke due to losing a lot of money while you were in the prison.
   To solve this problem, one of your allies, Roulette, will come to you with the idea for a "Meta-Bordello" to replace her Meta-Brawl. Normally, Lex would think up the perfect way to supply her with incredibly enticing workers by brainwashing heroines, but you're free to decide if you'll also follow the same path as him, so you could try to follow a more morally right path or simply help her as long as you get a fat cut of the profits, of course. Regardless of your decision, expect to face a lot of heroes and your villainous rivals.



Perks

As there is just a single origin in this jump, you get a 50% discount for each tier of perks (100, 200, 400, and 600 CP respectively), with discounted 100 CP perks being free. You may use a discount for a higher price perk on a lower price perk, such as taking two 100 CP perks at a discount instead of taking a 400 CP perk at a discount for example.



Great Looks (Free): Almost everyone in this world is considerably good-looking, with the men usually having chiseled builds and women tending to look perfectly curvy, so you, my friend, won't be an exception to this fact. In addition to having an appearance of around 7/10 and 8/10, you can also customize your appearance's traits, deciding if you want to look rugged, curvy, masculine, seductive, toned, androgynous, delicate, feminine, cute, intimidating or even monstrous if that is what you wish.
As an extra bonus, you'll always look as good as possible for you considering whatever is your current condition, with any possible scars or mutations only having a positive effect on your appearance.

Porn Physics (Free/100 CP): What would be the fun in going to a hentai world if it followed a more realistic logic related to all the dangers brought by having massive amounts of wild unprotected sex? Thankfully, you don't have to worry about any of those things in this world. STDs are a thing of the past, unwanted pregnancies just don't happen and all matters of hentai-logic actions not only don't cause pain and damage but are actually as pleasurable as the porn claims they are. You gain this perk for free for the duration of this jump, but you can pay **100 CP** if you want to keep it in future jumps.



Meta Physiology (Varies - Can't be discounted): Despite humans still being the most common species on Earth, they aren't the only intelligent species found here. While you're replacing Lex Luthor by default, you aren't forced to stay a mere human like him if you don't want to.



By taking this perk, you might choose to be a member of one of the many other intelligent species that exist in this universe, gaining all the benefits and downsides related to it. However the price you'll pay for this perk depends on how powerful and/or useful your chosen species is.

If you decide to be an intelligent gorilla, a regular android, or any other more generic humanoid species, this perk will be **Free**. If you pick Atlantean, Thanagarian, Coluan, Tamaranean, or Amazon, you'll need to pay **200 CP**. If you want to be a demon like Etrigan or even one of the New Gods, you'll need to pay **600 CP**. If you choose to be a Kryptonian or a Martian, you just need to pay **800 CP** but you'll have a critical weakness against kryptonite or fire respectively. At this tier, you can also be a Czarnian. At the last tier of this perk, by paying **1000 CP**, you can become a Genetically Altered Kryptonian like Doomsday or a Burning Martian.



+Strange Combination (100 CP - Requires Meta Physiology): You're quite the special existence, aren't you? Not just because you're a Jumper, but because you're a hybrid of two different species of your choice. Maybe you're one of the rare natural hybrids or maybe you're the result of some mad scientist's experiment involving genetic engineering, but, regardless of the exact reason, you have all the strengths and weaknesses of the two species. Not only this, as you're also a perfect hybrid like Grail, having the best traits of your two races combined in the best possible way.

Furthermore, you'll also need to pay the price for the second species, so, for example, you would need to pay **900 CP** if you want to be a Amazon/New God hybrid like Grail or **2100 CP** if you want to be a Doomsday-like Kryptonian/Burning Martian hybrid.

Comic Grade Skillset (Varies): This is a world filled with countless extraordinary beings, many of whom possess powers stemming from metahuman mutations, alien physiologies, magic, or even divinity itself. Despite this, there are still several people with the most varied skills that make them capable of “comic grade feats”. There are martial artists, detectives, geneticists, roboticists, botanists, ventriloquists, painters, hypnotists, psychiatrists, surgeons, chemists, lawyers, and many other (wo)men of science specialized in the most diverse areas. If you want to pick a mundane profession, science branch, or skillset to have, then this option is for you. However, the price you’ll pay for this perk depends on how powerful and/or useful your choice is.



For **100 CP**, you’re a highly trained and skilled professional who would've been one of the best in a mundane world, like a very good martial artist or detective, but this is far from a mundane world. If this were a comic story, you could be a reliable supporting character, but won't reach beyond that.
Alternatively, you could have world-class skill at your chosen profession even in this world’s standards, as long as your skillset has little to no usefulness. For example, a world-class ventriloquist would be capable of perfectly speaking with a completely different voice without making any mouth movement or even simulate that the second voice is coming from a different location.

For **200 CP** instead, you're along the lines of Batgirl and Teen Titans’ Robin in your chosen profession, pushing what's humanly possible. A martial artist at this tier would be capable of throwing boomerangs with unnerving precision, capable of kicking outside of their actual weight category, and capable of crazy acrobatics. Meanwhile, a hypnotist would be on par with the Mad Hatter. If you choose to specialize in a science branch, it’ll be something minor (for this world’s standards), being some mundane area pushed to its comic counterpart, like Mister Freeze’s cryogenic technology, Poison Ivy’s botany specialization, or Scarecrow's chemistry focused on fear-inducing substances. For example, geneticists at this tier could likely imbue people with traits of certain species.
Alternatively, instead of a wide skillset, you’ll only acquire a single, very specific technique related to a profession (that you have purchased before) that pushes far beyond humanly possible. Imagine the so-called "tibetan monk technique" for martial artists, which allows Batman to shrug off psychics with their mental manipulations or Scarecrow's juices up to a point with only his focus. Another good example is a detective who could use a technique that makes them quickly visualize basically everything they know about the case and connect the dots as if they were completing a puzzle.

Finally, for **400 CP** instead, you're a world-class professional even by this world's standards. Things at this tier are weird and tend to leak beyond what you're supposed to be able to do. This is the tier of the best of the best, such as the likes of Batman, Talia, and Ra's al Ghul. A driver could understand any vehicle they get in in just a matter of seconds and get much more out of it than it is supposed to be able to do while a fighter could participate and consistently pull their weight in fights they would normally have no right to even get out of alive.
Meanwhile, a science branch from this tier could be something completely "made-up" that is technically mundane but gets closer to being supernatural, like the shrinking tech developed by Ray Palmer or the Pym Particles from another reality. Geneticists at this tier could likely completely modify lifeforms or create entirely new species for example.

Lastly, this perk can be purchased multiple times to acquire multiple skillsets, professions, and/or science branches. You don't need to purchase all of them at the same tier and your choice doesn't need to be necessarily related. For example, Batman would be at least a world-class detective and martial artist (both at the tier of **400 CP**), as well as having at least the "tibetan monk technique" (of the **200 CP** tier).





Impressive Specimen (100 CP): If you follow things closer to what the game offers, you'll need to keep up with multiple partners over the entire day. Fortunately, you're more than able to do this. You have great sexual stamina, allowing you to go on for several hours and reaching orgasm several times before needing a break. Even if you're left fully emptied, a good night of sleep will always be more than enough to fully replenish your sexual stamina. As a bonus, if you want to, you can also temporarily share this benefit with your partners, allowing them to accompany you.



Furthermore, your sexual fluids will also be incredibly delicious and your cock/pussy will also be … impressive, both in taste and appearance.

Just a Rough Idea (100 CP): No (wo)man is an island, so you're bound to eventually need that someone do something for you and there is a considerable chance that this someone won't share your impressive intelligence. Fortunately, even in these cases, you can still teach basically anyone to use almost any technology that you can create by giving them a rough description of how to use it, as long as said technology doesn't far exceed their current knowledge. At best, you can even teach someone from the middle age to use a cellphone with some effort, so teaching modern day henchmen to use super advanced devices will be easy for you.



Public Speaker (100 CP): Regardless if you're the CEO of a big corporation or not, you're an excellent public speaker, having great communication skills and stage presence to keep people's attention while you're speaking in a conference or seminar. You also receive a basic boost in your charisma thanks to your communication skills, good for when you need to calmly explain what is happening to other people that might or not be your prisoners. As a bonus, you also won't need to worry about stuttering or forgetting some text you previously memorized.

Interesting Choice of Fashion (100 CP): A lot of people in this world wear the most varied kinds of outfits, with many heroines and villainesses seeming to enjoy wearing trashy, slutty outfits once their inhibitions are reduced. Now you can also enjoy this freedom, as people won't care what kind of clothing you wear as long as you're at least barely covering your intimate parts. You could go to a business meeting wearing a slutty outfit, tactical combat gear, or even a clown outfit and they'll still treat you with the respect they would normally.



Protected Sex (200 CP): Even if you're immune to things like STDs, there are still risks when you're banging superpowered beings, even more when they can't control their abilities properly while they're … too excited. For example, Cheetah tends to scratch her partners with her razor-sharp claws while they're banging, Giganta can wound her partners due to her size as she sometimes grows when she's turned on, Livewire can enter in short circuit and potentially electrocute other people if she orgasms or if she is covered with certain fluids, and Killer Frost tends to freeze her partners, however Killer Frost's actions might be more intentional than accidental as she's a sadistic psychopath.
Fortunately, this perk will protect you, allowing you to safely have sex with anyone without having to worry about damaging yourself or any of your partners involved in the action. Even actual wounds that aren't intentional or are meant to be only a kinky thing during sex will heal perfectly without leaving a scar behind. Unfortunately, if your partner decides to actually attack you during sex, this protection will disappear.

Measure of Success (200 CP): The bad thing about needing to send your servants to a mission without your presence or direct influence is that you won't have control over their actions. Even so, you're now able to calculate the general odds of your servants having success when you send them to a mission as long as you have at least a good idea of what they're going to face. Unless you have perfect knowledge of every variable that will affect your servants' performance and success chances, with this perk alone, this possibility will be usually measured in multiples of ten, from 0% up to 100%.



For The Millionth Time (200 CP): Even in the case of you getting caught and found guilty for your crimes, you know those government bureaucrats will pardon you forever, as you convince them to clear you of every accusation despite all proof being against you as long as you prove you have value to them. After all, even a simpleton politician knows the value of a powerful person like you, so you might need to give them a great speech about dedicating yourself to improving humankind, the country, or something stupid.
Of course, this perk's effect is only limited to the legal repercussions of your crimes, so people may still consider you guilty and a villain even if you're considered innocent by the law.



Optimal Post Villains (200 CP): When you have several different operations happening simultaneously, you'll quickly realize that some villains are better at certain jobs than others. A villain who is a powerhouse in open combat might be horrible at administrative tasks while a villain who is mediocre at stealth missions might be excellent at helping to run a stripclub. Fortunately, you're highly skilled when it comes to identifying which jobs your subordinates will be better at, be it acting as bodyguards for your businesses or allies, controlling your defense systems, "protecting" your private quarters, running your businesses, or even acting as your hench(wo)man for example.

In the Shadows (200 CP): Considering all the crimes Lex Luthor committed, it took a very long time until he was convicted and sent to prison. This is all thanks to one of his many talents and you, my friend. also seen to share this very same talent. You're highly skilled when it comes to hiding all proof of you being a criminal and concealing your criminal operations in the shadows, regardless if it's needed to literally destroy physical evidence or just to put someone else to act in your place.



The Green Seductress (200 CP): Amplifiers that cause chemical reactions in people's brains to make them slightly more attracted to you, mind control devices that enhance their pleasure, or simply money… you don't need any of these in order to conquer someone.
You're a master when it comes to the art of seduction, making it incredibly easy for you to charm, manipulate, and seduce almost everyone who is attracted to your gender. Even if you lack any metahuman abilities, your powers of persuasion by using your assets and sex appeal is also incredibly strong. Additionally, you're considerably talented when it comes to pleasuring your sexual partners, as well as being pretty skilled with various different sexual techniques and positions. Lastly, as you might've guessed, this synergies especially well with the **Impressive Specimen** perk.



Stronger Free Will (200 CP/400 CP): While the Control Device is very powerful and dangerous once it's attuned to a target, some metahumans possess abilities that make them innately more resistant or even completely immune to its effects. Even if you don't have abilities that could grant you such a trait, by taking, your mind will be strengthened against any form of mind control and brainwashing, regardless if its nature is technological, magical, divine, eldritch, or something more esoteric.

For **200 CP**, you'll have an innate resistance towards mind control, to the point someone would need to keep a high level device near you for days in order for it to be able to control you. Alternatively, for **400 CP**, your mind will be boosted further, granting you actual immunity to any and all forms of mind control and brainwashing, as long as you wish to be immune to it.

Lastly, as such a trait is something innate to your mind and not some ability you possess, you don't need to worry about someone finding a way to counter your resistance/immunity through some dampening technology or magic for example.

Power Attracts More Power (400 CP):



Apparently, there is a reason for why you managed to acquire so much power and influence. It seems like you have some kind of magnetism that tends to attract situations that you can somehow take advantage of to acquire more power, more resources, and/or more influence over others on a fairly regular basis.

This includes situations like an alien queen searching for a worthy mate, the dying leader of an organization of assassins searching for a successor, the future queen of a small country searching for help, a lost fragment of an extremely powerful A.I. being discovered somewhere, and many others.

Of course, many of these situations will be considerably dangerous, but it's guaranteed that there will always be a way for you to earn more power through them. This perk can be turned on or off at will.



Conditioned Brainwashing (400 CP): Mind control is a thing far from rare in the DC Universe, however, it's still noteworthy that the control devices developed by Lex Luthor in a single night basically opened a new branch of brainwashing technology by directly monitoring and manipulating the target's brainwaves.
Even if this mind control technology doesn't exist yet (and might not even be developed as you'll replace Lex Luthor by default), you can already call yourself a true specialist in it.
You have access to the complete knowledge related to the science behind the workings of the control devices, more precisely of its feature of monitoring and manipulating other people's brain waves once attuning to their unique frequencies in order to control them and even "reprogram" them by altering their sensations and blocking certain actions. Of course, you'll still need a lot of resources, including money, to make proper use of this knowledge but nothing prevents you from finding a way to upgrade this technology to further levels.

100% Chance of Successful Capture (400 CP):
The devices must stay close to their targets for around an hour in order to attune to their brain waves' frequencies and then become able to control them. However, many heroines are used to people trying to sneak around them while others have enhanced perception abilities, thus making this objective far harder to achieve.
Fortunately, not for you.
As long as you're not preparing to attack someone, your stealth skills are absurdly enhanced, to the point you can sneak around the likes of Wonder Woman and Supergirl for an hour even without needing to use supernatural abilities if you're lucky.
If you're willing to follow Luthor's path, you might not even need villainous allies to brainwash your victims without them realizing it as you can do it yourself.





World's Greatest CEO (400 CP): When it comes to running a business, the only person in the whole world that could be your equal would be Lex Luthor himself, that is, if he bothered being a "good" CEO. Making money is extremely easy to you, as you could lose your fortune multiple times and rebuild it overnight. Furthermore, you have a special sense when you need to administer any kind of business and quickly learn the ins and outs of any currency or trade system. Your talent is so great that you can turn a small factory into a multinational megacorporation that could own the world, with enough time of course.
Obviously, the world doesn't work based just on logic and hard work, because luck also plays its part. You gain a decent bonus on your luck that is shared with your employees, your servants and your properties.

Money Will Get You Everywhere With Me (400 CP): It's not everyone who is as shallow and greedy as Roulette who gets turned on by thinking about money just like her, but there's something about you that makes them act a bit more like her. From now on, the more money you have, the more attractive and charming you will be considered by people in general, not only by those who are gold diggers. For example, if you're to be one of the world's richest billionaires, most people would consider you a 10/10 even if you weren't attractive normally and who knows how they would consider you if you already had great looks before.





I’m The Boss Here (600 CP): There are many criminals that are considered villains but most of them are just second string villains with only a few of them being worthy to have the title of supervillain. Even if you aren’t a villain, you’re among those with the potential of being first among your equals, that is, those that are the same “class” as you.

This class might be a species, a role, a type of supernatural warrior, or even a shared title, but, regardless of the specifics, you’ll have the potential to grow into the pinnacle of whatever is your “class”, be it in terms of power and/or reputation.

However, keep in mind that sometimes there will be people that are already in the pinnacle of your class, for example, if you’re a Sorcerer from the Jujutsu Kaisen world, it’s granted that you’ll have the potential to become as powerful as Sukuna, Gojo, Dabura, and Itadori in their peak. Now go ahead and become this world’s greatest supervillain.





Master of Contingency Plans (600 CP):
When you're leading with heroes and heroines, you need to get used to leading with several different bothersome abilities that will get in the way of your plans. Fortunately, you're the leading expert in the field of superpower negation.
By analyzing superpowered beings in action, you can easily identify the full extent of their abilities, their weak points, and any and all weaknesses they have that you might exploit someway.

Furthermore, when researching their abilities, your ingenuity and creativity will skyrocket to allow you to much more easily develop precise contingency plans and countermeasures to lead, counter or even potentially nullify their superpowers. Even your intelligence and creation-related skills will be greatly enhanced when you're working in a way to counter someone's abilities. It doesn't matter if their abilities are magical, biological, psychic, divine, demonic, or even cosmic in nature.

As a bonus, developing such plans and countermeasures will take only a fraction of the time they would normally take and they'll be far more accurate without the risk of you underestimating them as long as the information you have about them is correct and accurate.





12th Level Intellect (600 CP): You're smart, very smart, as your impressive intellect puts you on par with the universe's greatest geniuses such as Lex Luthor and Brainiac. Your brilliant mind has an incredibly fast mental processing speed and a flawless memory, accompanied with an infinite capacity for information storage and indexing, as well as never suffering degradation from the passing of time. Your brain is so advanced that you can run around twelve thought processes in a simultaneous way even if you're biologically just a human being. Your understanding and learning skill is also similarly enhanced, as you can be considered an expert of whatever field you apply for with less than a year of effort and study. To give you an idea of how quickly you can understand and learn, you could decipher a whole alien language in a couple of minutes as long as you have access to a lot of written documents.

Additionally, you also gain a wealth of related knowledge on both modern day, cutting-edge, and emerging technology, putting you on par with one would expect of a villainous mad scientist like Luthor or Gorilla Grodd. Furthermore, you may also choose a broad scientific area to specialize in, gaining a vast wealth of related knowledge and thus becoming an expert in said subject, on par with the 200 CP version of the **Comic Grade Skillset** perk. Pick biology and you'll be able to easily develop a serum capable of splicing DNA (or any equivalent genetic code) into people's bodies to grant them unique, customizable traits for example.

With such a "power", you could also find ways to augment yourself to actually grant you superpowers instead of only relying on tools and weapons, but no matter what you do, it's almost sure that your mind will remain as your greatest weapon.

Items

You get a 50% discount for each tier of items (100, 200, 300, 400, and 600 CP respectively), with discounted 100 CP items being free. You may use a discount for a higher price item on a lower price item, such as taking two 100 CP items at a discount instead of discounting a 400 CP item for example.
You receive an extra **+300 CP** to spend on this section only.
Every item is fiat-backed.



Magic Collar (50 CP): This is the first of the minor magical items developed by Tala using the materials that she left in Cadmus. At first glance, you received a simple black dog collar, however, it has basic enhancements that grant it a few … interesting features. Firstly, the collar will automatically wrap around the neck of whoever is trying to wear it and it'll perfectly fit around their neck, no matter how big they are. Furthermore, as you're marked as the collar's owner, you can summon an invisible leash at will to "guide" the one that is wearing it. It also teleports back to your hand once you get away from it if you want to.

Hidden Amulet (50 CP): This is the second of the minor magical items made by Tala. At first glance, you received a necklace with a simple coin pendant, which has some runes carved on it, but, similarly to the **Magic Collar**, this amulet has a basic enchantment too. When worn, this amulet reduces "threat" by 10%, that is, it makes any of your actions and operations slightly harder to be detected by those who are hostile towards you. It's not that impressive, but it can definitely help if you need to be as discreet as possible with your not-so-legal operations.

Favored Coin (50 CP): This is the third (and unfortunately last) of the minor magical items that Tala created for you. At first glance, what you have in hand is a simple golden coin with runic markings, but, as you've very likely already guessed, it has its own magical enchantment too, being arguably the most useful magical item among the ones produced by Tala (but not the most fun). Whoever possesses this coin will gain a basic luck boost, effectively increasing the success probability of their actions (and the actions of their subordinates) by 10%. It might not sound impressive, but it's pretty useful to ensure your lackeys will have a little more chance in pulling off that difficult heist you hired them for.

Impression Amplifier (100 CP): You acquire a simple amplifier that can cause just enough of a chemical reaction in the brains of women (or men or even both if you prefer) to give you a bit of an edge, essentially causing them to see you in a slightly better light and to be slightly more attracted to you than they normally would. By default, this amplifier will be attached to a mundane accessory like a watch, but it can be easily removed and implanted in any outfit you have.

Gift From an Immortal (100 CP): There's another "interested party" in your operations together with Roulette, Vandal Savage. While he's immortal, he's still a man and got interested in your little project. As he was passing by Metropolis, he thought he could stop by with a present for you. He gave you a small stack of wrapped bills, totaling one hundred thousand dollars (or equivalent amount of the most common currency of whatever world you're currently in). Fortunately, this "small present" doesn't come with any attached string, so you don't need to worry about Savage demanding some favor from you. This money will be replenished yearly.

Kryptonite Fragment (100 CP): Well, this couldn't be a world where Lex Luthor was supposed to be the protagonist without something like this. While most of any anti-Superman technology was taken from you while you were in the jail, you managed to steal a single fist-sized, fiat-backed piece of raw Kryptonite from the Star Labs. As you might already know, this green mineral emits a special radiation that is absorbed by Kryptonians at an extremely fast rate, causing immediate, detrimental effects on them. Fortunately, unlike the original version of this radiation, it won't cause any other harmful effects on non-Kryptonians even with years of exposure.

S.S. More Powerful Than Superman, Batman, and the Entire Justice League Put Together (200 CP): Yes, this is the name. What you receive by taking this item is a giant, luxurious yacht that originally would've been taken by the government after your prison. This beauty that can be described as wealth and power personified is already fully repaired and ready to host very interesting parties filled with your potential business partners and allies. You also won't need to pay for any tax due to owning this boat and it also has limitless fuel. Lastly, if the yacht is lost or destroyed, you'll receive a new one the next year.



Teleportation Network (200 CP): Why should an important person like you be forced to travel on uncomfortable flights to go to other places? You receive the blueprints to build the same teleportation network used by Lex to travel all around the world. This network is composed of wide circular platforms that will serve as markers and allow anyone with your permission to safely teleport to any other marker within a planetary range that is synchronized to the same network. As long as you have the resources and a power source, it's relatively easy to install the teleport markers as even the LexCorp technicians would be able to do it for you if you're tired. As a starting bonus, in addition to the blueprints, you also receive three fiat-backed teleporters already built, with you just needing to set them up somewhere to create the teleportation network. There are no limits of how many teleporters you can add in a single network.





Glamour Slam (200 CP): The star of your criminal operations in Metropolis, or better saying, the first half of it. Regardless if you're affiliated with Roulette or not, you became the legitimate owner of your own Glamour Slam, a luxurious strip club that specializes in heroine cosplay as well as having legal permission to operate as such regardless of the local laws. Even if actual heroines were to be the ones on the shows, it's granted that any people without supernatural perception abilities would believe they're only cosplayers unless you explicitly tell them the truth. It also comes with a trained staff that count as your followers to maintain the place and take care of paperwork and of potentially troublesome patrons, however, keep in mind that they're only regular humans so their capacity is limited. Lastly, your Glamour Slam will reappear in any city of your choice in future jumps, as well as retaining any modification done to it and always having legal permission to operate as a strip club.

+Meta Bordello (100 CP - Requires Glamour Slam): What is the only thing that sells better than violence? Sex. While your Glamour Slam isn't a secret location, it's a little complicated for your dancers to engage in more lucrative actions (that is, prostitution) without legal repercussions, even more so when your dancers are mind controlled heroines, so this is where the second part of your operations exist. You're now the legitimate owner of your own Meta Bordello. On the surface, it looks like a basic building but it contains a hidden, golden elevator that leads to an underground elegant brothel, complete with private rooms, offices, a monitoring room, and exhibition rooms, as well as self-replenishing supplies like clothing and contraceptives. In addition to it also having a trained staff, unless someone knows about its existence and they're actively searching it, they won't find its entrance. Lastly, your Meta Bordello can also be combined with any property you have.





Superbabes (200 CP): They say plagiarism is the sincerest form of flattery. After you paved the way with the Glamour Slam, the Penguin was inspired by it, so he decided to create his new, relatively less ambitious project by choosing a more "fast-food" approach. Whether you somehow bought it from him or you built your own, you're now the legitimate owner of your own Superbabes located in Gotham City.

Your Superbabes is a restaurant covered in superhero memorabilia where the waitresses are all women wearing skimpy versions of local heroine and villainess costumes. Unlike the Glamour Slam that is an actual strip club, this restaurant is actually a restaurant (with quite good food), but its main business strategy is to attract patrons who like to ogle the scantily clad servers. After all, like how the Penguin said, men will pay through the nose for fried garbage if a beautiful woman delivers it to them. As an added bonus, any customer will be compelled to actually respect the rules of not touching the girls, only looking as much as they want.

Furthermore, as all the waitresses were actually… professional women from Gotham who now enjoy a secure environment and an impressive pay, they're very willing to perform some extra activities for certain high-paying patrons too, but not officially. They've also studied their counterparts and are skilled enough to always stay in character (but in a sultry way) while working. Additionally, you can also have similarly attractive male waiting staff wearing skimpy costumes of heroes and villains to attract a different target clientele if you want to. The remaining of your employees will be regular cooks and the cleaning staff. All of your employees are completely loyal to you, counting as your followers, and they're capable of properly managing the restaurant in your absence.

Furthermore, your Superbabes will reappear in any city of your choice in future jumps, as well as retaining any modification done to it and always having legal permission to operate as a completely public restaurant. Lastly, the waitresses will receive new costumes inspired by the local heroines and villainesses of each future world you visit.



Special Training Area (300 CP): You acquired the perfect training room for a Kryptonian, which was a large storage room before it was modified with LexCorp's cutting edge technology. In addition to weights and other machines usually found in regular gyms, there are three special equipment meant to allow even a Kryptonian to actually become stronger by training through more “normal” means.
First of all, on the room’s sides are yellow and red solar power chambers, with the latter serving to bring a Kryptonian down to the level of a normal human thus allowing their overpowered body to be damaged by training and rebuilt stronger while the former serving to bring them back to full power.

Furthermore, the training room also comes equipped with a gravity generator capable of changing the personal gravity of the weights to increase them to massive loads in order to test people’s strength. This generator is automated, so the weights will effectively calibrate themselves to the strength level of whoever is lifting them. The training equipment also keeps a log of the progress of every one that trains in the room. Lastly, your training area can also be combined with any property you have or it may become a Warehouse attachment if you prefer.



Summoning Circle (300 CP): A gifted and powerful sorceress like Tala is able to use a special magical circle combined with a set of powerful relics to summon people from alternate realities and dimensions within the local multiverse. While you might have Tala to help you with this, wouldn't it be nice for you to have a way to use summoning by yourself? Then this item is for you.

You receive a special room with a circle of runes in its center surrounded by four pyramid-looking, strange relics emitting an eerie, unnatural light. All of these relics will be already charged with magical energy, so, by reciting a specific chant in an unusual language to call upon the spirits of the void and using some object as a catalyst that is connected somehow to some specific person, the circle will capture the essence of said individual and summon them.

The catalyst can be anything, from a simple piece of clothing that was used by the target or even their counterpart in this universe, but, if you don't use something directly connected to them, it might end up summoning someone at random.

For example, using a piece of Superwoman's outfit will definitely summon her, but using the local Harley Quinn will end up summoning some random version of her from another universe. Additionally, while anyone can be summoned through this ritual as long as you have access to the right catalyst, any being that is stronger than Raven will require a proportionally larger supply of external magical energy to bring them to this world. You could even summon Trigon himself with this, that is, if you had access to a godlike source of magic on par with his own power.

Normally, summoning is very taxing on the caster and they would need to recover for a significant period afterwards, but, as you're paying a special price, the relics will recharge over time, requiring just a single month to be usable again. As a bonus, once per decade or jump, whichever comes sooner, you'll be able to bound a single individual summoned by you that isn't stronger than Raven with a control spell that acts just like a **Control Device**, not only granting you nearly unlimited control over them but also changing the conditions of their stay here. A bound person will be summoned as they sleep in their home universe, so, before they wake, they'll have already returned home with no memory of what happened.

Lastly, this summoning room can be attached to your Warehouse or any other property you have.





Heroic DNA Samples (300 CP/500 CP): Apparently, you managed to steal one of the Project Cadmus' greatest treasures that was under supervision of Emil Hamilton's genetics division, a large storage container storing genetic samples (or equivalent) taken from basically every relevant hero/anti-hero in Earth (as well as the ones that stayed for some time in the planet, like the Green Lanterns). Additionally, for an extra **200 CP**, this collection will be expanded to also include every relevant villain. These samples are limited in number, but they do regenerate in number yearly and you'll find multiple redundant samples of the same heroes in the container, however stronger heroes will have fewer samples, with heroes like Batman and Green Arrow having dozens and dozens of samples while having four or five samples of the likes of Martian Manhunter and Superman for example.

As a bonus, among all the other genetic samples, there is also a special sample developed by Emil himself, the DNA sequence of a certain Kryptonian female. You're free to do whatever you want with these genetic samples, like using genetic engineering to grant their biological abilities to others or even clone them if you have the needed resources and skills. Lastly, this collection will grow to add new usable samples for the notable heroes (and villains if you've purchased the upgraded version) of each future world you visit.



The Control Device (300 CP): By using his impressive intelligence, Lex Luthor managed to create a special type of cubic device capable of brainwashing people. Without going into the specifics of the device's workings, it's able to control specific targets as they fall into REM sleep, with them waking up the next day with no knowledge of what happened the night before. Each device can only be attuned to a single person, so a new one will need to be built to each new person.

The device needs to stay close to its target for around an hour in order for it to attune to their brainwaves' frequency, but, once this process is finished, the device's owner will be able to exert control over the subject.

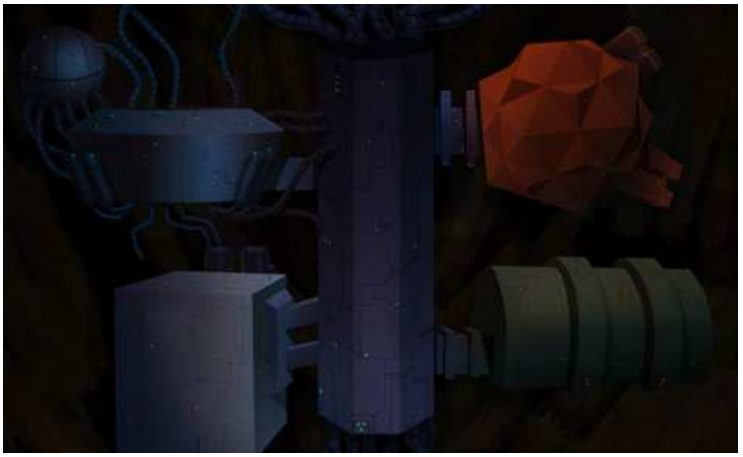
While brainwashed, the targets will be unable to speak by themselves, however, if you push them too far past their normal actions, they might reject the control altogether.

Fortunately, these devices can be further upgraded with the needed resources to strengthen their influence to the point device's owner will have nearly unlimited control over them. Once they're fully upgraded, there is a further level of control, as their consciousness might be released while they're in their mind controlled states, but they'll still be fully forced to obey commands and won't keep any memory of what happened. In this state, their perception can be modified, like preventing someone from pleasuring themself at the same time the stimulation they get from pleasuring others is amplified. However, at least initially, the device will need to stay close to them in order to ensure they're still controlled in this aware state.

Furthermore, these devices usually have three levels of strength, with stronger beings requiring higher level devices, even more considering some beings may have resistance towards mind control/brainwashing.

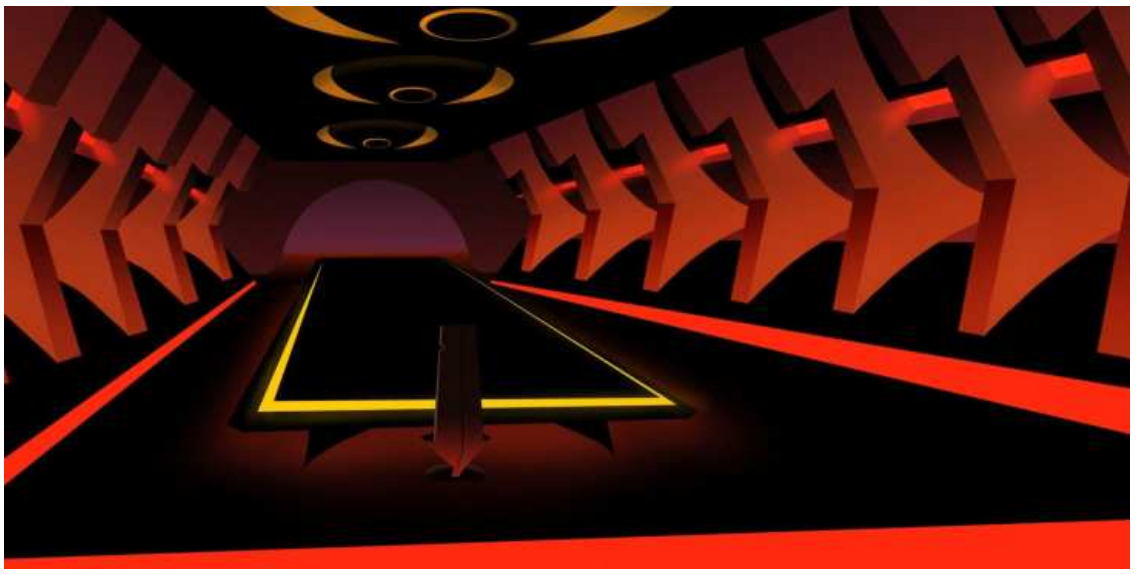
By taking this item, you'll receive a single level 3 device that will already be fully upgraded once it attunes to its target, capable of controlling even the likes of Wonder Man or Flash as well as allowing them to take on more "lucrative actions" far beyond their normal actions from the start.

As a bonus, you'll also receive all the blueprints needed to build all three tiers of these brainwashing devices, allowing you to even mass produce them if you have enough resources and money, as well as instructions needed to someone learn how to flawlessly operate them even if they lack your impressive intelligence.



Secret Evil Lair (400 CP): As any proper supervillain, you now have your own secret evil lair, in the form of an entire complex hundreds of feet underground beneath LexCorp in Metropolis. This secret lair contains four main blocks, consisting of living quarters (as well as cells), a vault for you to store your trophies, a defense system control room, and a laboratory with high quality equipment, including drones.
Additionally, if you also have the **Heroic DNA Samples** item, the laboratory will be updated with a fully operational cloning facility with several tank-like chambers capable of growing clones from the genetic samples you have access to.
It'll take around 15 days for a clone to reach maturity and become able to live outside the tube. Once you remove them from the tube, the laboratory will have equipment that allows you to insert memories into them whose process takes hours and usually results in hazy memories. You don't need to worry about any clone becoming defective as long as you don't use unstable genetic samples as their basis.
Finally, your secret evil lair will follow you along your chain, appearing in any place of your choice in future jumps, as well as retaining any modification done to it and being legally yours. Additionally, you may combine your secret evil lair with any other underground structure you have if you want to.

Last Piece of Brainiac (400 CP): After Brainiac was physically dismantled from your body by Flash, Gorilla Grodd came in possession of his supposedly last piece on Earth, but, despite this, you managed to find and acquire a second small fragment of the super intelligent kryptonian A.I. obsessed in ensuring his survival, replication, and improvement. Fortunately (or unfortunately depending on your plans with it), there is no copy of Brainiac within it, meaning there is no risk of him awakening and attempting to possess anything near it.
However, this doesn't mean that this fragment is worthless, as it still contains a complete database of all of the technology acquired and/or developed by Brainiac, from all the technology used in Krypton up to the advanced nanotechnology of the Dark Heart for example.
However, even if you'll have easy access to this database through any computer you have, keep in mind that it'll still take at least a **12th Level Intellect** to have some chance at reverse engineering the most advanced technologies from the fragment.
If lost or destroyed, you'll receive a replacement fragment at the beginning of the next jump or after a decade, whichever comes sooner.



Legion of Doom Hideout (400 CP): You managed to acquire your own hideout to serve as your evil organization's headquarters, be it the actual Legion of Doom or any other similar organization. During this jump, your hideout will be a large-scale underground base located beneath a discrete warehouse in Metropolis, however, it'll assume a new appropriate form for each future world you visit, such as a space station, a base deep inside a mountain or somewhere equally hidden.

After all, you either need to be deep beneath the Earth or high up in the sky or outer space. It's just the kind of a rule if you want to be taken seriously as a large-scale base.However, this isn't just a generic secret base, as it's also the meeting point for all the villains in friendly terms with you and the Legion of Doom, where you'll be able to hire them in exchange for a fair amount of cash or another similar resource they consider valuable. This secret base will count as a neutral zone, so no violence between villains will be possible, as well as they won't be able to report its location to any hero.

Post-jump, this will keep working, with villains that are known for working well in organizations/teams and that aren't hostile against you casually visiting your secret base, with you also being able to hire them in the same way as you could hire the members of the Legion of Doom.



Iceberg Lounge (400 CP): Either you somehow acquired Penguin's renovated personal nightclub or built your own, you're now the legitimate owner of your own Iceberg Lounge located in Gotham City. This lounge is essentially a luxurious nightclub with an arctic theme to the point of even having an artificial lake in the middle of the main room with an iceberg and real seals. It was made to serve the high society of Gotham, as well as serving as a perfect cover for any criminal activities negotiated inside the club as no police or similar authority will investigate the place as long as it's not directly involved with any violent crime.
Your nightclub's resources such as its expensive drinks will replenish daily, as well as always remaining clean and with a pleasant temperature despite the arctic theme. It also has a staff formed by several attractive individuals of your preferred gender(s), all of them wearing skimpy outfits with bowler hats by default and being skilled enough to double as your criminal henchmen if needed. They're completely loyal, counting as your followers, and they're able to properly manage the lounge in your absence.
Furthermore, your Iceberg Lounge will reappear in any city of your choice in future jumps, as well as retaining any modification done to it and always having legal permission to operate as a completely public nightclub. Lastly, if a world's local high society is more refined than Gotham's or has some more specific tastes, then your lounge might be upgraded to match their standards if you want to.







LexCorp (600 CP): Normally, the LexCorp would've been taken from you by the government after you were sent to jail, but, by taking this item, you'll become the legitimate owner and commander of this group of multinational corporations headquartered in Metropolis once again. Furthermore, the LexCorp itself will follow you in your Chain, reappearing in future worlds you visit accompanied with its staff as well their buildings, sub-organizations and all of its resources. Its staff will count as your followers and will be completely loyal to you.
The corporations will also have a team of skilled administrators and directors to lead it if you don't want to worry about controlling them directly at all times. As advice, considering how bad your reputation is with the general people, it would be a good idea to choose someone else to be the public face and acting CEO of LexCorp, at least for now. Maybe Mercy would be the best candidate for this position considering she already has experience in being the CEO of LexCorp.
As a bonus, the LexCorp's main servers in its main building contains a complete database of almost every piece of technology and scientific breakthroughs developed by Lex Luthor and his team of scientists so far, including, but not limited to, high-tech battle suits/exoskeletons, Metallo's android body (including its supposed upgrades), the Kryptonite-fusion engine that powered Lexor City, and even the dampening field used in the prison.
The only exceptions to this are the **Teleporters** and **The Control Device**, as you'll need to purchase their respective items in order to receive their blueprints.









League of Shadow (600 CP): As the Lazarus Pit is having diminishing returns on him due to his old age and he can't overuse them due to the risk of insanity, Ra's al Ghul's health is failing and his death is near. However, he's still avowed sexist, so he'll only hand his power as the leader of the League of Shadow to another man. This leaves his daughter, Talia, in a complicated situation, as, even if she reunites powerful allies to support her, Ra's won't transfer his position directly to her while he's alive. With this in mind, Talia came to you with an interesting offer: take her father's place as the Demon's Head and partner with her. Reluctantly (extremely reluctantly if you're a woman), Ra's al Ghul accepted you as his successor and gave his blessing to you in order to protect his precious daughter, as well as he also performed your wedding ceremony with Talia according to the traditions.
Now, you're officially the supreme leader of a vast and powerful organization with a massive system of intelligence and tremendous resources, being formed by highly trained assassins, spies, scientists, and soldiers. The League of Shadows will follow you to future worlds, with its members counting as your followers and its main stronghold that also contains its own Lazarus Pit, located in Nanda Parbat, becoming a fiat-backed building.
Lastly, as you basically married Talia, with Cheshire and Lady Shiva willingly offering to become your concubines, they'll follow you as your followers or they can be imported as Companions, taking a single Companion Slot, if you prefer.





Themyscira (600 CP): The legendary island of the Amazons and city-state of Themyscira, protected by the old gods and isolated from the outside world thanks to a magic shield that covers the entire island and keeps its location hidden from outsiders. Usually, such a place would be a paradise ruled by the immortal queen Hippolyta, however, thanks to your Benefactor's machinations before your arrival here, you managed to challenge the queen's right to rule. After defeating her in a fair combat as described in the ancient laws and confining the former queen in the Reform Tower for her "failures" towards your people, you're now the new ruler of Themyscira, even if you're a man.

Fortunately, while many Amazons disapproved of your rule at the beginning, now you earned their trust and they're loyal to you, considering you as their rightful ruler even if some of them are still dissatisfied with you and would prefer Hippolyta as their queen. Essentially, as the king/queen, you have a powerful nation of warrior women under your control to act as your army to whatever other ~~entertainment~~ purposes you have for them, with access to the entirety of the resources possessed by Themyscira.

Finally, Themyscira and its population will follow you to future settings, appearing somewhere in your starting world and retaining modifications, with the Amazons that aren't notable heroines counting as your followers. However, the imprisoned former queen, Hippolyta, is a special case, as you can bring her as your follower as long as you can convince her to follow you through your Chain.






Companions



Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump. Furthermore, you'll be able to decide your Companions' backstory in this world if you don't want them all to be villains like you.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.



First Target (Free - Requires The Control Device, incompatible with Freedom Is The Right Of All Sentient Beings): Now that you finally got the first version of the device in your hands, you'll need to choose who will be your first target to control. As it'll take a bit more work to control the powerful heroines, you'll need to pick one of the three less "meta" heroines to begin the operations: Batgirl, Huntress, or Black Canary. Regardless of your choice, she'll already be controlled by a device that has already been upgraded to its final state, not only allowing you to make her take on actions far different from her normal actions but also to control even her sensations and perceptions while keeping her mind intact.



Mercy (Free - Incompatible with The World’s Biggest Villain): She's a tough woman with a checkered past who is currently working as your personal bodyguard and chauffeur, as well as having some story involving you. In addition to her incredible fighting skills, she also has all the needed skills to act as a big corporation’s CEO. Furthermore, her true nature is that of an adrenaline junkie, as she loves the excitement brought by this crazy life of heists and explosions. She even got a tommy gun next to her bed due to her feeling naked when she doesn't have a gun on her.



Roulette (Free - Incompatible with The World’s Biggest Villain): She’s a conniving entrepreneur who used to run a fighting ring that featured super-powered villains, but, as she’s having serious financial problems just like you, she decided on investing on a new branch of business, the only thing that sells better than violence, sex. She’s the perfect choice to run a possible Meta-Bordello, being highly skilled when it comes to business management and manipulation. Roulette is also highly greedy to the point of actually getting turned on by thinking about money.



Tala (Free - Incompatible with The World’s Biggest Villain): She was the Project Cadmus’ Division Head responsible for magical and mystical projects, until she was betrayed by Faust and released by Grodd, but, once you defeated him, she became completely loyal to you, to the point of even calling you master. While Tala is a gifted and powerful sorceress, her greatest weapon is her knowledge of sorcery that allow her to create several different magic items and potions, but, unfortunately, a lot of her materials is still at Cadmus, so you’ll need to recover them before she’s able to actually create something useful. Lastly, she’s also good at giving massages.



Harley Quinn (Free - Requires Annoying Clown): She was the no.1 sidekick of the Joker, having an unhealthy devotion towards him, despite him usually treating her as if she were worthless, however, after a failure on a thief caused by her, the Joker simply decided to discard her. You found her right after the Joker slapped her and threw her on the floor, so you decided to give her shelter and even helped her to steal a precious diamond in a failed attempt to recover the Joker's trust. Currently, Harley has already completely given up on the Joker and has redirected her devotion completely to you, being fully willing to act for you with the best of her abilities. In addition to being an excellent fighter and having a complete set of skills related to entertainment, she's also an incredibly skilled psychologist and manager.



Galatea (100 CP - Discounted with Heroic DNA Samples): She wasn't supposed to exist yet and, depending on your actions, she might not even be created at all, but, if you want to, you can pay a special price to get her as your Companion right now. Galatea is Supergirl's clone that you created using professor Emil Hamilton's samples of the original Galatea, having all of Kara's powers as a Kryptonian in addition to having a more mature physique than Supergirl that is noticeable due to her bigger … muscles.
Furthermore, she's completely loyal and horny towards her daddy, you, as this trait is reinforced by being literally built into her genetic code and mental layout. This version of Galatea also has fake memories of fighting the Justice League and being critically injured after disobeying your orders so she has a strong thirst for revenge against the heroes as well as being unwilling to disobey you again despite being quite the hot head.

Scenarios

You can take as many scenarios as you want, as long as they aren’t incompatible.



Royal Matrimony: Kaznia is a European nation located in the Balkans, however, this country has always been troubled by poor leaders, as well as a long-running problem with civil war and other forms of domestic unrest. It’s currently divided between multiple factions, the most prominent of which are the Northerners and Southerners, with the Southerners being the closest equivalent to the country's "legitimate" government in the form of a hereditary monarchy.

Normally, needing a platform from which to hatch his plans for world domination, the immortal Vandal Savage would start the preparations to marry the current throne’s heir, Princess Audrey, however, if you choose to take this scenario, things are going to be slightly different.

This time, the previous monarch, King Gustav, started to doubt Savage's intentions, so, instead of simply arranging his marriage with Audrey, he decided to send an invitation to join a “competition” to determine who would win the affection and hand of the princess first. After all, you’re a wealthy and powerful individual that had a good relationship with a previous Kaznian regent, so you’re the prime candidate to oppose Savage in this quest. This competition ended up being basically part of the king’s last will as he was poisoned by one of Savage’s agents after it.

In summary, your quest in this Scenario is to either conquer Audrey’s heart or at least convince her you’re the best candidate to be her future husband before Savage manages to find a way to force her to marry him.

Keep in mind that Savage will try anything to ensure Kaznia will be ruled by him, so you’ll also be ready for him to actually try to eliminate you as he doesn't want to start his world domination plan from zero.

Lastly, to make this Scenario more of a challenge, Audrey will gain immunity against any mind control, manipulation, and/or seduction-based abilities/devices you might have, so you’ll need to actually use your charm and wits to conquer her.

-Reward: By actually managing to conquer the heart of the princess (or at least convincing her to willingly marry you) and become her lover, as well as permanently preventing Vandal Savage from assuming the throne, the now **Queen Audrey** will follow you along your chain, effectively letting you take her as your Companion for free.

Furthermore, after the legitimate wedding with Audrey, you were officially crowned the prince(ss) of **Kaznia** and have become the nation's true monarch as she isn't interested in becoming a ruler now. As a bonus, Kaznia will also have its civil war ended and will become an unified nation under your control. The country and its resources will follow you to future settings, appearing somewhere in your starting world. Additionally, its population and its army, as well as the staff and security members taking care of the royal castle (including the best maid Sonya) will also accompany you to future worlds, counting as your followers.







Gotham Nights: Usually, the Penguin used to organize the Annual Gotham Villain's Ball as a low-key affair, but, since the expansion of his newly rebuilt Iceberg Lounge, he decided to expand the event and make it into the event of the season, by inviting several villains, such as the Riddler and even the current Ventriloquist & Scarface, as well as some that are from outside Gotham. Not just this, as he's also helping Veronica Vreeland to organize a fundraiser party for the elite of the city, like Janet Van Dorn and Bruce Wayve, and even for a few criminal overlords, such as Thorne and Duquesne. This high society party will happen on the next night of the ball.

However, something happened with Cobblepot. Maybe he was imprisoned again or he's simply sick, but, regardless of the exact reason, he's now completely unable to keep organizing both events, so, in a desperate measure, he sent you a request to temporarily take over his role as the lounge's manager and prepare the events that will happen in two months from now.

Your main goal in this scenario will be to organize both luxurious events and ensure both of them will happen perfectly with the guests (including Veronica) returning to their homes/hideouts being mostly satisfied and without any major incidents, such as two villains starting an actual fight or the police invading the ball.

Keep in mind that you'll need to keep several dangerous villains in check and there'll be at least one infiltrated police officer among the lounge's staff. You'll also need to ensure Veronica's party will raise enough funds from Gotham's high society (or pay by yourself if you got enough money) to get on the news and thus improve her public image even further.

Furthermore, in addition to your hosting duties, you also have a side objective that will grant you extra rewards. In each one of the two events, you'll have the chance to seduce one of the guests while working to keep the party pleasant for everyone. However, to make things more interesting, all the guests will gain immunity against any mind control, manipulation, and/or seduction-based abilities/devices you might have access to, so you'll need to actually use your charm and wits to conquer them.

-Reward: After you successfully hosted both the Annual Gotham Villain's Ball and Veronica's fundraiser party for the city's high society, the Penguin saw your success and decided you're the best option to be the club's manage, so, how he also owed you a lot of money after it, you've become the official owner of the **Iceberg Lounge**, with it working exactly as described in the **Items** section.

Additionally, if you also have managed to complete the side objective by seducing one of the villains and/or one of Gotham's elite citizens, then they'll decide to follow you along your Chain, effectively letting you take them as your **Companions** for free.







Corrupted Paradise: A few months after your arrival here, the daughter of the Amazon Myrina and Darkseid, Grail, will come after you in order to request a troublesome task as well as support to her mission of claiming Themyscira's throne, regardless if your body is that of a regular human or not. Your quest in this scenario will be to help Grail's own quest, but there are a few objectives and requirements you must fulfill to succeed in this scenario.

As the first part of her scheme, she'd like you to somehow secure the Amazon Princess, Wonder Woman, for her, so capturing and finding some way to control or imprison her will be your first mission. It's up to you to decide how you'll do it, but the **Control Device** is arguably one of the best available options for you.

Once you secure Diana and prove your worth to Grail, she'll agree to treat you as her partner in this mission and give you some suitable rewards for your contributions. Your next step will be to travel to Themyscira, with Princess Diana serving as the key to ensure your passage to the island as it'll prevent the Amazons from attacking you on sight.

There, Grail will challenge queen Hippolyta's right to rule and defeat her in a fair combat. As described in the Amazons' ancient laws, Grail will become the new queen of the Amazons and confine the former queen in the Reform Tower for her "failures" towards your people, but, now that her plan is mostly completed, you'll reach the most important of this scenario for you.

The new queen will then be able to bestow you with the title of “Prince” or “Princess”, meaning your authority is only below hers but it doesn’t seem to hold much weight with the Amazons, as they’re some of the most stubborn people you’ll ever meet, so the only path available for an outsider like you will be to prove yourself to them without using any mind control or manipulation abilities/perks, but keep in mind that such a feat will be even more difficult if you’re a man.

Regardless if you’re a man or not, expect multiple assassination attempts from Amazons that will be against your presence and authority, but, at least, Grail will appoint a bodyguard (usually Nubia) to try to protect you, but even the queen will be expecting that you’ll end up being killed soon. Furthermore, your goal won’t stop at merely gaining the Amazons’ trust and respect, as, until the end of your stay here, you also must find a way to “corrupt” Grail or at least find a way to control her and her mother Myrina, becoming the highest authority in the island even if just behind the scene. Lastly, unrelated to your goal in this scenario, you also need to be aware that your presence in the island will allow the goddess Circe to infiltrate Themyscira, so she might or not be a threat depending on her relationship with you.

-Reward: By actually becoming the de facto ruler of the legendary island of the Amazons, your first and main reward will be **Themyscira** itself, with it being exactly as described in the **Items** section. Furthermore, the two main Amazons you have “conquered” during your quest to take over Themyscira, **Queen Grail** and **Wonder Woman**, will decide to follow you and accompany you along your Chain, effectively letting you take them both as your Companions for free.








Two Sisters: The relationship between the two Tamaranean princesses is, to say the least... very complicated and full of hurt and other problems.

Koriand'r, better known as Starfire, is a cheerful, bubbly and naive princess who thinks highly of her “sweet” older sister, Komand'r, as Starfire has been sold as a slave several times and her sister rescued her all those times. Her time as a slave caused her to develop a severe inferiority complex, causing her to rarely think herself as anything better than a slave depending on the circumstances, as well as making her considerably subservient towards her sister.

On the other hand, Komand'r, better known as Blackfire, is the firstborn princess of Tamaran whose personality is the polar opposite of her younger sister, as she’s grim, cunning, deceitful, immoral, sadistic and unremorseful. Basically, she has all the optimum qualities of a villain, to the point of even thinking her sister is pretty much retarded even for their backwards planet. Blackfire used to sell Starfire off as a slave all the time when she needed some cash. Then she’d steal her again dressed up as a Gordanian, or something stupid, and sell her again. In her eyes, her loving younger sister is nothing more than her little orange money machine and servant.

As you can see, both sisters have their own complicated problems, especially Blackfire, but, fortunately, we have you. Your goal in this scenario will be to find a way to properly fix their relationship, as well as helping them to lead with their negative personality traits, while having an at least friendly relationship with both of them. To make things more interesting, no mind control/manipulation will work on them, so they’ll need to willingly make up.

-Reward: As you finally helped the sisters to restore their bond and fix (almost) all the problems their relationship had with probably a lot of effort and time, both **Starfire** and **Blackfire** will decide to follow you along your Chain, effectively letting you take them both as your Companions for free. Not only this, but, as a bonus, the two sisters will take a single Companion Slot unless you decide to import them separately in future jumps.





The Warrior Queen: A few months after your arrival in this world, you were doing your things calmly when an armored woman with a cape and a sword suddenly smashes through your door and challenges you to a duel. This woman is Maxima, the queen of the planet Almerac, who is still obsessed with finding a worthy husband who can beat her in battle after she was rejected by Superman years ago. Recently, her patience has been running thin as she has been struggling to find anyone worthy of even challenging lately.

However, after hearing about you being Superman's arch-enemy, Maxima decided you have promise as his supposed equal so she challenged you in combat to find out if you're worthy of marrying her, regardless of your actual gender.

Of course, Maxima doesn't care about your consent, as denying the duel isn't an option and defeat means death for you, so you have no option other than facing her in battle. Under normal conditions, Lex Luthor would be capable of attuning a control device to her and, using it, he would make it look like he overpowered her, but this isn't an option for you.

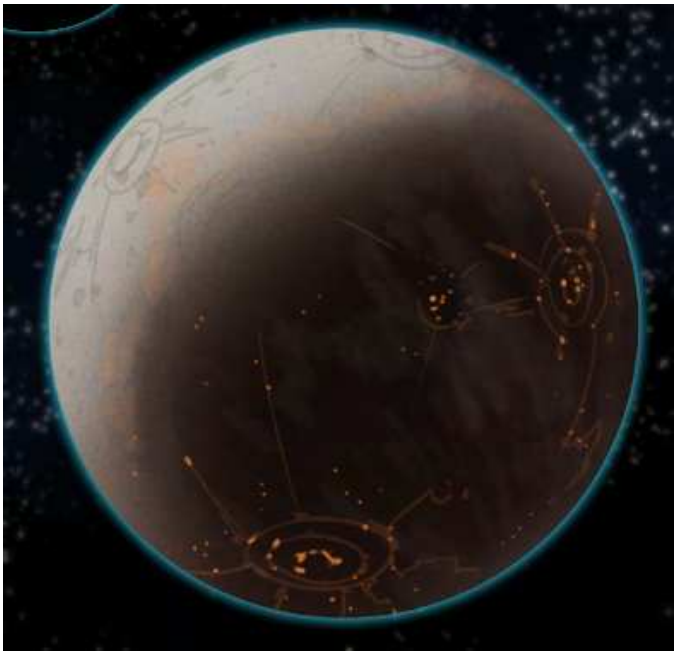
To make things more interesting, Maxima will gain immunity against any mind control, manipulation, and/or seduction-based abilities/devices you might have access to, so you'll need to actually defeat her in combat (not necessarily fair combat) in order to complete this scenario.

Keep in mind that Maxima is a physical powerhouse who is extensively well trained in the art of physical combat, thus making her capable of going toe-to-toe against the likes of Superman and Lobo. She's also capable of some limited matter manipulation to create simple clothing and weaponry, with her high-tech bracelets allowing her to open portals and fire powerful energy blasts. Good luck, you'll need it.

-Reward: As you finally proved your worth by besting the queen of Almerac in open combat, **Queen Maxima** will follow you along your chain as your loyal wife, effectively letting you take her as your Companion for free.

Furthermore, after marrying her and becoming the newest monarch, **Almerac** and its entire population will follow you alongside your Chain, with the planet reappearing in some safe planetary system in the future settings you visit. As an added bonus, the Almeracian population won't be on the verge of revolt, so you won't need to spend at least a few hours contacting the governors of various regions and negotiating deals with them, and they'll count as your followers. Lastly, while the Almeracians are far more technologically than modern humankind and are a force to be reckoned with, the average Almeracian likely has a physical condition comparable to a human being, as the queen's superhuman attributes are likely the result of her royal lineage.







Injustice Route (Requires The Control Device or another similar mind controlling perk/item): Normally, Lex Luthor would develop the Control Devices to brainwash several heroines and even some villainesses in order to use them to expand his influence and control, as well as supply the Meta-Bordello with incredibly enticing workers. Under normal conditions, you wouldn't be forced to follow the same path as him despite you replacing him but, by taking this scenario, your goal here will be to brainwash and/or capture all the main heroines and villainesses of the game, as well as effectively corrupt them to ensure they'll be obedient towards you, that is, basically "100% the normal game".
It's up to you to decide how you'll corrupt them, as your methods can range from "training" them through commands or even using some form of blackmail, but as long as you brainwash and fully corrupt at least one of them, this scenario will not count as a failure and you'll receive your deserved reward, but your rewards will be better if you manage to capture all of them. Furthermore, you'll also need to take care with the other heroes that might try to stop you.

The girls you need to brainwash and corrupt to complete this Scenario and receive its main reward are: Artemis, Batgirl, Black Canary, Blackfire, Cheshire, Crush, Cassie, Darci Mason, Donna Troy, Hawkgirl, Huntress, Killer Frost, Lois Lane, Miss Martian, Raven, Starfire, Stargirl, Supergirl, Superwoman, Terra, Vixen, Wonder Woman, and Zatanna. Additionally, the following villains are optional to capture so you won't lose this scenario's extra reward if you don't brainwash them: Catwoman, Cheetah, Circe, Giganta, the second Harley Quinn from another dimension, Jinx, Livewire, Morgaine, Poison Ivy, Queen Bee, Ravager, Rose Wilson, Star Sapphire, and Volcana.

-Reward: Firstly, after finishing your quest here, you'll be able to take all the heroines and villainesses you brainwashed and corrupted along with you in your Chain as your Companions for free. Not only that, but your **Harem** will also only occupy a single Companion Slot if you don't want to import each girl individually in future jumps.

Furthermore, if you have managed to corrupt all the main girls, then you'll also receive an extra reward, the **Perfected Control Devices**, a set of twenty unique Control Devices that have been modified and augmented by your Benefactor, greatly enhancing their power. Each one of these devices is able to perfectly control any being that has something akin to a brain, regardless of any kind of resistance they might have against mind control, requiring just ten minutes of constant exposure to attune to their targets and reach unlimited control over them without the need of any extra upgrade. You can even freely edit the targets' personality and memories through the devices.

Of course, the mind control over the victims is absolute for as long as the attuned devices remain active, so, if they're destroyed, the victims will recover control over themselves. Furthermore, you can expand each device's effect to brainwash multiple beings at once in exchange for proportionally weakening the control over them. If lost, destroyed, or used, you'll receive replacement devices at the beginning of each jump or after ten years, whichever comes sooner.





Superhero Route (Requires The World's Biggest Villain): The worst scenario has already started, because Lex Luthor has already won by capturing and controlling all of the main heroines and even his villainous rivals, as well as having acquired the resources needed to finally put his plan of world domination on action.

Most of the brainwashed superheroines are still living their usual lives unaware of what's happening with them during the nights and, to make things worse, no other hero or government in the world is aware of what Lex Luthor is planning, to the point that not even Batman or Amanda Waller will be ready for what is coming.

Considering this, it's just a question of time until the whole world is under Lex's command, so it'll be your responsibility to be the hero who will not only stop him, but also rescue all the captured heroines and save them from their brainwashing.

Keep in mind that you'll be facing this world's Lex Luthor at his most dangerous.
In addition to having nearly unlimited control over all the main girls of the game and being the leader of a fully developed Legion of Doom (in addition to having contacts with other villains all around the world such as Vandal Savage and Gotham's many villains), he'll have full control over LexCorp, the League of Shadows, and even Themyscira and its army of Amazons, unless you have purchased their respective items. He's also the current ruler of the planet Almerac due to him marrying Maxima, so the planet's entire population, army, and resources will also be available for him to use on his conquest. Fortunately, he wasn't able to put his hands on Brainiac's fragment, so he doesn't have access to its technology. Good luck, you'll need it.

-Reward: After finally defeating Lex Luthor and saving all the heroines, it's the time for you to receive your deserved rewards. First of all, despite your initially villainous origin, your reputation as a **Hero of Justice** that you acquired will accompany you even in future worlds. Even if you're a Drop In, people will instinctively sense you're someone that fights to protect the world and the innocents on the side of the heroes, as long as you don't prove otherwise. Furthermore, if a future world you visit has some main group or organization of heroes, like the Justice League here, you'll be able to start the jump as already a member of said group by free as long as you don't pick any contradictory origin. These effects can be toggled on or off at the start of each jump, if you want.

Additionally, you also receive the unique perk, **Heroic Healing**. Either through psychological/emotional support or through some actual healing ability you might have access to, you're able to easily heal other people from any psychological wound such as traumas and abuse consequences, as well as undo the effects of any form of brainwashing over time. With enough time and effort, you'll be able to help all the heroines who were captured and corrupted by Lex to recover their previous lives and personalities without any lasting problem.

Drawbacks

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Supplement Mode (Free): By taking this toggle, you can use this jump with any other DC jump, essentially merging both worlds in a single one with the traits of both. The single rule is that you must stay at least ten years in the resulting world even if your stay in the other jump would be shorter than a decade. This is the right option for you if you think it would be neat to be able to do the lewd stuff and the serious stuff at the same time.

Earth-11 (Free): One could say that there are so many waifus in this world but not enough husbandos. If this is a problem for you, here is the solution. By taking this toggle, every person in this world will be genderbent, with the waifus becoming husbandos now. Optionally, if you prefer, this toggle might instead affect only the game's main waifus, affect everyone except them, or even selectively gender swap specific characters of your choice in this universe.

Freedom Is The Right Of All Sentient Beings (+100 CP): Let's be honest here, brainwashing and mind control are crimes very far from being morally right, so, if you're willing to not use this in this world, I can pay a small reward. Essentially, by taking this drawback, you, your Companions and your followers will lose their ability to brainwash/mind control any sentient being through any means you would normally have access to.

Annoying Clown (+100 CP): Gotham's Clown Prince of Crime, the Joker considers you one of his … best buds? Well, while you technically got yourself an ally, the Joker only brings problems and headaches for those close to him, as you lost two hundred millions the last time you got involved with him. Recently, he's having bad luck as Batman managed to shut down all of his operations in Gotham City so he decided to come to Metropolis to meet his old pal, you. Unfortunately for you, this means that the Joker will now annoy you at least on a weekly basis, trying to involve you in his schemes or even trying to blackmail you using your secret operations if he can, but, even if you kill him, he'll always somehow come back. He'll also bring Harley with him (at least in the beginning), so, if Mercy is your Companion, I advise keeping them away, as they hate each other and will end up fighting if they meet.

I Left Most Of My Materials in Cadmus (+100 CP - Can't be taken with Generic Item Loss Drawback): Something went wrong during your entrance into this universe and it resulted in you losing almost all of your out-of-jump items that aren't buildings. The good news is that they're here in this world, but the bad news is that they're currently stored in several different but thematically appropriate locations around Metropolis and the rest of the world, with technologic items being stored in

places like Cadmus or the Star Labs while your magical items could be stored in places like random museums or a wizard's base. Some of your more powerful items could even be stored in the Watchtower if you're unlucky. Fortunately, these items are merely stored in these places, with no one using them for anything, so you just need to find a way to steal them back, or then request someone to do this for you.

Bizarro Jumper (+200 CP): Maybe you're an unstable clone, but, regardless of it, something warped your mind. Fortunately, your personality, memories and even intellect are intact but now you started to speak just like Superman's deformed clone, Bizarro. This means that your vocabulary will be pretty limited, mainly represented by the lack of nominative case when you're using pronouns and the lack of proper verb conjugation. To make things worse, you'll also usually say the opposite of what is really meant in a situation, such as negating verbs or replacing adjectives/nouns with their opposite.

Kryptonite Poisoning (+200 CP): When Brainiac was still inside you, he healed your body from the kryptonite poisoning you were suffering due to years of constant exposure to its radiation. However, now that he was physically removed from your body, this kryptonite-induced cancer regressed and you're now dying once again. Fortunately, Brainiac's efforts weren't entirely in vain, as the spread of the cancer slowed down considerably. Although you will get sicker and weaker as the disease progresses, it'll take more than a decade until you die from it, however, every time you're exposed to kryptonite's radiation, the disease's growth will speed up, so I advise you to stay as far as possible from those green rocks.

Restricted Content (+200 CP): Are we in a Japanese pornographic movie? Because every intimate area (like breasts, ass and even pubic hair) and mainly genitals are censored in your vision, like seeing them covered with black bars or heavily blurred/pixelated for example. Fortunately, this doesn't prevent you from having sex or doing any other sexual act.

The Suicide Squad (+200 CP): The Task Force X was a field black ops team and special research unit formed by condemned criminals and villains under Amanda Waller's command, with some members being Deadshot and the second Killer Frost. They carried out suicidal missions for Project Cadmus before it was disbanded, but, by taking this drawback, it seems like Waller took your freedom seriously because she decided to reform and expand the Task Force X to carry on her secret missions. This new Task Force X will be formed by ten random relevant villains that could've been your allies under normal conditions, with each one of them having explosive nanites on their bodies that will detonate if they desert. Fortunately, as you're legally innocent for now, Waller can't send her squad to attack you directly despite her grudges with you, but she can use them to investigate you or attack your allies and operations. Lastly, the only villains that won't be possible options for this squad are your Companions and the ones directly related to the scenarios/drawbacks you take.

Ugly Bastard (+300 CP): You've lost in the genetic lottery in some way. Maybe you're somehow a deformed clone, but this doesn't matter now. Your mutation wasn't beneficial for you, at least, not with your appearance. As a result, you're ugly, while not monstrous or disgusting, but you're still a 2/10. You're probably deformed with scars, have unattractive inhuman features or you're simply ugly. I hope you're at least charming and charismatic enough to compensate for your looks.

Vow of Celibacy (+300 CP - Can't be taken with Generic Power Loss Drawback): This drawback is extremely simple. You can't have sex. This also extends to any other related sexual act that involves other people, like blowjobs and footjobs. If you do, you and all of your Companions will lose access to all of your out-of-jump perks, items and even to your Warehouse until the end of the jump. Now, I need to ask: why are you even here in this world?

The World's Biggest Villain (+300 CP): By default, you would replace Lex Luthor and take his role as this world's protagonist, however, things will be different if you take this drawback. While you'll still have the backstory of a random villain, you're not the protagonist anymore, as Lex Luthor still exists in this world, being exactly as manipulative and villainous as his game version is, as well as having the plot armor expected of a protagonist. Furthermore, while it's not guaranteed he'll be hostile towards you, there's a high possibility of him becoming your enemy at some point if you don't submit to him. Just keep in mind the things that Lex Luthor usually does with his enemies. If you're planning to get in his plans' way, good luck, you'll need it.

Under the Bat's Gaze (+300 CP): While the Justice League still isn't after you and your operations are still hidden, a certain hero decided to take a "vacation" from his crusade in Gotham City and temporarily moved to Metropolis (or whatever city you are currently in) in order to keep a close eye on you as he thinks you're planning something after the president pardoned you and you get out of jail. The problem is that this hero is Batman himself, the world's greatest detective and greatest expert when it comes to making contingency plans. While he is still just a mundane human, keep in mind that this Batman has plot armor protecting him and could even defeat Kryptonians in a fight if he had some time to prepare himself. I hope you can keep your criminal operations hidden from him, because, if he discovers about it, he'll probably warn the rest of the Justice League and they'll come after you with their full force.

Heroine Syndrome (+300 CP): No, this has no relation with the psychological phenomenon which causes a person to seek recognition for heroism. What you have is something all the heroines of this game seem to have, that is, you're considerably more prone to be abused in different ways and potentially even mind controlled by your foes, even when you're more powerful than them. This is even worse if you have taken **The World's Biggest Villain** drawback, as it makes sure you'll be targeted by Lex Luthor at some point.

Injustice Unlimited (+300 CP): Normally, this world's Superman would be your classic boy scout, but, by taking this drawback, this will change as you'll arrive in a parallel universe to the one you know instead. Something went wrong before your arrival here, as, due to some villain brainwashing Superman into killing his loved ones and spreading a lot of destruction, Superman ended up going rogue and conquering the entire Earth, thus becoming a tyrant dictator even more ruthless and unhinged than his Justice Lord version.
Fortunately, the rest of the Justice League are still against Superman so he doesn't have full control over Earth and, despite you being one of his nemesis due to replacing Lex Luthor, he won't personally target you for now, but be aware that he won't hesitate on brutally killing you if he discovers your plans. Good luck on avoiding him, you'll need it.

Apokolips War (+300 CP): I have bad news and worse news for you. The bad news is that it turns out Darkseid was resurrected by his servants somehow using one of Brainiac's last fragments, with he being at the peak of his power, having been fused with the remnants of Brainiac and wielding the Agony Matrix.
The worse news is that he's planning a full scale invasion on Earth. To make things even worse, this Darkseid knows about nature as an interdimensional traveler that might give him access to the greater multiverse so you'll be one of his prime targets. Fortunately, it'll still take around three months for him to completely recover Apokolips' forces due to the civil war that was happening in his absence before they attack the world so you'll still have some time to prepare yourself.

Lex Luthor's Prisoner (+400 CP - Requires The World's Biggest Villain): It seems like you got in the way of Lex Luthor's plans and so he decided to take actions against you. In order to lead with you, he sent one of his henchmen to sneak around you for around an hour in order to attune a control device for you. They were successful in this task, resulting in you being effectively mind controlled by Lex Luthor. What he'll do with you depends on who you are, as he might use you in the same way as the other heroines or he might simply use you as his puppet for some other purpose if you don't fit his tastes.
To make things worse, his control over you will follow the rules of **The Control Device** item, so, while you're awake, you'll be fully unaware of being mind controlled. Even if you don't need sleep, Lex Luthor will be able to force you into a state where you can be controlled with the device for at least eight hours a day. To make things even worse, if you don't find a way to break Lex Luthor's control over you until the end of your stay here, he'll be able to usurp your power and role as a Jumper, gaining access to the greater multiverse. I hope your Companions will be able to notice something's wrong with you, as they'll also be unaware that you took this drawback at first.

Generic Power Loss Drawback (+400 CP): Something went wrong during your entrance into this universe, as if a greater power influenced you. You've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Generic Item Loss Drawback (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Generic Companion Loss Drawback (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.



Ending

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Something Unlimited, ending your chain.

Move On: Go to the next jump and continue your adventure.

Notes

1. This is my second attempt of making a NSFW jump;
2. While this world is a pornographic parody of Justice League Unlimited, you'll still need to worry about greater threats, but, at least, Darkseid and Brainiac are already dead by the moment you arrive;
3. In general, this world is basically the same as the DCAU, but it has some key differences, especially when it comes to some individuals that weren't present in the original setting. For example, the current Ventriloquist is Peyton Riley (not Arnold Wesker), there are two Killer Frosts (with the second one being Louise Lincoln from the Arkhamverse), there are the two Wonder Girls, Darkseid has a daughter (Grail), and Sofia Falcone exists here;
4. As you'll replace Lex Luthor in this jump (unless you take the **The World's Biggest Villain** drawback), you'll have more or less the same backstory as him in this world, so, for example, you would be the previous owner of LexCorp and the one who fused with Brainiac for example;
5. This setting's version of Lex Luthor is still interested in resurrecting Brainiac, but he's nowhere as obsessed with it as his canon version is. This also means you won't inherit any obsession with Brainiac or be influenced by it, even if you were the one who fused with him if you're replacing Lex Luthor;
6. In the same way as the game, your starting location in this world will be Metropolis even if you take the **The World's Biggest Villain** drawback;
7. Fan wank responsibly about the cost of species that aren't mentioned in the **Meta Physiology** perk's description;
8. About the Control Devices, while someone controlled by them will still mentally rest even if they're conscious, their physical body will still get exhausted over time depending on what they're forced to do while in their controlled states;
9. If you take the **Themyscira** item, in addition to generic Amazons, you'll also be able to take every Amazons seen in-game that isn't a notable heroine or villain, like Nubia, Philipus, Pallas, Alexa, Aphrodite's Priestess, Menalippe, Antiope;
10. Additionally, if you purchase the **Themyscira** item without completing the **Corrupted Paradise** scenario, be aware that Grail together with Myrina will eventually come after you to challenge you for the island's throne, so get ready to face her too;
11. If you take both **Mercy** and **Harley Quinn** as your Companions, they'll put aside their differences, even if they still won't actually like each other;
12. If you take the **I Left Most Of My Materials in Cadmus** drawback, even if you don't recover all of your lost items before the end of your stay here, you'll still receive them back at the beginning of the next jump;
13. About the **Corrupted Paradise** scenario, in the game, Lex Luthor needed to defeat many Amazons in sexual challenges while he was being helped by a

Control Device that was enhancing his direct interactions with all of the women within the island's magical barrier;

14. About the **The Suicide Squad** drawback, the villains directly related to scenarios and drawbacks are: Vandal Savage, Penguin, Grail, Blackfire, Joker, Lex Luthor, the villainous Superman, and Darkseid;
15. The **Secret Evil Lair** item is powered by an enhanced Zero Point EM Drive;
16. I'll add a **Superpowers** section when they're implemented in the game;
17. Thanks to neocorvinus for all of your suggestions and motivating me to make this jump;
18. Thanks to DeverosSphere, musab99666, skullking654, Original_name_1111, Thaelin, and RedDragonEmperor87 for all of your suggestions;
19. neocorvinus also suggested a **Robotic Plans** item, but I preferred to not add it now because the Robotics option in the game is only used to build a better body for Darci Mason, so I'll add this item once this option receives new utilities;
20. Unless mentioned otherwise, if any of your items are lost, destroyed, or stolen, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
21. **Drawbacks** are removed after the end of the jump;
22. The game isn't finished yet, so I'll probably update this jump to add new content at some point.

History

V 1.2: Second Update

-Corrected some errors;
-Added new notes;
-Added new images and reorganized some items and perks;
-Added new perks:
-**Interesting Choice of Fashion**;
-**Optimal Post Villains**;
-**The Green Seductress**;
-**Comic Grade Skillset** (thanks to Original_name_1111 for suggesting this perk and helping me a lot to make it);
-Added new items:
-**Hidden Amulet**;
-**Favored Coin**;
-**Superbabes**;
-Added a new scenario:
-**The Warrior Queen**;

V 1.1: First Update

-Added new notes;
-Added the **Earth-11** toggle;
-Added new perks:
-**Stronger Free Will**;
-**Power Attracts More Power**;
-Added new items:
-**Iceberg Lounge**;
-**Summoning Circle**;
-Added a new drawback:
-**Heroine Syndrome**;
-**The Suicide Squad**;
-Added new scenarios:
-**Gotham Nights**;
-**Corrupted Paradise**;
-**Two Sisters**;
-**Injustice Route**;
-**Superhero Route**;
-Updated the **Companion Import** option so you'll be able to customize your Companions' backstory in this world, as being limited to a single origin is a problem;
-Updated the **Heroic DNA Samples** item to add an extra tier that expands the collection to also include villains' genetic samples.

V 1.0: Released