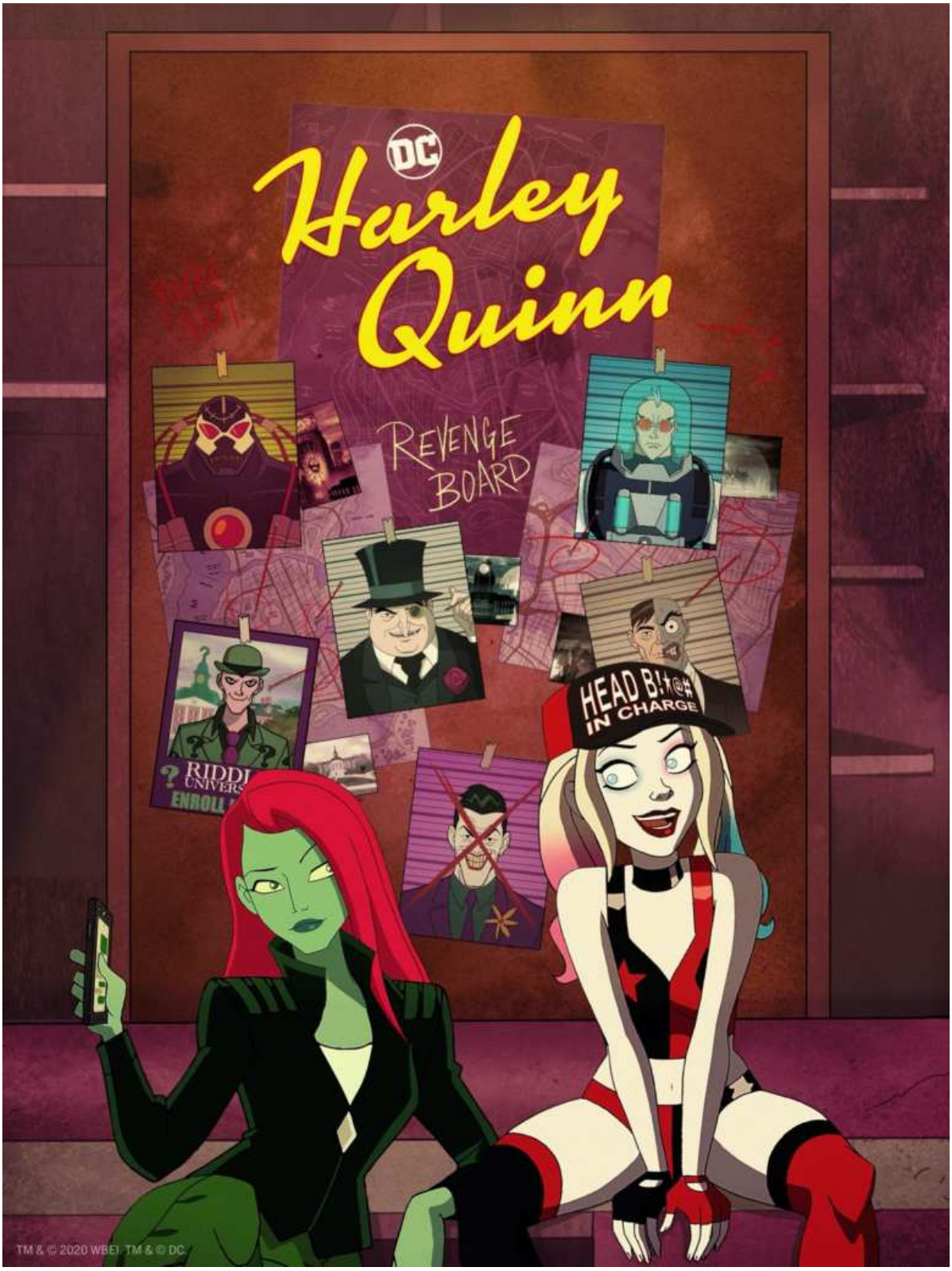


Harley Quinn Jumpchain - CYOA V1.1
By Some Bored Guy On The Internet

Welcome Jumper, I am certain you have heard of the DC Multiverse. For the next decade, you will be sent to the World of Harley Quinn (TV Series)

Like almost every DC Universe, this one has metas, aliens, magic, and billionaires dressing up as bats to beat up mentally ill people. But unlike most of them, this one focuses on the villains, more specifically an upcoming villain.

You arrive in your starting location the morning Harley is sent to Arkham Asylum, or a year later, when Harley is escaping the Asylum together with Ivy and the plot of the series starts.

The story focuses on the journey of Harley Quinn, but the world itself has Kryptonians, New Gods, Magical Beings, and Gods. So you better prepare yourself.

You'll be here for the next ten years. To help you on your journey take this:

+1000cp

ORIGINS

Drop-In [Free]: You have no new memories or history in this world; you'll randomly appear in whatever location you have chosen with whatever you purchased.

Henchman [Free]: Quick to get paid, quicker to die. That is what you are. You are a henchman-for-hire. You are either working at Underworld Talent Inc., or in the crew of one of Gotham's big bads'. Hopefully, you'll find a boss who is not a complete asshole.

Cop [Free]: You are a member of the Gotham City police department. Despite the bad name GCPD might have, they are actually quite competent when it comes to catching ordinary criminals. The problem is they're often outmatched by the super villains of the city, at least that is the case for now. Also, your boss might be going through a severe case of depression right now, you might wanna help him out.

Hero [100cp]: This city needs heroes. It's plain and simple. Even as impressive as he is, Batman can't be everywhere at once. It is time for you, Jumperman, to take up arms in this endless crusade against crime. Go, and be the Hero you were always meant to be. You start as a semi-established Hero in Gotham City.

Villain [100cp]: Fuck that shit. Who the fuck cares. You look out for numero uno. Fuck everyone and everything else. You take what you want, and do what you do. Who the fuck is gonna stop you? You start as a semi-established Villain in Gotham City.

Age: Roll a 2d8 + 18 to determine your age
Gender: Keep your previous gender
Or pay 50cp to determine either of these yourself

LOCATION

Roll 1d8 or pay 50 CP to choose

1. **Arkham Asylum:** The Arkham Asylum for the Criminally Insane, or Arkham Asylum for short. The home away from home for the Gotham villains. Depending on your origin, you might be visiting your old boss, bringing an inmate, intoregorating an inmate, or are an inmate in here. If you are Drop-In, you appear just outside the asylum.

2. **Poison Ivy's Apartment:** You appear just outside Poison Ivy's Apartment. She might not be there, but Frank should be there.

3. **Gotham City Police Department:** you start in the GCPD building, either as an inmate, an officer, or a hero. If you are Drop-In, you appear just outside the GCPD Building.

4. **Wayne Manor:** You appear just outside the gates of the Wayne Manor. Who knows you may be there to kidnap a billionaire under your bosses orders, visiting Bruce Wayne as a police officer, visiting Batman as a hero, or be there to kidnap a billionaire for yourself.

5. **Noonan's Bar:** A bar in Gotham City. The bar is the favored hangout of criminals and villains. Depending on your origin, you might be having a drink with your fellow henchman, searching for a criminal, or a villain, or having a drink by yourself. If you are Drop-In, you appear just outside the bar.

6. **Themyscira:** An island nation where Wonder Woman originally originates from. The island is ruled by Wonder Woman's mother, Queen Hippolyta and is populated by the amazons. You may want to leave soon, as they are not known for their hospitality, at least towards male population.

7. **Hall of Doom:** The headquarters of the Legion of Doom and where they conduct their business from. It's an enormous building shaped like the Legion's skull logo located in Gotham City. You appear just outside their HQ.

8. **Free Choice:** It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

Most Common Super Power [100cp]: The majority of the important people on this Earth are badasses who look good in spandex, and now, so are you. Your appearance has been boosted to a solid 10 out of 10.

You Can't Fuck With Lois Lane, People [200cp]: People tend to avoid having to go after Lois Lane in the fear of facing Superman. Even those who would be labeled as crazy supervillains will choose to avoid going after her as long as she does not go against them directly. Same applies to those you care about, people tend to go out of their way to avoid physically hurting them.

Manipulative [400cp]: Joker has been able to manipulate Harley Quinn so well, that she has been in his thrall for years despite treating her like shit every single day. It took him abandoning her for over a year, and Ivy to show that Joker never cared for her. Now, you possess a similar level of manipulative skills to Joker.

Queen of Magic [600cp]: There are many magical traditions that grant amazing powers. You gain a high level of education in a tradition of your choice. This can be Latin Magic Used by Many Sorcerers Around The World, Druid Magic that is practiced more commonly in Europe, or even the backward magic Zatanna family use. This will give you the skill and knowledge comparable to Queen of Fables, and/or Zatanna, whichever one you consider to be more powerful.



Drop-In Perks

Hell Yeah! [100cp]: You have a catchphrase that when uttered enough, allows you to overcome emotional trauma you have faced. Terrible parents made your childhood living hell? Say ‘Hell Yeah!’ a dozen times. Your fiance cheated on you? Say ‘Hell Yeah!’ a hundred times. This won’t fix the issues, but it will make sure you are emotionally well adjusted enough to not wallow in self pity.

Lovable Goof [200cp]: You have a certain charm that the more goofy you act, the more people are drawn to you. Accidentally falling on your face, could make even those who are considered ‘evil villains’ to like you considerably. And making a mistake that could get half a dozen kids killed, could result in a girl way out of your league to sleep with you, and enter a relationship with you.

No Fool [400cp]: “I May Be Simple, But I'm Not A Fool. It Is Hard To Finally Admit It, But Since You Refuse To, I Will. I'm Not The Person For You.". You know when to cut your losses. Not everything is meant to be, and you are capable of seeing when something is not going to work out. Even if other people are not able to see it, or just choose to ignore it. This is not only applicable to relationships, you may look at a plan, and see it is not going to work.

Will to Get Up [600cp]: Kite-Man is a regular human. He has no powers, no special skills, he only has his Kite, so, how does he manage to not only survive so far, but get up every time life or a supervillain puts him down? Let me tell you, he has an ironclad will power. Well that, or he is a comic relief character, but that can’t be it. You now possess a will power strong enough to shoulder any pain, and get up. Even the Dark Knight would be impressed by your sheer will.



Henchman Perks

Acting Skills [100cp]: Did you used to be an actor? You certainly seem to have the skills to be a Hollywood Movie star. That is even if you were ugly.

Computer Skills [200cp]: Well it is good to be known for something other than eating people, I suppose. You can hack into most computer systems, given enough time, and a sufficiently powerful computer. This also extends to other forms of technology, you are fairly good using them.

Benevolent Boss [400cp]: Most henchmen are expendable, sometimes exploded by their boss for a bad pun. But not you. Your boss would rather cut off his or her own arm than sacrifice you knowingly. However, if you do not follow their orders, this perk does not protect you from retribution.

Backstab [600cp]: What is there to say, you are a professional backstabber. You can kill your boss without blinking, and once you do, you gain all their assets, and intellectual properties. This does not protect you from having the cops after you if there is proof of your crime, but it should be simple to cover it up. After all, you are a professional backstabber.



Cop Perks

Police Academy [100cp]: You graduated from the Police Academy at the top of your classes. You are an excellent marksman, capable driver, and are well versed in the procedures of police conduct.

Interrogation [200cp]: Integration is one of your fields of expertise. You can make almost all Henchmen give up their boss, and even some Villains will tell you about their secret plans if you interrogate them for long enough. Although, some Henchmen may be completely loyal to their boss, and refuse to talk, and some Villains may be crazy enough to just laugh off any form of interrogation.

Montage [400cp]: “Are you gonna help? Or is Batgirl too cool to help her dad in a montage where we skip past the hard parts of beating an alcohol addiction and cut to the part where I’m clean?” Once per year, you may accomplish a goal that you can reasonably accomplish, with a quick montage, allowing you to skip the hard parts of it. With this, an ordinary cop could beat alcohol addiction, but, it is possible for a damn good cop, to take down an entire

Damn Good Cop [600cp]: You are a damn impressive cop. Your marksmanship and hand to hand combat skills have truly improved. You can hit targets without looking at it, with two pistols you can barge into the hideout of a super villain, and take down their entire operation. Furthermore, your investigational skills would make some question whether or not you are secretly pawning off all your cases to the Dark Knight.



Hero Perks

Peak Human Body [100cp]: A normal human can never measure up to the craziness of this city, but now you can. A combination of good genetics, and an active lifestyle has allowed you to attain physical perfection. You can now perform at the peak of human ability. This perk comes with great abs.

Stealth [200cp]: Like the Dark Knight, you've got uncanny sneaking abilities. Silent infiltration, takedowns, and movement come naturally to you. You can even pull off his infamous disappearance trick.

Master of Combat Arts [400cp]: You've mastered nearly all melee and ranged weapons known to man. You can keep up with Batman, and easily defeat someone like Harley Quinn in a couple of exchanges. You also learn fighting techniques ten times as fast, which further improves when taught by a skilled teacher.

Prep Master [600cp]: What makes the Dark Night special is not his combat prowess or physical abilities. It's his ability to plan against even crazy psycho clowns. He can plan against even the most unexpected situation, where a crazy clown makes up the plan on the go. And find a way to defeat them.



Villain Perks

Flexible Body [100cp]: You have a body that an olympic gymnast would kill for. This grants you extraordinary skill in acrobatics, which can be utilized along with gymnastics abilities to complement your fighting skills, and maintain the upper hand against your opponents, enough to beat a hall full of grunts while your hands are bound.

Speciality [200cp]: Harley Quinn is the only psycholog who ever managed to help a super villain, Poison Ivy has unparalleled expertise in terms of Botany, Scarecrow and Joker are both geniuses in the field of chemistry. Pick a scientific field, and you are equal to the top expert on that field. Can be taken multiple times.

Crazy Mind [400cp]: “What the Hell?! What kind of a fucking mind is that?! Oh the horrors! Get me the fuck out of here!” Any telepath who tries to enter your mind, or manipulate it says something along those lines. You are not necessarily crazy, but your mind appears as such to telepaths who try to enter it. This does not give protection against other forms of mental manipulation.



Genius Level Intellect [600cp]: Like many other mad scientists, you possess one of the greatest minds that the world has ever seen. Your ability to come up with ideas and invent is nearly unparalleled, and actually building your inventions is child’s play. What’s more, your inventions have a lot more room in terms of following conventional physics; you can create things like teleportation devices, invincible motorcycles, cancer rays, and much, much more.

POWERS

*You gain **1 (one)** discount to a power that can be discounted for your background. Certain powers, if bought at a discount, may discount other powers (such as Telekinesis discounting Telepathy). A Drop-In could buy Telepathy or Flying with a discount, but not both, and could not discount Telekinesis.*

Animalistic [200cp, discounted to Henchman]: There's something a little bestial about you. You possess animal-like senses making you an extraordinary tracker. The ability to hear the smallest whispers, and smell blood through a shark tank, is a fairly simple job for you. In addition, you find that your strength, stamina, durability, and agility are all increased to slightly above peak human, enough to match the likes of King Shark and Killer Croc. With this power, you can also gain the ability to breathe underwater like King Shark or to sprout claws like Killer Croc.



Brick [300cp, Discounted to All]: This is a pretty common power, even in Gotham. You are strong. Like Bane amped by the Venom, you are strong enough to lift around 10 tons. Enough to lift cars and in extremely emotional situations, even tanks. Your durability is also similarly increased, making you handle small arms fire with ease, as well as capable of tanking blows from fairly strong individuals.

For an **additional 300cp** (discounted if this was), your strength and durability have increased to the same level as Superman and Wonder Woman, allowing you to be one of the true heavy hitters of the setting, although you do seem to lack their speed.

Clay Physiology [600, discounted to Henchman]: You can at will, turn your body into an animated clay creature, which allows you to reabsorb lost limbs or mass, be ground down to mud and reform, extend the length of your limbs by shifting your mass, and more. Additionally, if a piece of you is separated, it will form a discrete identity until reabsorbed, such as The Arm.

If you bought this power at a discount you may also buy Metamorph at a discount.

Cybernetic Enhancements [300cp, Discounted to Henchman]: Like Sy Borgman, you have been enhanced through advanced science. Unlike him, your organic body is still in tip top shape, which gives you enough strength to lift roughly 10 tons, and can sprout various tools such as a blowtorch, screwdriver, etc. In addition to that, if you want, you can also turn into 1 land-based vehicle of your choosing that exists in Earth-Prime.

Elemental Kinesis [400cp, Discounted to Villain]: Select an element such as fire, electricity, ice, earth, plant, or magnetism. You may produce this element (condensing ice from the air), and/or have limited control over it (make gigantic plants grow from seeds). This allows you to create blasts of the element, walls, or other simple objects.

For an **additional 200cp** (discounted if this was) you are capable of creating semi-conscious creatures that are mostly loyal to you.



Energy Projection [200cp, Discounted to All]: Like a certain boy scout, and a great many others, you are capable of unleashing a destructive blast of energy from some part of your body (chosen when you take this power, can't be changed later). By default, this power is roughly as powerful as Superman's Heat Vision. Powerful enough to destroy most parademons, blast a hole in a ship, and even give Upgraded Bricks pause.

For an **additional 800cp** (discounted if this was) instead of a simple heat vision, you possess the ability to unleash blasts similar to Darkseid's fabled Omega Beams, which can track down and disintegrate its target, banish them to another dimension, or just plain torture them. Dealer's choice.

Flight [200cp, Discounted to Drop-In]: You are capable of flying faster than you can run. Although this is not half as cool as having a giant Kite, and flying with it. With the first purchase of Super Speed, this is comparable to the Flying Speed of Superman.

Gigantic [300cp, Discounted to Villain]: You can turn into a gigantic form, at your highest, your strength could give a pause to the likes of Superman and Wonder Woman, although they are still stronger than you are.

Telekinesis [400cp, Discounted to Henchman]: You possess fairly powerful telekinetic powers. Able to create protective force fields, send telekinetic blasts comparable to the Energy Blast, hold up small buildings, move vehicles, move tree-sized pillars, etc. At the start, telekinesis rivals that of Doctor Psycho; which is powerful enough to take on Wonder Woman for a short while, but still much weaker than her, also, it cannot affect objects at a molecular level.

If you bought this power at a discount you may also buy Telepathy at a discount.

Telepathy [600cp, Discounted to Drop-In and Villain]: You are a powerful telepath. You start at the same level as Doctor Psycho, but have the potential to rival, or even surpass Martian Manhunter, that is with the right training and enough time. If you consider someone else from the show to be a greater telepath than Martian Manhunter, your potential rivals theirs.



Metamorph [400cp, Discounted to Drop-In]: Much like Clayman, you are a shapeshifter, capable of transforming your body and clothes to impersonate anyone you desire. While you can approximate the powers of people with physical abilities (ie. those with claws), you do not gain the powers of any other superhuman you turn into, nor are your naturally-shifted weapons as strong as synthetic materials.



Super Speed [300, Discounted to Hero and Villain]: You possess superhuman speed worthy of being called a speedster. Like Superman and Wonder Woman, you can run at incredible speeds, your speed starts at Mach 1, and soft caps around Superman's fastest speed on this Earth.

For an **additional 700cp** (discounted if this was) you gain a connection to the Speed Force, making you one of the fastest beings in the setting, and capable of running past the speed of light. Assuming you train in it, you may be able to replicate everything Flash has been shown to do.

Items

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Items

Membership [100cp]: You have a membership to either the Justice League or the Legion of Doom. You are considered a normal member.

Phantom Zone Generator [200cp]: A useful tool to send the enemies that are too dangerous to stay on Earth, but either too powerful to kill, or if you find killing others to be too immoral.

Lasso of Truth [400cp]: An exact replica of Wonder Woman's primary tool and weapon; a magical golden lariat that forces anyone captured within it to obey the wielder's commands and tell the truth. Can be used to dispel mind control.

The Book of Fables [600cp]: You are in possession of the Book of Fables. An ancient tome that the Queen of Fables used in her criminal activities. Though it has the appearance of an innocent storybook, it is in fact a portal to an alternate dimension home to all the classic fairytale characters we know. The summoned characters are loyal to you, and let me tell you, these creatures can be very vicious. (Discounted with Queen of Magic Perk)



Drop-In Items

Kite [100cp]: Red, blue, yellow, green, any color you pick. You get a giant kite that can be worn, and carry you, as well as multiple people with you. Fly at speeds nearly rivaling a cab in a residential area.



Apartment [200cp]: You have a small apartment in Gotham City. It is not that nice, but it is not that bad either. It is an average apartment you can live in.

Weather Machine [400cp]: What is the biggest enemy of a Kite? The Weather. This machine allows you to control weather, which should allow you to always make the weather perfect for Kite.

Green Power Ring [600cp]: As soon as you enter this Earth, you will be selected by a Green Power Ring to become a Green Lantern. You will not have to actively serve in the Green Lantern Corps, however, if there is a call out to every Lantern, you have to answer. Hopefully you possess enough willpower to use the damn thing. It also comes with a Lantern you can use to recharge your ring.



Henchman Items

Money [100cp]: The reason why you became a henchman in the first place. Money. It makes the world turn, and is truly the most important thing one could have. You receive 1 Million Dollars.

Fear Toxin [200cp]: Your boss seems to like you. He gave you a large enough dosage of Fear Toxin to fill an entire Football Stadium with it. You get a resupply every week.

Venom [400cp]: A muscle enhancer that can turn a normal human being, into a being capable of lifting a tank, and tear it up. The effect is minor for someone like Superman, unless you can find a way to enhance the formula. You get a

Substitute Henchman [600cp]: Once per Jump, if you were to die, you can suddenly reveal that it was just some random no name Henchman that you had swap places with, saving your hide, at the expense of another Henchman.



Cop Items

GLOCK 22 [100cp]: You possess a pair of Glock 22s that never runs out of bullets, and never misfires, although the fire power of it is similar to a normal handgun.

Tank [200cp]: You have tanks, the taxpayers paid for them. The tanks can be used to bomb a park filled with horror tree monsters to kingdom come. Although, you may want to avoid doing that as there are probably innocent people there.

Damn Good Bat Symbol [400cp]: You have a Bat Symbol that you can use to call out to Batman. He will almost certainly answer, although it could take a little bit of time, and it is relevant to his line of work, he might outright refuse helping you. Out of Jump, this item could be the Phone Number of a powerful/influential figure, that will most certainly answer your call. Although he or she may not be thrilled to answer your call, and could flat out refuse to help similar to Batman.

Gotham City Police Department [600cp]: You start as the Commissioner of GCPD, you can make city wide changes through the police department. Your job security seems to be quite strong. So you won't be fired, even if the city is caught on fire by the villain of the week.



Hero Items

Body Armor [100cp]: You have a polymer body armor that is made from ‘indestructible’ microfiber. It is not exactly indestructible, but this body armor is quite durable, and can tank small gun fire with relative ease.

Utility Belt [200cp]: A hero’s best friend. An iconic storage device that allows you to carry all your equipment and gadgets. Which comes with Batman’s most used gadgets, and a shark repellent spray.

Jumper Cave [400cp]: Is this where you fuck the bats? It looks nice. A secret cave of bare rock and metal support frames with a number of floodlights and spotlights to provide illumination. A metal platform houses a powerful computer. The platform also holds a lab bench with a microscope, and a set of steps leading down to a lower level where the Jumper Mobile is stored.

Jumper Enterprises [600cp]: A multi-billion dollar corporation owned by you, Jumper. This company is on par with Wayne Enterprises and LexCorp in terms of quarterly revenue, and influence.



Villain Items

Spandex [100cp]: You have a cool costume that does not offer much in terms of protection, but does not impede your powers either. If you do not have powers, your costume is made out of spandex.

Hideout [200cp]: What is a villain without a hideout? You have a slightly rundown, but fully functional hideout that you can use to plan your next crime, or better yet, hang out with your crew.

Secret Lab [400cp]: You own a warehouse where a secret lab is located hidden, filled with state of the art equipment and materials, that replenishes on a weekly basis. Perfect to cook up a new evil chemical solution.

Legion of Doom [600cp]: It seems you replace Luthor as the Head of Legion of Doom. You are the highest ranking member of the Legion of Doom, and could, in theory, directly nominate Harley Quinn if you want to.



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 600cp to spend on perks, powers, and items.

Six Companion Import [300cp]: Import up to six companions from your previous jumps and create your own 'Team'. They each gain an origin of their own and 600cp to spend on perks, powers, and items.

Talking Plant [100cp]: A few weeks after you arrive you'll encounter a talking prank who likes to smoke cigarettes and eat people. He or she seems to like you a lot and will follow you. It is as intelligent as an average human.

Cannon Companion (Harley's Crew) [100cp]: You can choose to recruit any canon character that has joined Harley's Crew at some point. You'll eventually meet them at an opportune time, and should be able to convince them to join you unless you mess it up.



Cannon Companion [200cp]: You can choose to recruit any canon character. You'll meet them at an opportune time, and should be able to convince them to join you unless you mess it up.

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Stay Extender [+0cp, Toggle]: Want to stay more than ten years? Feel free to use this toggle to stay in this jump as late as you desire.

Physical Mutation [+0cp]: You possess an unusual physical feature that sets you apart from others. This is an aesthetically pleasing, minor mutation, such as red eyes.

For an **additional +100cp**, this could be more severe, like unusual skin color, wings (vestigial unless you have a source of usable wings), or a tail.

For an **additional +100 cp**, you possess a very unusual body that makes ordinary humans hate you on sight. You look like a clay man, shark, or a reptile man hybrid.

Ugly [+100cp]: You have a face only a mother could love. Scratch that, even your mother couldn't love you. You are deformed, in terms of looks, even Dr. Psycho is slightly above you. No power or technology can fix you physically for the next ten years.

HPV Positive [+100cp]: You have HPV. Like "most sexually active adults" as Bane puts it. You may not even have symptoms.

Anger Issues [+100cp]: You have the emotional control of a crazy psychologist. You are prone to having bad temperaments and getting frustrated much quicker than normal, and act extremely emotional when upset, enough to crash an expensive coffee table without batting an eye. You tend to not listen to others who try to help you. This drawback can be remedied with years of therapy.

Misogynistic [+100cp]: "When I was a little boy, my mother brought me to the county fair, there was a ferris wheel. A big beautiful thing, and you had to be a certain height to ride it, and of course I was too short, but my mother would always say patients Ernie, I am sure next year you're big enough, let me tell you right now, the next year rolled around and I hadn't gotten any taller. Years went by. I hung upside down from my ankles for hours. I took growth hormones, anything to ride that big wheel in the sky, I never did get there, but then one day something very unexpected happened, all those people fell to their death. And it was a rush! I thought it was so satisfying to watch all those people die! And that's when I decided to hate women." I am not sure that tracks, but oh well, you are now misogynistic on par with Dr. Psycho. And if you are a woman, you hate your own gender, and yourself.

Alcoholic [+200cp]: It seems you are a depressed alcoholic. Slowly you will start to drink more and more, and will have depression on par with Commissioner Gordan at his worst. Hopefully you can find a friend or a daughter to help you through it.

NTR Positive [+200cp]: Any relation you may have, will result in them cheating on you. And it will totally be a surprise to you every single time. You won't remember taking this drawback.

Harley Quinn Show? [+200cp]: You seem to have forgotten about the plot of Harley Quinn. You still have your memories of DC, for example you know the secret identity of Batman is Bruce Wayne, but anything specific to Harley Quinn TV Show is unknown to you.

Locked Away [+200cp]: No out-of-jump powers, perks, items, nor warehouse. If this is your first jump, feel free to take the +200cp, DC is rough, to begin with.

Stuck In A Story [+300cp]: Instead of starting in your starting location, you begin inside the story book, inside The Book of Fables. You cannot leave for an entire year. And when you leave, Ivy and Harley break out of Arkham Asylum. This experience nearly broke the Justice League.

In Love With An Asshole [+300cp]: You have fallen madly in love with an abusive bastard. He or she treats you the same way Joker does Harley. You may one day escape from his or her thrall, but you would need a really good friend, and years of mistreatment by this asshole.

Hammer of Justice [+300cp]: The Justice League believes that you are a great threat to the world and that you must be imprisoned for life or, if it comes to it, killed. Being imprisoned for more than a year will result in you being sent home as if you had died.

DOOMED [+300cp]: The Legion of Doom has identified you as a major threat to their plans and will spend a significant amount of time and resources to try to find a way to dispose of you.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.