

Superhero Movie Jump

V1.0
by Maskedduskrider

Imagine a world of Heroes. One that is honestly kind of goofy and is a Spoof on the classic tropes made in the later 2000s.
Tons of Marvel based heroes and villains running around even with twists. Such as Xavier (Tracy Morgan) cheating on his wife with whom he has multiple kids with all of them bald in wheelchairs including the youngest who looks like a doll. With the Invisible Woman.
Though we will not follow them.
Instead the main character is Rick Riker (Drake Bell) an unpopular student at Empire High who after accidentally saturating himself in animal-attraction liquid, causing a group of animals to hump him, attracts a chemically enhanced radioactive dragonfly to fly up and bite his neck.
In a very Spider-Man parody moment he is mutated gaining Dragonfly based powers leading to him becoming the hero known as The Dragonfly. While elsewhere in the city a businessman with a terminal illness known as Lou Landers (Christopher McDonald) creates a machine to cure himself. Gaining perfect health at the cost of needing to drain life energy from a victim per day.
To avoid being arrested becomes the villain Hourglass.
What are you going to do Jumper? Hang out with the X-Men? Try to guide The Dragonfly into becoming an actual hero? Aid Hourglass in his plot or even remove his disease before he gets his powers and becomes a supervillain? Perhaps track down Invisible Woman and try to put the moves on this version of the character?
Honestly up to you. As Uncle Albert puts it, “With great power comes…comes (Great Power?) I was going to say bitches but if you want to be a virgin for the rest of your life *muffled noises.*”
Gain **1000 CP**.

Supplement Mode

Use this as a Supplement to twist any SuperHero setting into a Spoof of itself. Can be used for any incomplete Superhero setting not made into a jump yet. Heroes and Villains have to be a thing to be used. Ignore Starting Point, Age, Sex, and Gender sections of this if used as a Supplemental for a Jump using the supplemented Jump's instead. Origins combined to fit the combined setting as you see fit.

You don't need to take the starting 1000 CP the first time you use this Jump. Though when you Return you start with 0CP and must make use of the Drawbacks to get CP.

The Jump and Supplement CP pools are separated.

Starting Location: Roll a d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Empire High School:** The school that Rick Riker goes to with his crush Jill Johnson who is dating his bully Lance Landers.
- **2. Amalgamated:** The Company itself run by Lou Landers. Includes the Animal Genetics Lab where all the animals are genetically engineered. Just watch out for the H2O9 otherwise you will be humped by every animal that moves.
- **3. Lou's Secret Lab:** What are you doing in the secret lab with the device made to cure his illness, yet goes horribly wrong. Maybe you can fix it while there…or break it either way to prevent a super villian.
- **4. Xavier's School:** Run by Xavier, perhaps this school will teach you how to be a hero and use your gifts for good. Or perhaps you are here for other reasons. Some faces will be recognizable like Wolverine, others you didn't know existed, like Sneezo.
- **5. World Humanity Awards:** You started at the World Humanity Awards stage. Would be really weird since you arrived weeks before it happened. Though in a few weeks thousands of people will be in one place where the Hourglass will be.
- **6. Free Choice:** Choose any location within the setting to start at.

Choose your age, sex, and gender. The chosen values must be within valid parameters.

Origin

- **Drop In [Free] -** You do not belong to any demographic that exists with the setting.
- **Superhero [100] -** You are trying to be a Hero! Honestly just don't push old ladies out of the way of a moving truck WITHOUT looking to make sure they will NOT end up in a woodchipper and you will do fantastic.
- **Supervillain [100] -** Actually you are kind of just a douche, but you could be a villain!
- **Love Interest [Free] -** Your the person all the characters around you seem to want to fuck. Your homelife is likely not the best though soo yeah.

Perks

All Perks except those marked as exclusive may be bought repeatedly. One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin. Only two 600 CP Perks may be discounted per Origin. Note that while the text of some Perks will refer to the 'chosen demographic' choosing from another demographic is not impossible, merely not discounted. Drop Ins similarly are able to choose from any demographic while receiving no discount.

General Perks

- **No One Notices [Free/100] -** For this Jump you will notice even the smartest people, outside of literal genius, are complete morons when it comes to you and your identity. You could constantly have your powers act up, and no one questions how or why you survive a truck hitting you or things sticking to you every other day. Unless you spill the beans, or let something connect you directly to your other identity out in the open such as a custom family ring, or wounds from a fight you just had with someone, no one will figure out who you are. Togglable. It's Free for this Jump, pay 100CP to take it with you.
- **Don't Take Yourself Seriously [Free/100] -** This helps with the absurd nature of this world. Allowing you to just enjoy the ride. Togglable. It's Free for this Jump, pay 100CP to take it with you.
- **I Meet A Guy on Craig's List [Free/100] -** You have pretty good wit, able to think of excuses that work. Even if they shouldn't and sound stupid.
- **Does It Hurt? [100] -** This stops your boss from just killing you. Even if your advice for getting glass out of their eye includes digging it out with another piece of glass.
- **My Dad Says My Breasts Are Too Big to be a Dancer [100] -** Your basic charisma boost that gives you a bod required to be a Superhero of the early 2000s. Or love interest, or villain. For this jump take your idealized body and the self-esteem needed to tell your dad to fuck off!
- **Dumb Luck aka Plot Armor [200] -** Outside of a major battle, or actual battle at least, you will not be killed. Your villainous enemy could literally be inches from just killing you when your back is turned. But since it is not the right time then you look back fast enough for them to stick a finger in their nose and wait for the fight to actually start before trying to kill you.
- **How Dare You Ask Me For a Job! [200] -** You have some pretty dumb luck, but at least any boss you get will not be a psycho out to get you and your alter ego. Instead of John Johan Jameson counterpart you are trying to work for, you get someone else while JJJ is returned to the mental hospital the building shares a building with. Better money too.
- **Excellent Self Control [400] -** No power accidents for you. With this perk you will not have problems with your new powers. No accidentally smacking your bully with a water fountain, ripping off the shirt and pants from someone, accidentally shove Steven

Hawkings into a hive of killer bees trying to let go of your principal's shirt, and shoving old ladies into a wood chipper trying to save them from a runaway truck for you!
This is Capstone.

Drop In

- **I Do Have This Coupon for a Cremation [100 CP] -** Somehow, you just see the bright side of things. Life doesn't get you down. Even if you just accidentally sent your wife's body into a fire and it is burning in front of you. You remain cool, collective and alright overall.
- **I had Sex With your Mother, Like Your Father [200 CP] -** Even as you give honestly scaring information in the middle of a speech. No one will care and remember you at your best and understand your lessons. Acts as a slight perception blocker keeping people from calling the cops on you as long as you are trying to help.
- **Give Me 5 Minutes [400 CP] -** Oddly enough life seems to work out sometimes for you. Mostly in the case that accidentally groping someone's dead wife and closing the coffin lid will somehow not result in you getting the shit beaten out of you, and arrested. Doesn't save you from people thinking you are a horrible person. Especially if you take said dead wife's bra when your nephew pulls you off them.
- **There is a Silver Lining [600 CP] -** Somehow you survive this setting even though you should really be dead by now. This is a slight durability and healing boost. Mostly works once a year you survive an event and the aftermath of the event that really should kill you, but it puts you in a minor month long coma. Nothing can kill you during this up until you leave your hospital bed. And yes this includes you ending up in a hospital bed even in settings that don't have hospitals which is honestly bizarre. Even news of your wife dying, and someone cutting off your testicals in your sleep will not send you back into a coma until you get off that bed. Can't stay on it for longer than 24 hours after you wake up though.
  BOOSTED: That Isn't What Your Parent's Wanted For You - You might be a slightly insane old man in a spoof parody of a genre. Yet when you have a good point, you have a good point and people will remember it. In their darkest times it will linger and help influence their choices for the future. Comes with an unconscious ability to appeal to their trauma and ingrade your words into their traumatic flashback you just triggered to influence them for the better. Helps when you are in that coma make sure your life lessons stick.

Superhero

- **People Will Look to You to Be The Hero [100 CP] -** You will be ready with this perk. It gives basic fighting ability so you don't accidentally shoot your parents while wrestling the gun from the mugger's hand.
- **With Great Power Comes Bitches [200 CP] -** Even though it shouldn't happen. You somehow are charming, charismatic and even attract the ladies. Even if in this setting no one should be attracted to each other. Charisma boost.

- **Oh Thank God, We Only Had 50 Stories Left [400 CP] -** When the time is right. When that moment comes that you need to be the hero to save those you love. Perhaps finally unlocking that special power to save yourself and the girl you love. You will gain a boost to your abilities, perhaps unlock one that was hidden inside you at just the right moment.
- **Bitten By A Genetically Enhanced Dragonfly [600 CP] -** You gain the superpowers that go with being bitten by an already superpowered dragonfly taken to human proportions. Includes Superhuman Strength, Superhuman Stamina, Armored Skin capable of withstanding knives, small explosives and even life draining weapons while looking like normal skin, Superhuman Durability making what does get through the armored skin less painful, Superhuman Reflexes including dodging a nail from a nail gun, Wall Crawling from the small hairs on each digit of your hand, Superhuman Healing Factor, and finally Flight by growing dragonfly-like wings from your back. Though that last one might take a while to come through.
  BOOSTED: I Wish That Stupid Dragonfly Never Bit Me - Well now you have options. Once per jump your real power will activate. Rather than your powers coming from a random animal, your biology is hyper adaptive. Once per Jump if you take in the DNA of a different species. Such as through their saliva from a bite entering your bloodstream, or other ways. You gain a new set of powers based on the being whose DNA you get. You will still look human somehow no matter what crazy thing injects you with DNA. You pick when this happens though and only ONCE per that Jump. Won't work if you try to eat a turducken and will just get the powers of either a chicken, duck or turkey and not all three at once depending on which you use your perk here on. Also if something counts as the same species, including hybrids and mutants of your species, you can't get their powers by kissing them or swapping DNA in other ways like eating hair.

Supervillain

- **This is Healthy-cough Blood [100] -** You are very skilled at hiding just how much something is hurting even as you get closer to your death bed. Improves your ability to tell a lie and stick to it.
- **I'm Just a Businessman [200 CP] -** You have a set of life skills that apply to a job of choice. For example if you are a Businessman you have the skills needed to keep your company afloat.
- **Visionary Scientist [400 CP] -** You are a genius. Able to make stupid bleeding technology. Though you might want to test it since you might run into some issues with the prototypes. Though you possess full understanding of how to use Cerillium and how Lou used it in this setting. You did get this from a parody Superhero movie.
- **I Am The Hourglass! [600 CP] -** Your power comes in the form of the ability to drain the Life Force from other people. Doing this enhances your physical abilities, even draining a single person every day will give you superhuman strength, until you run through the lifeforce gained. Draining about 47,272 worth of life force will give perfect health permanently for this Jump, making the user of this perk Immortal in the ageless sense with a healing factor to keep your body in top condition, restoring you to your prime at the same time.

BOOSTED: Someone Who Will, At Any Cost, Survive! - You gain more from your drains with the lifeforce boost lasting a week now as you go in deeper and devour souls breaking them down for more life force when you kill someone. This is beyond evil ability. As a side effect though it boosts the powers of your other physical, power and energy based abilities. Including those you get from other settings.

Love Interest

- **Am I Just Dating Him to Rebel Against My Father? [100 CP] -** You are pretty self aware of yourself and what, more importantly who, you actually want in life. Take a moment to reflect and you can tell if you are in a toxic relationship. Up to you if you do anything for most of the movie or not.
- **You Love Me, I Know You Do [200 CP] -** Somehow you have a sense for just who actually loves you, or not. It's an instinct, a sixth sense. Helps sort out the lustful morons from the people that actually love you.
- **Ungrateful Little Whore, Just Like Your Mother! [400 CP] -** Now no matter how cruel, degrading and flat out twisted people in your life are, such as your mother that said this to you, your self confidence isn't affected. Your heart is whole and honest. When you are like this and give advice, you can get other people out of the dumps even if they are beating themselves up for reasons that are justified.
- **But I Wanna Be A Dancer [600 CP] -** Follow your dreams. This gives you a boost for accomplishing your goals. For making your dreams come true giving you the chance you need to jump. You just need to take it.
  BOOSTED: You Can't Run From Your Destiny - This increases your skills needed to accomplish your goals. Acts as a learning booster which allows you to pick up the skills you need to succeed in your dreams. You can apply this boost to any long term goal you possess in this and future jumps.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. Only two 600 CP Items may be discounted per Origin. Note that while the text some Items will refer to the ‘chosen demographic’ choosing from another demographic is not impossible, merely not discounted. Drop Ins similarly are able to choose from any demographic while receiving no discount.

General Items:

- **Setting Media [Free] -** You gain all media about the setting, as well as famous fictional works from the setting.
- **Make A Costume Shithead! [Free] -** Here. You are going to need this. It is a basic costume that will work for the powers that come from this setting. You could import an old costume instead and just have it upgraded if you want to. Even if you don’t have powers it is still skin tight and likely very kinky. You will need it when you are older.
- **Something Nasty I Downloaded [100] -** Well after what this guy did to it this Laptop had to be whipped and he sold it on Craig’s List. Take it. Has cutting edge tech for the early 2000s and free wifi no matter where you are. Even on a school bus you somehow have wifi. Oh and the porn is still on this thing too,but it’s stuff you would like so you're welcome.

Drop In

- **Reach Into My Coat Pocket [100 CP] -** My Other Coat Po-oh forget it. Here, take a gun. It’s a standard revolver. Be careful where you aim that thing otherwise you might end up accidentally killing your parents.
- **I’ll Drive [200 CP] -** Somehow you kept your license after cutting through a playground for a shortcut. Comes with a car of choice which the cops don’t connect to the hit and run involving grade schoolers.
- **Ancestral Ring [400 CP] -** When you are feeling down in the dumps, and need something to inspire you. Look at the ring left by your father and the words of your ancestors. “Honor, valor, sacrifice, duty, commitment, bravery, justice, integrity, brotherhood, self-esteem, low prices, affordable housing, loose-fitting pants, cheap internet porn.” The rest is in latin. These words will inspire you to do your best, and overcome great emotional turmoil, strife and even cures depression. Once over your funk life will give you a hint for what direction to go forward. Doesn’t work if you are not actually sad before using this.
- **Uncle’s House [600 CP] -** Here take a nice house that can be imported into future settings or left in a warehouse. Up to you. It’s already been paid for. It has enough space for a small family to live in it comfortably. Every holiday it somehow has enough chairs and space for all your guests.

Superhero

- **Fake Beard [100 CP] -** Sometimes you are just sad. You want to mope, eat junk food and wear fake beards.

- **Sell All Shares of a Small Company Called Google [200 CP] -** You took your dying father's advice and did just that. Here take 100,000 Dollars for selling me thi-I mean following your father's dying wish. I recommend not investing in Enron though.
- **Professor Xavier's Advice Video Message [400 CP] -** Somehow Xavier, or a hero of choice of the setting you are in, is able to send Video Chats of advice to you. Giving you the chance to learn from them. Unlike in the movie, Jump-chan has enhanced the connection so you will not deal with a lot of buffering that leaves you even more confused than when the message started.
- **Amalgamated Genetics Lab [600 CP] -** You now own the Amalgamated Genetics Lab which you bought on Craig's List after the company failed. This is the same lab with genetically engineered animals that includes equipment to modify DNA, the formula for H2O9 the Pheromone Compound that lead to animals humping Rick and a dragonfly to give him a hickey that lead to his powers. Maybe you can figure out how to use these frankly bizarre animals to give powers, or get them. Do not let the bird that burst into flames due to flash photography be the one you get powers from, that will not end well.

Super Villain

- **Hourglass [100 CP] -** This hourglass was on sale and only give you maybe 2 seconds. Here, take it. Hell for making you take this shitty gift here is a supply of hourglass based bombs that stick to surfaces.
- **Failing Company [200 CP] -** You have a company, good news! Bad news: it is a failing company. Better news it still has money in the form of 100,000 Dollars that refunds at the start of each jump. With enough effort you could bring it back on top.
- **Life Draining Machine [400 CP] -** This device has a limited range. It can get a city block worth of targets, before they escape in a number in the thousands. Can drain all that life force into one thing that could store it all. Such as yourself to become immortal.
- **Mad Science Lab [600 CP] -** You are crazy. Crazy smart that is. And you now have a lab that will have all the tools you need. Even includes all the blueprints for devices Lou Landers made including his failed Total Cure Machine which gave him his powers, his personal armor, diamond edge throwing blades, personal bombs and more. Includes a warehouse worth of Cerillium that refiles after each Jump.

Love Interest

- **Risque Underwear [100 CP] -** Incredibly hot underwear. Including literal dental floss underwear. Yet with this somehow unless you want them to, no one even those sneaking around see you in something less than a swimsuit.
- **The Electrified Fence [200 CP] -** Your home has a fence going around it. It will keep any creep away from your home. For some reason thieves and criminals always touch it rather than going through the unlocked front door. You can add this to any property you own, multiple at once. Fair warning, do not touch it. It is strong enough to instantly incinerate any birds, especially love doves, that are set on it.
- **Alley On Corner of Oh and Shit [400 CP] -** This is less of a place and more an opportunity. When no one else is around and you really need help. Your love interest will show up to help save the day and be a hero. This works once a year, or Jump whichever is shorter. Acts as a one time save.

- **Empire High School [600 CP] -** High School is the place you are the top of. You are part of the Popular Crew. Import into future settings to replace a school and instantly be popular. Well that or you could run it as a Principal, but who has time for that? Comes with setting appropriate teachers and students separated into crews such as The Jocks, Nerds, Emos, Frodo's, The Scarface Society, The Sexual Predators, and of course you got the Jumper Punchers (they are new). Along with many others not named here, yet there. As a side effect it helps you figure out fast who the supervillains of your school are since they hang out with other supervillains.

Companions

- **Make A Duo [50 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented and Free Origin. They can take drawbacks from this, but not Companions. (Can be taken multiple times.)
- **Make A Team [300 CP] -** Import or create up to eight Companions. They get 600 CP to spend on the options presented and Free Origin. They can take drawbacks from this, but not Companions.
- **Old Lady's Poodle [Free, but Optional] -** Couldn't save the old lady, but I did save her Poodle from the woodchipper when it was off screen and being pulled in by his dead owner's hand still on the leash. Take it as a familiar, or don't. I can always put it back.
- **Body Double [100 CP] -** This guy for the low price of 100 CP will follow you into future settings. Put on a poorly made costume made to look like an alter ego you have. And appear in the same place as you to make it so that people can't connect the dots as easily. No one will think he is anyone, but you.
- **Parody Pal [100 CP] -** Pick a character from this setting, or perhaps one implied to be around. They will be lower powered than their OG setting unless they were made here like The Dragonfly or Hourglass. With this you could pick Storm, Wolverine, Cyclops, Invisible Woman, Barry Bonds, Mrs Xavier or any other hero or villain implied to live in this world.
- **Xavier's School for the Non-Asian Gifted Students [400 CP] -** Now post jump you get the students at Xavier's or some other hero group that you become a part of, or flat out take over. Get some diversity if you take over Xavier's after his wife kicks his ass. These count for one companion slot for imports.
- **Pet [Free/50 CP] -** Choose one animal that exists within the setting. That animal will from now on accompany you along your chain and respawn after death, similar to a companion. Furthermore it will never attack you, or persons or objects you do not want it to attack. For an additional 50 CP this animal is granted a human-level intellect and becomes a full fledged companion instead.

Drawbacks

- **Crossover Potential [0 CP] -** Bring in other franchises and heroes from across the Marvel and other universes. They will be adapted to fit into this setting so they will be less powerful than they should in many cases, but if you really want to see Clark Kent trying to report on something while his cape hangs out of his pants. Go for it.
- **Douchebag of the Year! [100 CP] -** They mean it with the best intentions, but honestly people casually insult you a LOT even while trying to say you are a good person, or at least appear to be.
- **I Swear to God They Get Dumber and Dumber Every Year [100 CP] -** Everyone here is kind of the worst version of themselves if they appear here. Even you, Jumper have no filter and are kind of an oblivious jackass. This would give more points if everyone else was just as bad if not worse somehow like Xavier being racist against Asians and cheating on his wife.
- **Bizarre Yet No One Comments [100 CP] -** Xavier will switch between his wheelchair, to a scooter, to a mobile toilet, to a tricycle and back to the wheelchair in the same scene and no one will comment. Most don't even notice. But you will, and never be able to say a word. No matter how much you internally scream about it.
- **Get Some Water! [100 CP] -** You have insanely bad luck and never check to make sure you grabbed what you actually thought you picked up, especially water. You might pick up H2O9 instead of water to clean the shit on your shirt, or slash Johnny Storm with gasoline instead of water.
- **That Short Cut Through the Playground Saved Time [200 CP] -** WHY DO PEOPLE KEEP DRIVING THOUGH PLACES YOU ARE AT!? Watch out for cars if you are on the ground, and helicopters if you can fly. Hopefully you took a power that lets you survive or dodge.
- **Hey I Was In Jail Too! [200 CP] -** You spent some time in Jail before the Jump started and are kind of fucked up for it having no real filter for what you are thinking and say things that are really weird at the wrong time.
- **I Lost Six Tigers Alone Last Month [200 CP] -** People in this world are REALLY horrible with making sure that genetically engineered animals are locked up safely. You run into at least one bizarre animal once a week. Watch out for Tigers with Super Strength, Birds that Burst into Flames with Flash Photography and more. Worst of all none of them will give you superpowers if bitten.
- **Doesed in Compound H2O9 [200/300 CP] -** You bathed in this powerful new pheromone just as you arrived and had an allergic reaction. That makes your body produce more of this through your pores for the rest of the Jump. Well if you avoid any areas with too many animals it won't be that bad. Unless you took it with **I Lost Six Tigers Alone Last Month,** in which case it is very bad. Take the **300 CP** option if you do.

- **So You Know [300 CP] -** Actually you don't. You somehow miss ALL the signs pointing out who your enemy actually is. Believing him to be an alright guy until the last moment in time. You even take his advice for who they think is the person you are looking for no matter how much it makes little sense. Such as the Dalai Lama being a Super Villian.
- **I Wanna Change Things [300 CP] -** You have a bit of a hero complex here. It developed after seeing that homeless dog in an alley drinking his troubles away. It means that you can't stop trying to make the world a better place. If it is actually better or not though…well you can't stop it even if your actions are frankly idiotic.
- **We Have Children Who Think They Can Walk Through Walls [300 CP] -** You cannot use any Perks, Powers or other abilities from outside the Jump. Be careful trying to do something you normally can.
- **Invest Heavily in Enron [300 CP] -** After taking your dead Father's advice and investing the bank took your Items or Properties from outside this Jump. You will get them back after this Jump as it is a downpayment for what you owed.
- **Nega-Jumper [300/500 CP] -** In a true super parody fashion. There is an EVIL version of You in the multiverse that has arrived to kill you for reasons. They cannot be reasoned with. Has all your Perks and Items, but none of the Companions. Only upside is that he is a bit of a parody of you, meaning they are not actually that smart. Well unless you take the added 200 CP here, in which case you are kind of screwed and not in a fun way.
- **Topical Drawback [400 CP] -** You will encounter a problem similar to a major plot point of the story, or one of the stories, that have been told about the setting you are currently in. This drawback may be taken multiple times, if each time a different major plot point is chosen.
- **Railroad Plot [400 CP] -** Even with your intervention the happenings during your Jump will inevitably come back to resemble the original plot of the stories told about the setting. Plot points and scenes might be happening on different days and, if possible, in a different order, characters might be replaced by others, but the end effect will closely resemble the original outcome.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain game and return home:** Choose this option to end your Jumpchain game and return home.
- **End your Jumpchain game and remain within the setting:** Choose this option to end your Jumpchain game and remain within the setting.
- **Continue your Jumpchain game and move on to the next Jump:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Notes:

- The Hourglass - The immortality from draining that many people will not stick around post jump, and you need to drain about 47,272 worth of life force again. Doesn't have to be human though, as long as it is equal to whatever species you are, times 47,272 worth of life force.
- Parody Pal - Yes they will be honestly horrible people based on the characters taken to extremes. Likely less powerful like how Johnny Storm here freaks out because of his powers and falls to his death while 'flamed on'.
- **Bitten By A Genetically Enhanced Dragonfly -** Yes this applies to even human-like aliens like Kryptonian. So if you get Superman to bite you, then you will get powers based on Superman's own. Only ONE thing per Jump so choose wisely since you got one shot at it.

Changelog:

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