
FROM ZACK SNYDER, DIRECTOR OF WATCHMEN & 300
HENRY CAVILL
AMY ADAMS
MICHAEL SHANNON
KEVIN COSTNER
DIANE LANE
LAURENCE FISHBURNE
AND RUSSELL CROWE
MAN OF STEEL
WARNER BROS. PICTURES PRESENTS
IN ASSOCIATION WITH LEGENDARY PICTURES A SYNCOPY PRODUCTION A ZACK SNYDER FILM "MAN OF STEEL" HENRY CAVILL AMY ADAMS MICHAEL SHANNON KEVIN COSTNER DIANE LANE
LAURENCE FISHBURNE ANTJE TRAUE AYELET ZURER CHRISTOPHER MELONI AND RUSSELL CROWE JAMES ACHESON MICHAEL WILKINSON HANS ZIMMER DAVID BRENNER, A.C.E.
ALEX McDOWELL AMIR MOKRI JERRY SIEGEL & JOE SHUSTER DC ENTERTAINMENT THOMAS TULL LLOYD PHILLIPS JON PETERS
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Man Of Steel 1.0 By **Burkess**

Welcome to Man Of Steel. This world is a reimagining of the Superman mythos. Clark Kent grows up on Earth and comes into his own as a superhero, only for a group of invaders from Krypton to come looking for him. You'll need these.

1000 Super Points.

Locations:

1. A place of your choice on Earth.
2. The Phantom Zone.
3. Anywhere else in the universe.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Super Tokens. These can be redeemed to get anything you want here for free.

Peak Human Condition: You're at the pinnacle of whatever your species is in terms of physical stats and mental attributes. As a human, you could compete in and win any Olympic Games of your choice.

An Act Of Providence: People treat your superhuman feats positively as long as there's a neutral or positive result for them. Nobody will fear you unless you hurt them.

Career Skills: Pick any career or activity you can do on Earth/Krypton. You gain 10 years worth of experience and memories in it. As well as the credentials to step into such a job. Can be purchased multiple times.

Not From Around Here: You maintain the ability to extend empathy and understand the point of view of anyone else, even beyond barriers such as species, wage gaps, and any other alternate perceptions and experiences of reality.

What Was I Supposed To Do? Just Let Them Die?: In any scenario, you'll always know how to act in a way that aligns with your core values and beliefs. You can't be peer pressured into doing the wrong thing.

Maybe: You think pragmatically and can put aside emotion entirely. Your mind buzzes with constant ideas on how to protect yourself and those you care for. This supplies you with ideas that will help ensure their safety, with zero regard for morality.

A Raised Palm: Other people are respectful to your wishes and the lessons you try to impart on them. If you were teaching a superpowered child the need to keep his powers a secret, just telling him not to save you would be enough for him to let you die. Even if he could save you and nothing much would happen as a result.

Investigative Reporter: You'll coincidentally find lucky breaks when investigating anything. As long as it exists out there to find it, you'll discover a connection that'll enable you to piece things together.

Cauterization Cures All: You benefit from movie logic that makes dealing with injuries much easier. Someone could have internal bleeding, but cauterizing their wound would just leave them okay after. Same deal for giving someone medical care after they receive a concussion or get into a car accident. Just wrapping them in bandages and letting them rest for a bit will have them walk that off with no further repercussions.

The Perfect Disguise: By putting on a disguise, you can become unrecognizable to other people. Even if it's as simple as wearing a pair of glasses, people would be convinced you're a different person unless you reveal yourself.

Act Of Petty Vengeance: If someone hurts you in some way, you'll have opportunities to get revenge on them that will have no lasting consequences for you. The chance to act on this and also do so without anyone noticing is offered. To the point where a guy could pour out a drink on you, and then nobody would notice you impaling his truck with logs.

He Saved Us!: Words of your good deeds will spread when you want them to, even if there's no logical way that people should or could know about them. They will, and they'll applaud you for it. You can also choose to spread knowledge of your evil or harmful deeds, if for some reason you want to do that.

Religious Symbolism: People see you as a deity and treat you with the respect of one. Performing good deeds will have those you save view you as their savior. When you harm others, they'll view it as the wrath of God. Some of them will seek to appease you. This scales the more powerful you become.

Romantic Subplot: You'll experience romantic subplots. This is where you'll come across someone that you're capable of easily bonding with. A series of adventures will take place that'll have you gradually grow closer together. And then you'll begin a whirlwind romance that can stand the test of time, with both of you forming Ride Or Die bonds. These subplots will take you across the universe if that's what it takes to find people compatible with you.

Raising A Baby Alien: Raising children of different species goes easily for you. You're a beacon for abandoned and needy children who could use a parent. Said children won't have any deadly accidents with their new powers or issues, biological or otherwise, that you can't solve.

Natural Birth: The ability to give birth, conceive easily, and have a healthy pregnancy/baby. If you're not the one who is pregnant, this happens for the other person. Your offspring are always a cut above the others of their species, and naturally born superior.

To Rebel: You easily find non conformists and other people who think like you. Should you be planning a coup or to rebel against the traditional practices of your people, you'll always find such people who also want to do the same thing. Or people who could be convinced that this is a great idea.

A Cut Above The Rest: You have the fighting skills and talents of an elite Kryptonian Soldier. This would let you defeat at least 8 opponents at once, who should be your equals. You'll win most one on one encounters unless your opponent greatly outclasses you or gets you with a cheap shot.

I'm Here To See Lois: When you make plans, less important details get skipped over. Even if you don't know exactly where someone you're looking for was taken to, you'll just happen to choose the right place to go to where you'll find them. As long as you're attempting to progress the "plot" and proceed with a goal, then you'll find whatever "story hook" you need to follow to make that happen.

Lois Comes, Too: You'll coincidentally always have essential allies around when you need them. If you were in a situation where you'd need to be saved by someone, that someone will certainly have come along with you. Even if it doesn't make sense for them to do so.

Instant Learning Curve: You can adapt to new changes, powers, upgrades, and circumstances in seconds. This means that you'd be able to use superpowers you just received as if you'd lived with them all your life, moments after getting them. This also extends to fighting in new environments, and handling situations you've never been in before.

Fighting Is a Spectator's Sport: Battles you're involved in will cause no innocent casualties unless those people are specifically targeted by one of the combatants. You could

throw someone into a gas station in a fiery explosion, and all the bystanders will miraculously have gotten out of the way.

Easy Employment: If a job opening is available, you can walk right in and get the job. Your employers will expect results and only fire you if you can't perform to their expectations. Not because you don't have the credentials to work there.

No Collateral: You can choose to make your environment invincible. This means it can't be damaged by any means, as long as you're still living/conscious. All non-living objects will become unbreakable as long as you maintain this, letting you fight without worry of wrecking nearby things.

My Parents Always Taught Me That: Your enemies will feel the need to monologue and give important details away to you. This'll help you as they'll explain relevant information that you can apply right away.

Super Saves: You'll conveniently be in a position to both notice and stop crimes and save lives before anyone gets hurt. Even in unlikely circumstances, you can manage to beat the odds seconds before people could die. A scenario like saving someone from falling out of a spaceship moments before they hit the ground is a common occurrence for you.

Tactile Telekinesis: You have a psionic aura that you can extend over objects to let you manipulate them and spread both your strength and durability across them. This would let you push a school bus with super strength and not tear or apart. Or catch a soldier who is falling from the sky without hurting him. Or lift a boat out of the ocean without ripping it to pieces.

Flight: You have a speedy form of flight that both lets you hover and soar through the air. This comes with adaptations to let you breathe in oxygen deprived environments, such as the upper atmosphere.

Super Strength And Durability: You can lift an ocean liner over your head, and every part of your body is always as tough as your strongest attack. Meaning, it requires a blow with impressive force to even harm you, and you can't accidentally hurt yourself with your own strength.

Super Speed: You start off being able to run at 700 miles per hour and will only get faster from there. Your durability scales with your speed, meaning you won't turn yourself into a pancake from a high speed collision.

Shape Shifting: You can alter your body to change yourself into other people and living organisms.

Telepathy: You can read the memories of others and search through their minds to collect all of the data you please. Minds are open books to you.

Telekinesis: You can lift objects with your mind, as well as exert crushing force on them. You start off being able to lift and crush a car and can improve your strength further.

Bring Us, Kal-El: People are more likely to give in to your threats if you pose a credible threat. If you showed up to a planet with war ships, you could send the world into a panic trying to appease you.

The Military Intervenes: You can cause the local governments to intervene on your behalf in a way that benefits you. If they believe there's a real threat here, you can count on their resources being used to counteract that threat.

Incredible Acting: You can seamlessly immerse yourself into a role and really sell whatever you're saying. If you had telepathy and shape-shifting powers, you could perfectly impersonate anyone, even when speaking to their loved ones.

I'm About As American As It Gets: You have the ability to convince government bodies and those in control of the country to leave you be and let you act autonomously, on your own terms. This is especially effective if you happen to be incredibly powerful. They'll give you the benefit of the doubt until you're seen acting against them.

Kryptonian: This costs 500 points. Super Tokens can't be used to purchase it. You have all the same powers as Superman and are his equal. If he can do it in the DC Extended Universe, so can you. You have the choice of being a natural-born Kryptonian, or being genetically engineered for a specific purpose of your choice. This provides benefits that make you perfectly suited to such a task.

Martian: This costs 500 points. Super Tokens can't be used to purchase it. You're a Martian, just like the Martian Man Hunter. This provides a variety of powers, such as flight, telekinesis, telepathy, shape-shifting, and more.

Items:

Krpytonian Data: This is a collection of all the data of Krypton. It's a wealth of culture and technological information.

Krypton Before It Fell: This is a copy of Krypton, before it blew up. Don't mine into its core. It'll explode.

Space Ship: This is a speedy ship capable of faster than light travel. Great for evacuating a planet that's about to explode. Or sending your infant son off the planet with.

Superman Suit/Armored Suit: You get to have a costume like the one Superman wears, or the like the ones his dad and Zod wear. Regardless of what you pick, it's self repairing and has great defensive value. It also comes with a Kryptonian energy weapon, if you want that.

Farm House: Has all of the amenities to run a successful farming operation. If aliens exist in a future setting, a child will crash-land here for you to find. The definition of alien is "any being that isn't native to the planet the farm exists on."

Phantom Zone: This is an interdimensional prison you can throw people into. Notoriously difficult to escape from.

World Engine: This is a terraforming device that can transform a world, usually an uninhabitable one, into one that has the same topography and atmosphere as Krypton.

Black Zero: This is a copy of Zod's flagship. It was previously designed as a prison ship, but now serves a new purpose.

Birthing Chamber: Measures kid's vitals and heart rate, as well as gives you data on the mother. It makes this process as safe as it possibly can be.

Krypton Fauna and Flora: The animals are all trained and obey you, and there's a stable breeding population of them.

Kryptonian Colony: You have a group of Kryptonians who specialize in terraforming planets that follow you from jump to jump, colonizing areas at your behest. Any place that they colonize is added to this colony. It, and its population, follows you across your chain.

Kryptonian Incubator: It's filled with Kryptonian DNA and gives you the ability to create Kryptonians who are specialized for specific purposes and programmed to do whatever jobs you desire. You can also choose to produce beings other than Kryptonians if you have a genetic sample.

Aircraft Collection: You have a respawning collection of all the aircraft used in the movie. This includes the Sikorsky HH-60J, Sikorsky UH-60, Boeing CH-47 Chinook, Boeing C-17A Globemaster III, Fairchild-Republic A-10A Thunderbolt II, Lockheed Martin F-35A Lightning II, MD Helicopters MH-6 Little Bird, General Atomics MQ-9 Reaper, Bell CH-135 Twin Huey, Bell 212, Sikorsky S-61, and Eurocopter AS350 AStar. You get 10 copies of each of these.

Crab Boat and Oil Rig: You own your own crab fishing boat and oil rig. Also comes with a fishing license that updates itself in future worlds to continue being valid.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump(s) of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Super tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Washed Out Colors: Everything is grayscale. There's a drab tint over everything in this world.

Cynicism: People often tell you to be selfish and to care only for yourself. You'll deal with mild backlash anytime you do things for non-selfish reasons.

Or What, Tough Guy?: You're a magnet for bullies and other unsavory characters. Even if you were twice someone's size, they'd still think they can intimidate you.

The News: Nosy people want to snoop on you and try to learn your secrets. Maintaining a secret identity will require extra effort.

Never!: You'll be placed in scenarios where the best option seems to be to kill someone. It's up to you to find another way or not.

A Second Or Third Survivor: Another Kryptonian couple had the same idea as Superman's parents, and sent their child to Earth as well. This person is selfish and seeks to use their powers only to enrich themselves. They're selfish, but not necessarily evil.

A World Without Superman: Superman's ship was nearly intercepted by Zod's forces and went off course. It never landed on Earth, and instead he grew up on a different planet, far away. Clark Kent won't be around for the events here.

You Are Clark Kent: You take over Superman's position in the world and body, but also inherent his enemies and challenges. This gives you the Super Suit, Kryptonian Data, Kryptonian, and Space Ship for free. You'll experience similar, if not exactly the same events, that Clark had to deal with, though you can respond in any way that you please. If you picked A World Without Superman, then Zod's forces will track you to whatever alien planet you landed on.

Power Learning Curve: All of your powers now require you practice with them, as they'll overload your senses until you learn to focus them. You'll also have to train to be able to use them as they're intended. This process grows exponentially faster the more abilities you master.

Guess I'll Die: You'll encounter people who have the ability to save themselves from imminent peril, but will choose not to. Unless an outside party intervenes, they will simply die.

Dragon Ball Z: A minor altercation for you will create thousands of dollars in property damage. A fight with you involved can easily result in millions of dollars in damage from the sheer destruction you unwillingly unleash. And a major fight involving opponents with powers on the same tier or close to you? Billions. At minimum.

Alien Expression: Your default resting expression is a blank, emotionless stare. Your mannerisms are uncanny and mildly unnerving to other people.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?