Generic DC FanFic

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Welcome to a heroic world, a world of dark knights rising, a world where men of steel return, a world where Amazons wage wars.

This isn't the mainstream DC universe you're familiar with but instead this is a DC fanfic universe and you are now a part of it.

You can choose a specific fanfic, or choose to enter a generic version based on common tropes.

Take this **+1000 CP** to get started.

Origin:

Pick **1** to show what role do you plan to take in this world?

Drop-In

You arrive in this world at your selected location without any new memories but you do have everything you purchase in this jump..

Protagonist

It turns out you are the main character of this Fanfic, its your job to make the key decisions that affect the plot and you will faces the most significant obstacles

Hero

You want to fit the role of a hero, using your powers to help the world to become a better place by protecting the public and fighting crime.

Villain

You plan to fill the role of the Villain, using your powers to settle scores you may have, to steal what you want or simply to conquer the world.

Location:

Roll to gain **+100 CP** or choose for **Free** if taken with the **Replacement** drawback you may after rolling change your mind and pay to choose the location your character would normally be in but must take the drawback "**Dice Cheat**".

1. Smallville
Smallville is a city in Kansas. Superman landed near the planet, and spent his youth in the town.

2. Metropolis - Glenmorgan Square
Glenmorgan Square is the entertainment center of Metropolis, a landmark and a popular tourist attraction. It is in the Downtown district.

3. Gotham City - Crime alley
Park Row, later called Crime Alley, is a historical landmark in Gotham City and was rather infamous for being the location where Thomas and Martha Wayne are murdered.

4. Central City
Central City, located across the Missouri River from Keystone City, Kansas, it is also the hometown of the Flash.

5. Titan Tower
Titans Tower is a ten-story glass and steel structure that served as the headquarters for the superhero team the Teen Titans.

6. Dinosaur Island
As its name suggests, the island is known for supporting animal life that would otherwise be extinct in the normal world - most notably, its high population of dinosaurs.

7. New Genesis
New Genesis is one of two home planets of the New Gods, ruled by the wise Highfather.

8. The Phantom Zone
The Phantom Zone is an interdimensional realm outside the normal space/time continuum. It's a timeless dimension, a vast expansion of near-nothingness.

Race:

This section is not available to those who took the **Replacement** drawback and unlike the Prefabs any powers gained through the race option will not remove any of the Power Set options from the **Generic SuperPower Supplement**.
For the duration of this jump your race powers will only be accessible in the race's **Alt-form**.
Post Jump these powers can stack with your **Alt-form** or be used while in other **Alt-forms**.
If the character chosen with the **Replacement** drawback is not in the prefab section then you gain the corresponding Race and Bonuses for **Free**.

Human Free

You are a regular human, the predominant life form on Earth but they tend not to have powers.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Item Power Origin** and 1 CP to 2 PP for **Training Power Origin**.
+100 PP Item Power Origin only.

Atlantean -50 CP

You are a member of the aquatic human sub-species that tends to reside in the undersea continent known as Atlantis.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a power using the **Magic Power Origin**.
You gain **+100 PP Magic Power Origin** and the following powers:
Underwater Breathing, Peak Human Strength, Peak Human Swimming, Hydrokinesis, Atlantean Magic.

Cyborg -100 CP

You are no longer completely human due to an accident or surgical alterations, you are now part machine.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Cyborg Power Origin**.
You gain **+200 PP Cyborg Power Origin** and the following powers:
Gadgetry Training, Peak Human Thought Acceleration, Enhanced Thought Acceleration, Datakinesis, Technokinesis.

Homo Magus -100 CP

You are a member of the hidden human race, the Homo magi who evolved in a parallel magical world that permeated your life energy itself. This realm often interconnected with earth allowing some to cross between to share magical secrets and bloodlines.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Magic Power Origin**.
You gain **+200 PP Magic Power Origin** and the following powers:
Basic Magical Knowledge, Advanced Magical Knowledge, Basic Occult Knowledge, Magical Sense, Manakinesis, Mystokinesis.

Metahuman -100 CP

You rolled the super power lottery and are a type of human being who can develop superpowers when under stress or pain with this purchase the powers will be active.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Biological Power Origin**.
You gain **+250 PP Biological Power Origin,** +2 **Discounts** in the **Custom Power** Section and the following powers:
DNA Lock, Peak Human Regeneration, Enhanced Regeneration, Cellular Regeneration.

Amazon -200 CP

Unless you are from earth-11 this is an all Female race of warriors protected by the gods on paradise island but perhaps due to a call from the mainland you sort out the rest of the world.
If you are desperate to be a male Amazon in a regular continuity you can choose your backstory to be that you're the child of an Amazon who left paradise island.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Bestowed** Power Origin.
You gain the following powers:
Basic Combat Training, Advanced Combat Training, Basic Martial Artist Training [Amazonian martial arts], Advanced Martial Artist Training [Amazonian martial arts], Basic Weapon Training [General], Advanced Weapon Training [General], Peak Human Beauty, Enhanced Beauty, Peak Human Agility, Enhanced Agility, Peak Human Durability, Enhanced Durability, Peak Human Endurance, Enhanced Endurance, Increased Lifespan, Decelerated Aging, Endless lifespan, Peak Human Regeneration, Enhanced Regeneration, Peak Human Reflexes, Enhanced Reflexes, Peak Human Strength.

Thanagarian -200 CP

You are a member of this winged human-like warrior race native to the planet Thanagar.
You might be a lost scout or the descendant of a deserter though there could be other reasons for your location.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Biological** Power Origin.
You gain the following powers:
Basic Martial Artist Training [Thanagarian martial arts], Basic Weapon Training [General], Advanced Weapon Training [General], Wings, Levitation, Flight, Supersonic Flight Speed, Space Flight, FTL Flight, Underwater Breathing, Vacuum Immunity, Peak Human Hearing, Enhanced Hearing, Peak Human Regeneration, Peak Human Agility, Peak Human Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Peak Human Reflexes, Peak Human Strength, Enhanced Strength.

Tamaranean -200 CP

As a member of this peaceful race you would have an innate desire to help others but your understanding of violence would be an acquired taste.
You could have been a refuge from a one sided war or a descendant of an explorer from the race's homeworld before it was conquered and the race had to flee.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a power using the **Experiment** Power Origin.
You gain the following powers:
Heliokinesis {Absorption, Recharge, Discharge, Augmentation, Specific Mundane Sample [Solar/Ultraviolet], Blast, Beam, Bolts, Empowerment, Biological Empowerment [Peak Human Beauty, Fertility Control, Language Absorption, Prehensile Tongue, Levitation, Flight, Supersonic Flight Speed, Flight-Field Projection, Space Flight, FTL Flight, Underwater Breathing, Vacuum Immunity], Physical Empowerment [Peak Human Durability, Peak Human Strength, Peak Human Endurance, Peak Human Reflexes, Peak Human Agility, Increased Lifespan, Enhanced Agility, Enhanced Endurance, Enhanced Durability, Enhanced Strength, Enhanced Reflexes, Decelerated Aging, Self-Sustenance, Super Endurance, Super Agility]}.

Demon -400 CP

You are a denizen of the underworld, perhaps you are a traitor to your kind or the descendant of a demon and inherited their powers, regardless most people will think that you have ill intent.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a power using the **Magic Power Origin**.
You gain the following powers:
Basic Occult Knowledge, Advanced Occult Knowledge, Peak Human Strength, Enhanced Strength, Super Strength, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Regeneration, Enhanced Regeneration, Increased Lifespan, Decelerated Aging, Endless lifespan, Anchored Immortality, Spatial Perception, Dimensional Sense, Extrasensory Perception, Empathy Perception, Extended Sense, Penetrating Sense, Peak Human Hearing, Enhanced Hearing, Peak Human Smell, Enhanced Smell, Peak Human Taste, Enhanced Taste, Peak Human Vision, Enhanced Vision, Infernakinesis{Empowerment, Mental Empowerment [Telepathy, Telepathic Digging, Telepathic Diving, Telepathic Manipulation, Telepathic Control, Telepathic Possession]}, Super Capabilities, Mystical Bloodline, Demon Magic.

Green Martian -400 CP
You're supposed to be on the fourth rock from the sun not the third but here you are, perhaps you are a refugee from the society's destruction or you just wanted to get away from the planet, regardless your on earth now so you should try to use your shape shifting unless you want to go to area 51.
You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a power using the **Biological Power Origin**.
You gain the following powers:
Material Weakness [Fire], Flexible Bone Structure, Elasticity, Elongation, Metamorph, Shapeshifting, Peak Human Regeneration, Enhanced Regeneration, Toxin Resistance, Toxin Immunity, Flight, Supersonic Flight Speed, Space Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Peak Human Balance, Colour Changing, Camouflage, Invisibility, Contaminant Resistance, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Increased Lifespan, Decelerated Aging, Intangible, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Peak Human Strength, Enhanced Strength, Telepathy, Telepathic Digging, Telepathic Diving, Telepathic Assault, Telepathic Imagery, Telepathic Ghosts, Telepathic Manipulation, Telepathic Control, Telepathic Possession, Telepathic Relay, Electromagnetic Spectrum Perception, Extrasensory Perception, Extended Sense [Vision], Penetrating Sense [Vision], Peak Human Hearing, Enhanced Hearing, Peak Human Vision, Enhanced Vision, Mentokinesis{Absorption, Drain}, Telekinesis{Absorption, Manipulation}.

Czarnian -500 CP
You are a member of this potentially extinct race whose origin varies from reality to reality, sometimes being pacifists and other times being warlords, the prime example of this race is the main man himself Lobo but half the time he is the exception that erased the rule.
Perhaps you're a member of the race who escaped Lobo’s purge or maybe you're a drop of sweat that the main man forgot to incinerate before you came to life.
You gain the following powers:
Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Godly Regeneration, Limitless Regeneration, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Endless lifespan, Age Manipulation, Deathless Immortality, Replacement Immortality, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength.

New God -600 CP

Thanks to your race's proximity to the Source you have reached evolutionary perfection and have stepped into the divine realms.

There could be a number of reasons why you are on earth, perhaps you are investigating a suspected incursion of Darkseid or you may be a free spirit and just wish to search the universe.

You gain the following powers:

Polymath, Peak Human Beauty, Enhanced Beauty, Super Beauty, Godly Beauty, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Godly Regeneration, Toxin Resistance, Toxin Immunity, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Godly Agility, Contaminant Resistance, Contaminant Immunity, Contaminant Transferal, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Endless lifespan, Age Manipulation, Deathless Immortality, Anchored Immortality, Transcendental Immortality, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength, Peak Human Creativity, Enhanced Creativity, Super Creativity, Mental Regeneration, Peak Human Thought Acceleration, Enhanced Thought Acceleration, Super Thought Acceleration, Peak Human Wisdom, Enhanced Wisdom, Super Wisdom, Godly Wisdom, Peak Human Hearing, Peak Human Smell, Peak Human Taste, Peak Human Touch, Peak Human Vision, Domain

Kryptonian -600 CP
You are one of the last children of Krypton having the innate ability to convert sunlight into a bio forcefield enabling your stupendous powers.
You could be a lost survivor whose ship finally crashed down, you could have escaped the phantom zone or you may even be a clone of another Kryptonian.
You gain the following powers:
External Energy Requirement [Heliokinesis], Material Weakness [Kryptonite], Peak Human Beauty, Enhanced Beauty, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Toxin Resistance, Toxin Immunity, Levitation, Flight, Supersonic Flight Speed, Flight-Field Projection, Space Flight, TL Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Godly Agility, Contaminant Resistance, Contaminant Immunity, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Endless lifespan, Age Manipulation, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength, Mental Regeneration, Peak Human Thought Acceleration, Enhanced Thought Acceleration, Super Thought Acceleration, Peak Human Wisdom, Enhanced Wisdom Super Wisdom, Subconscious Optimisation, Self Optimisation, Awareness, Deception Awareness, Spatial Perception, Subconscious Spatial Sense, Electromagnetic Spectrum Perception, Extended Sense, Penetrating Sense, Peak Human Hearing, Enhanced Hearing, Super Hearing, Godly Hearing, Peak Human Smell, Enhanced Smell, Super Smell, Godly Smell, Peak Human Taste, Enhanced Taste, Super Taste, Godly Taste, Peak Human Touch, Enhanced Touch, Super Touch, Godly Touch, Peak Human Vision, Enhanced Vision, Super Vision, Godly Vision, Aerokinesis{Blast,Mouth Blast}, Cryokinesis{Blast,Mouth Blast}, Pyrokinesis{Blast,Optic Blast}.

Perks:

Putting In the effort -300 CP
Most powerful people start off weak but they learn and they grow now that's your strength.
You are able to learn and master new skills at a tenth of the time it otherwise would take.
Your mind is flexible, being able to absorb and incorporate information at an advanced rate while your body is incredibly adaptive optimizing muscle development and flexibility as you grow.
This functions as a **capstone booster**.

Power from deep within -800 CP
Sometimes your powers just aren't strong enough, sometimes you just need more and with this you can have it.
Once per ten years or once per jump if the jump is shorter than ten years, you can force a specific power or perk to grow beyond its current capabilities, exhausting you in the process, with the power potentially gaining new features or increasing its potency.
If desired this can also temporarily restore your reserves of energy but then slowly drain them until you are exhausted.
With an appropriate amount of rest resolving the exhaustion.
This functions as a **capstone booster**.

Drop-In

Completely Normal -100 CP
People never noticed the oddities about you so long as these oddities are obviously unnatural you would not even need to explain them away.
At the most extreme you stay the same age for all of recorded history, being well documented as a historical figure and even being known by an elderly person from the day they were born but no one will not notice the contradiction in your age.

The Power Broker -200 CP
You may grant any powers you have to another person allowing them to temporarily use your abilities. When you retrieve your powers from them you may choose to either absorb any improvements they have made with your power making that power improve for you or leave them with that amount of power allowing them to retain it at a weaker degree but making it completely theirs.

A well known story -400 CP
Just before a jump starts you will temporarily gain full access to the plot of your jump as if reading from a complete novelised version of the canonical events that would occur during the time of your jump.
Before drawbacks are applied you will be allowed to swap details of the information you gain in order to change the jump both in specific instances and in general.
You may swap the visual appearance and personality of any character for any other official version of that character or apply any **Narrative Perks** or **Narrative Powers** that alter aspects of a jump such as perks that change the age or gender of a character.
After confirming your changes you will lose all of the knowledge of changes and events gained from this perk but will retain any information you had prior to activating this perk.

52 pickup -600 CP
Of all the 52 universes surely some of them contain you and with this perk you know who they are inside and out.
You get the full life story of up to 52 other versions of yourself from within a jumps multiverse gaining all of their mundane skills and abilities.
Booster
Regardless of if you exist or not in those other realms of the multiverse you can now choose to exist.
At the start of each jump you will get an overview of any stable alternative realities/timelines, the you that exists if there is one and can create up to 52 other bodies to take their place.
Each of these bodies functions as part of a hivemind that can either become a drop in identical to you or insert as the yourself that already exists in that world gaining their body as a new form, merging with all of their memories, abilities, their soul and any other similar unique part of them.
You may also choose at the end of the jump to leave any of these copies inside of the jump setting as if they have chosen to stay in that jump, this will reduce the total number of alternative copies available unless you have a self duplication perk or power which will be able to replace the missing copies.

Protagonist

Yes I am -100 CP
You can emit an aura of being the protagonist making it so that others know you are important despite being completely unknown by anyone of importance.

Mental Support -200 CP
You have a brilliant brain, with it you have an eidetic memory that retroactively gains all of your life's memories, you are aware of the time relative to any clock you have ever seen.
You are immune to boredom and resistant to mind reading/control by passively giving a mild headache to anyone who tries to mentally connect to you without permission.

True Love -400 CP
This perk does not create a feeling of love, meaning that you will still need to put in the effort to gain the affection of another, however this perk can sustain the true feelings of friendship, affection and love that others have towards you, unless you specifically choose not to sustain their feelings.
No matter what type of relationship you are in, so long as the relationship has mutual consent it will be within a powerful perception filter so that even the greatest gods who would normally have issues with your relationship would consider it to be normal for you and your significant other(s).
As an added extra everyone whose emotions are sustained by this perk will have their natural beauty emphasized without changing their appearance.

Full Integration -600 CP
Any external alteration or grafting to you such as an experiment, a medication or a parasite has all of its negative effects removed giving you only the benefits including some that may not have been intended.
Booster
Before a jump starts you can choose to import yourself as a character within a jump even if the option is not available within the jump itself.
Whenever you import yourself as a character within a jump you can use this to truly become that character by retroactively reincarnating as them or their past life if needed where they would have died during birth, gaining their body as a new form, all of their memories, abilities, soul and any other similar unique part of them in a natural manner.
The retroactive you will retain an appropriate level of memories and follow the plot without doing things you personally object to.
The universe will grant you Plot Armor and compensate for any changes you make while in this state so that the canon is retained until the jumpstart date after which you may retain a toggleable subconscious guide to retaining the plot while possible.
Once you have reached the jumpstart date you will regain all prejump knowledge and abilities.
The gained abilities will become fiat backed as if they were a Perks and stack with similar perks and racial abilities purchased in that jump

Hero

A World of Glass -100 CP
You have complete self restraint, no matter how strong or powerful you are you can choose to not break and or kill something with any and every power/perk you have, even when you are hitting an egg shell with a world smashing punch.

Who needs a mask -200 CP
You are the master of no effort disguises, at will you can choose to activate a perception filter that makes you become completely unrecognizable as one or more specific people without needing to change your physical appearance.
You can attribute names for each disguise to retain them for future use and can grant selective immunity to chosen people so that they can recognise you while using specific identities with them being aware that you are in disguise.
This can go to the extremes that so long as this perk was active when the photos were taken you could have a headshot of yourself, your unmasked secret identity and your unmasked undercover identity and people would not be able to tell that they are the same person despite the pictures being identical.

Special K -400 CP
You gain Immunity to any natural weakness your race has that most other races don't.
For example Vampires gain resistance to sunlight but could still get sunburn with enough exposure, Martians no longer have crippling fear of fire but can still suffer burns if not careful, Kryptonians no longer get weakened by Kryptonite but could still get cancer if they are exposed to it for too long.

Always holding back -600 CP
You can passively restrain any power by any percentage weakening it to that degree.
Any training done for that power will be multiplied by the same amount required for the percentage to be 100%.
Using 1% of a power will get one hundred times the training and using 50% of a power will gain twice the amount.
Boost
Some powers that you gain are polar opposites and cannot be used in tandem without dramatic consequences, using this perk you can learn conflicting powers and train them to work in tandem even if it would normally be impossible.

Villain

Evil monologue -100 CP
You are more than just a Good talker, you are able to draw people into your speeches, making them truly listen to what you are saying without interrupting, thus giving you a chance to either change their minds or simply stall for time.

A way with words -200 CP
You are able to read, write and speak any language you hear or see as if it were your mother tongue.
Through this you are able to think in that language without issue and use it in place of any other languages you know even when there are supernatural requirements for a specific language to be used.

Sitting on their shoulders -400 CP
You can use this perk to be the Devil or Angel in someone's ear whispering things into their minds that they will think only to be a random thought.
Doing this you can Inflate the right desire to get what you want but be aware this isn't mind control, meaning that while all of their actions will be their own choice and scans will prove it to not be caused by mental interference you cannot force people to do things they are fervently against.

Sturdy Scars -600 CP
Any wounds you receive heal back stronger and slightly more monstrously.
A paper cut may produce leather like skin and a gunshot could produce scales that can resist high caliber rounds but this perk relies on you surviving whatever has wounded you for it to activate.
Boosted
This perk will no longer visibly change your appearance and will still replace any wound regardless of if it is physical, mental, spiritual or any other form of harm with equivalent tissue that is stronger and more resilient to that type of harm without losing resistance to other types of harm.
If you are killed this perk will function as a **1-UP** resurrecting you instantly.
Whenever you are resurrected, regardless of whether it was due to this perk's **1-UP** or not your entirety is restored and made far more resilient to every type of harm you have ever received.

Items:

Super Costume Free/-50 CP
You get a Super Suit that you can customize when purchasing but cannot alter afterwards.
This suit can be summoned at will automatically resizing to fit, its passive durability will scale so that your normal actions will not damage it and will repair itself if damaged taking up to a day if completely destroyed.
The first purchase is **Free** but all further purchases will cost **-50 CP** each.

The FullFic -100 CP
You get a complete copy of the fanfiction you have chosen from the start to the finish, even if the fic is incomplete or was dropped.
You also get a copy of the story for any future jump in the appropriate media type.

Drop-In

Costume Ring -100 CP
You get a copy of the famous ring used by Barry Allen to compress and conceal his super suit.
This copy allows you to manifest mundane clothing that you can shrink and expand to fit anyone or change into and out of almost instantly.

Phantom Zone Projector -200 CP
This device can be used to transport prisoners and objects to and from the Phantom Zone, an interdimensional realm outside the normal space/time continuum which is a barren and insubstantial null area absent of any physical material. Its main controls are a black button and a white button, used to send and retrieve respectively.
Post jump this can be used to send people to a local pocket dimension that can function as a prison.

Annihilator Armor -400 CP
This Armor was built to be an unstoppable weapon of mass destruction as it is indestructible and self-powered.
Though it wasn't equipped with any weapons or devices it possessed limitless strength with any attack by an enemy only increasing its strength and speed.
However, in the absence of such aggression, it can not move and will remain inert.

Lantern Ring and Battery Research -600 CP
This is the complete research of the immortal Guardians of the Universe on the Emotional Spectrum starting from their initial research when tapping into the power of ion, covering the details of how to create devices and battery that tap into the power of all the lantern colors including the manhunters, the phantom lantern ring, the stone heart and even the ring of volthoom.
This research also comes with the materials required to make a lantern ring and battery.

Protagonist

Inheritance -100 CP
You gain a large amount of Money at the start of each jump, the local equivalent of $10,000,000.

Anti-Everything Spray -200 CP
You gain a special spray containing an all purpose animal deterrent repelling any mundane creature that may try to approach or attack you.

Tower of Jump -400 CP
This apparently small tower contains a near infinite number of rooms that are all fully furnished and can connect to your warehouse for long term storage.

Jumper Spaceship -600 CP
This can be any singular spaceship that is smaller than four thousand meters cubed, this can be from a kryptonian warship to the U.S.S. Enterprise E however unless you are importing companions or followers you won't have a crew.

Hero

Batarangs -100 CP
This is not only the Batarangs but also a number of Batman's other gadgets including smoke bombs, snares and grappling hooks.

The Jumper mobile -200 CP
You get a fully customisable motor vehicle with a number of special features that match your perks and abilities.

Fortress of Jumpertude -400 CP
You gain a giant high tech fortress that is a combination of the technology of every jump you have owned, updating each jump allowing it to integrate any buildings you purchase or own.

Mother Box -600 CP
This potentially sentient new god supercomputer has a wide range of abilities and features with a focus on helping and supporting its user.
It has near all purpose functionality including communication, teleportation, energy manipulation, life support and can grant its host a wide variety of temporary super powers.

Villain

Kryptonite Collection -100 CP
You might be considered a geologist of a type as you have this collection of special alien rocks, and their Bizarro versions.
This includes but is not limited to Green Kryptonite, Red Kryptonite, Gold Kryptonite, Blue Kryptonite, White Kryptonite, Platinum Kryptonite, Black Kryptonite and yes Pink Kryptonite.

LexBots -200 CP
These kryptonite powered LexBots can act as household assistants or battle superpower opponents.

Eradicator Blueprints -400 CP
You have a complex set of kryptonian blueprints that depict the race's primary means to explore the universe after a previous attempt causes sociological damage to their culture.
These eradicators had two functions, when sent into space they would encounter other civilizations recording the information to send back to krypton and any society deemed a threat to the ideal of Kryptonian culture would be eradicated.

Fatherbox -600 CP
These rectangular handheld devices are living computers from Apokolips created to be used by agents of Apokolips for the conquest of other worlds.
Using its many functions an agent can detect oncoming dangers, local lifesigns, set up fleet sized teleportation boom tubes and take direct control over technological or magic machines.
A secret and potentially deadly feature of this device is that it can allow its user to directly connect their mind to the source wall to access random and unfiltered knowledge of all existence from within time, space and all previous existences.
These devices also have a security feature that twists the physical and mental states of an unauthorized user turning them towards the desired mindset of their true owner, in this case you.

Companions:

Friends Old and New Free/-50/-200 CP
You can recruit any willing local to become a companion for **Free**.
By paying **-50 CP** you can guarantee a specific character becomes a companion.
You can also pay **-50 CP** to import an existing companion or upgrade an in jump recruited companion granting them a background, **+800 CP** and half of every stipend listed in this document.
You can pay **-200 CP** to select up to **8** companions to import or upgrade.

Power:

+400 CP Powers Only
+1 **Superpower Supplement** Discount

You can use the sections below to gain prebuilt power sets and use the **Generic Superpower Supplement** to create a customizable power set for yourself.

Prefab Power Sets:
If you have taken the **Replacement** drawback and you can build your character in this section for **Free**.

You may purchase the powerset of any canon version of any **DC** character using the **Generic Superpower Supplement** to copy all of their powers and abilities listed on their Wikipedia Page.

You may convert **CP** to **PP** at a ratio of **1 CP** : **5 PP** but each **Prefab Power** required to follow the rules with **Power Origin**‘s other than **Item** counting as your purchase of that **Power Origin** for this Jump meaning that you will not be able to purchase that **Power Origin** from the **Generic Superpower Supplement** in this Jump.

You may purchase as many power Prefabs as you can afford gaining 1 purchase of “**Super Costume**” per Prefab which can be any costume but must be a design that matches the corresponding character.

Each purchase will remove the corresponding characters from your Jump, this will be done by changing their origin in ways that prevent the motivating factors that caused them to take on their super identity.

Unless you have a relevant “**Narrative Perk**” or “**Narrative Power**” you would need to directly interfere in-jump in the event to control how they take place.

You can **not** edit these powers beyond what the character canonically has but you will gain a discount on any powers you get within your Prefab.

Scenario:

Ongoing Issues
Your patron has decided to play a game with you, they are going to change up your story a bit, enhancing all of your enemies and creating his own minions for what he perceives as story arcs. These minions will grow in power to match what he has seen you be capable of with two story arcs per year.
Reward:
After completing each story arc you will gain **+50 CP** to spend or save as you would like.

Crisis Across Multiple Earths
The Mr. Mxyzptlk has decided to play a game with you, he is going to enter you in to a multiverse battle royal combining the most iconic Heroes and Villains of all time from the **Jumper Age Universe**, **the Golden Age Universe**, **the Silver Age Universe**, **DC animated Universe**, **the DC cinematic Universe** and the **FanFiction** that your jump replicated.
Reward:
For each universe you defeat in the super secret war you gain **+200 CP** to spend.

Making Movies
For the duration of this jump you will have the movie and TV rights for every Superhero and Villain on the planet you must make a movie series for the hero's that exist in that world and at least 4 of the films must be ranked in the ten movies of all time for at least 3 different categories.
Reward:
Post jump you retain these movie rights in every future jump.

Vs Mortal Kombat
At some point after 5 years of your Jump starting something strange will begin to occur beings from another Reality will start to appear as two dimensions and fuse themselves, conflicts are likely to occur.
To complete this scenario you must resolve this issue and stabilize the two realities either as a single new reality or returning to their original state.
Reward:
You may select up to 8 **Mortal Kombat** characters to become your willing companions for **Free**.

Injustice: Gods Among Us
At some point after 5 years of your Jump you will be pulled into an alternate reality where that version of superman has taken over the world and enforced a brutal dictatorship.
Reward:
You may select any of the crossover characters from the Injustice series to become your willing companions and gain all of the regime's technology including the **5-U-93-R** formula for **Free**.

Generic Amalgam Comics FanFic
To take this scenario you must have previously completed the **Generic Marvel FanFiction**, once the jump is completed you will be sent into a new “Jump” playing the **Generic Amalgam Fanfiction Jumpchain**.
The warehouse and all powers, perks and items from previous Jumps other than body mods will be sealed for the duration of this jump.
The FanFiction setting of this jump will be a hybrid of the **Generic DC FanFic** and **Generic Marvel FanFic** you selected with you taking the role of the hybrid of your two previous selfs gaining their powers.
For this Jump you will have a bonus **+500 CP** to spend across the jump doc and all previous purchases from the **Generic DC FanFiction** and the **Generic Marvel FanFiction** being automatically discounted.
Reward:
Joiner of Worlds
Like the joint effort of the Living Tribunal and the Spectre you too have the power to combine two universes together!
When starting a jump you may select another setting or Jumpchain document and have the two merge in order to create an Amalgam universe for your jump to be set in.
If you have merged two Jumpchain Documents you may complete both separately and combine the results but for the purposes of any perks/rules they will count as each having been completed separately.

CP to PP Conversion Drawbacks:

These drawbacks allow you to access better rates of conversion for **CP** to **PP.**
Be aware that **PP** cannot be converted to **CP**.

Lost and Found: -100/200/400 CP [Cannot be taken with Learning the long way]
You will lose access to all of your Power Items and they will be hidden from you.
For -**100 CP** you will gain +**450 PP** to use for the **Item Origin**, your power items will be somewhere in your country planet and will be delivered to you at some point during your first year, possibly under their own power.
For -**200 CP** you will gain +**900 PP** to use for the **Item Origin** and your power items will be deactivated and hidden somewhere on the planet, each one will be found within the first 5 years of your jump activating them.
For -**400 CP** you will gain +**1800 PP** to use for the **Item Origin** and your power items will be deactivated and hidden throughout the galaxy on the planet, they will only become activated when found.
Post jump your purchased items will be returned to you.

Learning the long way: -100/200/400 CP [Cannot be taken with Lost and Found]
Before the Jump begins you will have to go to a learning space and prove you are capable of understanding your chosen material.
You can choose not to complete the training before you start jumping but you will not have the corresponding training powers of any incomplete test.
For -**100 CP** you will gain +**450 PP** to use for the **Training Origin** and before the Jump begins you will have to go through a crash course of everything you have purchased and must complete a feast for each subject proving you understand the basics of what you are buying.
For -**200 CP** you will gain +**900 PP** to use for the **Training Origin** and you will have to go through the full training course required to fully grasp all of the training you purchased and must complete a test.
For -**400 CP** you will gain +**1800 PP** to use for the **Training Origin** but you will need to go through a high detail trading course for every learning power you have gained and will be required to pass every training test in a row before any of them are marked as complete.
Post jump you will gain you training powers fiat backed as intended.

Incompatible: -100/200/400 CP [Cannot be taken with Hogwarts Dropout]
Your cybernetic components are not completely compatible with your organic body causing consistent issues.
For -**100 CP** you will gain +**450 PP** to use for the **Cyborg Origin** however your cybernetic implants will never fit quite right and occasionally be uncomfortable and unpleasant.
For -**200 CP** you will gain +**900 PP** to use for the **Cyborg Origin** but your cybernetic implants are now constantly itching unless you take medication and they will occasionally be painful to use.
For -**400 CP** you will gain +**1800 PP** to use for the **Cyborg Origin** but before the jump starts you will have to have the cybernetic implants manually installed while you are conscious and fully awake.
After the surgery you will need to maintain your parts in order to prevent pain, rejection or infection.
Post jump these implants are perfectly implemented.

Mutation: -100/200/400 CP [Cannot be taken with Experiment]
Your powers have manifested as a physical mutation that may cause fear or disgust within those who see them.
For -**100 CP** you will gain +**450 PP** to use for the **Biological Origin** but your powers leave a visible effect that could pass for humans such as odd hair or eye color.
For -**200 CP** you will gain +**900 PP** to use for the **Biological Origin** but your physical changes are more pronounced causing you to have odd skin color or texture and to have notably un-human blood.
For -**400 CP** you will gain +**1800 PP** to use for the **Biological Origin** all of your powers are visibly manifested making you appear to be a monstrous being.
Post jump these changes become available as an Alt-form.

Hogwarts Dropout: -100/200/400 CP [Cannot be taken with Incompatible]
You do not have as much training and experience as advertised in the use of magic and will instead have to learn in universe.
You will still have the potential and power to use your magic but you will need to or locate a way to learn your magic as the books that will have been split up.
For -**100 CP** you will gain +**450 PP** to use for the **Magic Origin** however there will be gaps in your knowledge and books of the more advanced aspects of each of your schools and styles of magic.
The spell books required to fill these gaps will be randomly sent and hidden in some of the 100 closest bookshops from your starting location.
For -**200 CP** you will gain +**900 PP** to use for the **Magic Origin** but will only know the basic principles of your magic and the spell books that hold the rest will be hidden in random shops around your starting country.
For -**400 CP** you will gain +**1800 PP** to use for the **Magic Origin** however you won't have any of your magic knowledge or experience, instead relying on your potential and power or locate another way to learn your magic as the books that will have been split up into 10 books each and will be randomly hidden somewhere in the world.
Post jump you will gain and restore all the knowledge and books you were supposed to gain.

Cursed Soul: -100/200/400 CP [Cannot be taken with Theurgy]
Your soul has been cursed forcing you to have flashbacks and relive the in-universe experiences of your in-universe past lives without being able to change any of the events that occur while those events are happening to you.
For -**100 CP** you will gain +**450 PP** to use for the **Spiritual Origin,** these flashbacks will only occur once per month while you are asleep and will often show events that are relevant to events that have or will soon occur.
For -**200 CP** you will gain +**900 PP** to use for the **Spiritual Origin**, your flashbacks will start randomly once a week showing you days of your previous lives in an instant.
For -**400 CP** you will gain +**1800 PP** to use for the **Spiritual Origin,** you will have no control over when or when these will occur, while to you each event will feel like it took up to a week to complete, for everyone it will appear that you zone out for a few minutes.
Post Jump this curse will be broken.

Experiment: -100/200/400 CP [Cannot be taken with Mutation]
Before the jump begins you will be required to go through the experiment that will give you superpowers.
For -**100 CP** you will gain +**450 PP** to use for the **Experiment Origin**, your experiment will be quick and moderately painful as it alters parts of your body to accommodate these powers.
For -**200 CP** you will gain +**900 PP** to use for the **Experiment Origin**, your experiment will take a few minutes and be very painful as it changes your internal structure.
For -**400 CP** you will gain +**1800 PP** to use for the **Experiment Origin**, the experiment will take several minutes and will be extremely painful as it dissolves and rebuilds your body.

Theurgy: -100/200/400 CP [Cannot be taken with Cursed Soul]
To use your powers you will need to prove your devotion to the deity your powers come from.
For -**100 CP** you will gain +**450 PP** to use for the **Bestowed Origin** and will be required to make a prayer to your deity once a day.
If you miss a day you will not be able to use your powers the next day.
For -**200 CP** you will gain +**900 PP** to use for the **Bestowed Origin** and will be required to complete a Religious Sermon for this divine being you received these powers from every week and a audible prayer once per day, failure to do so will disable these powers for a week during which you must do the prayer every day and complete the Sermon before you can regain them.
For -**400 CP** you will gain +**1800 PP** to use for the **Bestowed Origin** but to use your powers you must make a sacrifice to your deity every day and failing to do so will disable these powers for a month during which you must supply a sacrifice every day to regain them.
Post jump you will not need to make these rites to retain your powers.

Grinding Required: -100/200/400 CP [Cannot be taken without 2 or more CP to PP Conversion Drawbacks]
Your gaming systems are not quite calibrated for you and will not generate XP in the intended way.
For -**100 CP** you will gain +**450 PP** to use for the **Custom System Origin** and will only gain 60% **XP** from your various methods.
For -**200 CP** you will gain +**900 PP** to use for the **Custom System Origin** but will only gain 40% **XP** from your various methods.
For -**400 CP** you will gain +**1800 PP** to use for the **Custom System Origin** but will only gain 10% **XP** from your various methods.
Post jump you will not have this restriction and can gain **XP** at a normal rate.

Drawbacks:

Replacement Free
You may select a single canon character from the **DC** Universe and take their place in time and space.

Myown Fic Free
Why take someone else's story when you can take your own with this drawback you can customize innate details of this universe as if you had taken the "**A well known story**" Perk. You can also integrate aspects of multiple different FanFic's including settings and character variations.

Supplement Free
You may take this jump as a supplement to another **DC** Jumpchain.

Crossover Free
Why just stick to the **DC** universe when you can add more to your world, you can choose any other **Warner Bros** Franchises and have them merge into your work.
Perhaps the wizarding world is hidden all around you with the events of **Harry Potter** and those of **Star Trek** being future fact. Perhaps on one of your many trips to space you may find another world which perfectly reenacts the events of the **Lord of the Ring's**.

Dice Cheat Free
People won't play dice related games with you as they think you will cheat.

Just Stay Dead +100 CP
It doesn't matter what you do to them or how thurrally you destroy their body your enemies will never stay dead.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated Comic +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Terrible Name +100 CP
You have bad luck when it comes to getting a super name as media attention seems to always give you a terrible name, you can't get around that no matter what you do.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

From Beyond the 4th wall +100 CP
They're watching you Jumper. Who? People who know you're not from this world. The worst part is that you can always feel it when they look at you.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Protect Civilians +100 CP
You will feel responsible for every man, woman and child who is in danger any time you see someone at risk you will instinctively want to help them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

The World's Strongest +100 CP
You have a passive reputation now with everyone thinking that you are the biggest and toughest guy in the room with everyone who thinks they have a point to prove targeting you first.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Background Lore +100 CP
Everyone seems to have a complicated and convoluted background that they won't shut up about and despite it seeming to go on forever it seems that time stops and nothing can move when they make these tiresome speeches.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Super Team Up +100 CP
It seems that you can't go anywhere without some random super person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the **DC** universe and all its continuity's.

Aliens Crash In +100 CP
It seems that every week at least 1 alien spaceship will crash within a half mile of you, possibly causing destruction and either going on a ramage or needing your help specifically.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Monster Magnet +100 CP
Every monster who attempts to attack a city or alien beast who is released on the planet will head straight for you and attack.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honorable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

Crooks for days +200 CP
Every group that you face against will have ten times the street level support that they normally would.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Tie-Ins +200 CP
Every time something happens a dozen different people will show up and do seemingly unrelated things that your actions seem to pivot off if anything goes wrong for them things will definitely go wrong for you.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

I'll get em next time +200 CP
It doesn't matter what you do every time you catch or try to kill an enemy they always get away and you can never seem to find them.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Rogue Gallery +200 CP
This can be purchased up to 5 times with each purchase giving you a new enemy who gains **+3,000 PP** to spend in the **Generic Super Power Supplement**.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Weakened +200 CP
When you start this jump your purchased powers will be near non-existent requiring you train them in order to get the basics that the powers describe.

Selective Amnesia +200 CP
You have forgotten everything about superhero comics including the tropes and this specific fanfiction.

Multiverse Madness +200 CP
It seems that at least once a month a random person you know will appear from a parallel reality where things are different such as an evil copy of your lover, an old west copy of your arch enemy or even the canon version of the character you replaced, it could be anyone.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Power Curve +300 CP
During your time in this jump events will take place that raise the power curve exponentially, introducing new powerful characters and storylines that didn't originally occur.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Knockback +300 CP
It doesn't seem to matter how strong or durable you are, your enemy always fling you away like a bouncy ball causing a huge knockback and will stun you until you land regardless of how little it hurts you.

Power Loss +300 CP
Any powers purchased from the **Generic SuperPower Supplement** are disabled for the duration of this jump, you may still use powers gained from the prefab section.

Ultimate Warrior +300 CP
At some point during your jump a single enemy will challenge you to an honorable duel, they will be the same race as you and have another **+10,000 PP** to spend in the **Generic SuperPower Supplement**.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Sidekick +300 CP
You are the sidekick, you will get no respect or authority and most people will attribute your success to whoever they have arbitrarily decided the real hero is.

Criminalisation +300 CP
An evil copy of your super powered society will show up at some point during you jump and attempt to take over your world like they did their own, you will not be able to complete this jump until they have been dealt with.

Authoritarianism +300 CP
An extremist copy of your super powered society will show up at some point during your jump and attempt to enforce their own harsher version of justice on your world as they did their own, you will not be able to complete this jump until they have been dealt with.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Secret Identity +400 CP
You need to keep your secret identity, if it becomes public knowledge then you will automatically fail this jump.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world.
Failure to find them within a year will count as a jump failure.

Death of Jumperman +400 CP
It seems that at some point people will think you have died and dozens of imposters will show up trying to take both your superhero identity and your secret identity.
Some of these are villains in disguise and others are b list heroes who want to use your name to boost their profile, then again there are some weirdos who genuinely think that they are you.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Arch Enemy +400 CP
You now have a consistent enemy who will have **+10,000 PP** to spend in the **Generic SuperPower Supplement** but cannot purchase any powers you purchased within this jump.

Future Problems +500 CP
Time travelers will keep showing up and causing you problems and unfortunately even the ones who are your allies will know any secret you tell in the future.

Biggest Bad +600 CP
An enemy more dangerous than any you have ever encountered before will appear up to ten times during your jump, they will have **+20,000 PP** to spend in the **Generic SuperPower Supplement**.

Boss Rush +600CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Responsibility +600 CP / +1200 CP
Every hour ten minutes before the hour you will know the location of everyone within a mile of you who will be in danger during that hour.
You will feel immense guilt towards anyone who you do not save and will mentally experience the suffering they have gone through once the hour is up.
For a **+600 CP** total this will only be active while you are conscious but for **+1200 CP** its effects will be constant and every time that more than **99%** of those you have been made aware of do not get saved during this period the range of this drawback will increase by **10%**.

Notes:

V1.01
- Changed Text

Jump End:

Regardless of what you choose all drawbacks are removed

Go Home
Return to your home dimension and Gain **+1000 PP**

Stay Here
Stay here and Gain **+1000 CP**

Move On
Go onto the next Jump