Superman the Animated Series CYOA

Jumpchain Complaint Version 1.5

Welcome to Metropolis, the city of tomorrow. This is a city of progress, of invention and innovation. Here the foremost scientific minds work towards a better future. Companies like Lexcorp and Star Labs are constantly improving, working on creating new state of the art technology. Everywhere you turn things are changing. Someday soon there is going to be a very big change indeed. In one year a man will arrive to change Metropolis. He is the start of something new. Ahead of us are great battles to be fought and great miracles to be performed. What will you do with the power to change the world?

You begin with 1000 Choice Points. This CP will be used to purchase abilities, items, and powers from the following choices. Use them wisely.

Identity

This choice will decide who you are in this new world. It determines your history, who you know, how you've lived your life to this point and what skills you have. You may choose any age between 20 and 36, or alternatively roll 2d8 + 20 to determine your age. If you are a Kryptonian you will have spent many years in stasis on your way to Earth and your age is your physical age. If you are a New God then your age is basically irrelevant but you can choose to keep your age roll, or multiply it by 5, 10, or 20. The specifics of how you came to Earth if you are a Kryptonian or a New God are up to you.

Drop In

You appear in this world much the same as you were in the one you left. You have no history in this world at all, nothing to call your own but whatever you're carrying with you.

Journalist

You are an experienced journalist, a reporter working for the Daily Planet, one of the most prestigious and famous newspapers in the country. You may choose if this is your first day at the Planet or if you already have a history here. You start with a modest apartment in the city, drive a sedan that you're still making payments on, and have a wide variety of friends, contacts, and acquaintances from all walks of life at every level of society.

CEO

You are the leader of a wildly successful corporation based in Metropolis. This business is named after yourself and has flourished under your careful guidance. No one handed anything to you either; it took

every ruthless trick, underhanded method, and vicious takeover you know to get you where you are today. But the rewards are more than worth it. You start with a beautifully furnished apartment that takes up the top floor of a building you own, have a garage filled with any different number of vehicles of all shapes and sizes, and have an extremely loyal and professional assistant. You've also systematically and repeatedly alienated every friend and family member you've ever had. You have employees instead of friends. Not that you needed those incompetents dragging you down anyway. Employees are like friends that do what you tell them to and live in fear of disappointing you.

Officer

You're a genuine Metropolis City Police Officer, working in the Special Crimes Unit under Inspector Turpin. The hours are long and the pay is lousy but you do have the respect of the citizens of Metropolis. You start with a lovely home in the suburbs that you are set to pay off in twenty years, drive an only slightly used car, and have a number of loyal friends.

Secret Identity

This is your alter ego. This choice will decide how you have chosen to use your powers and abilities up to this point. Drop ins can either choose to be Nobodies or Unaffiliated but cannot be Heros or Villains.

Hero

You are a hero! One of the brave few souls that work to protect the innocent and make this world a better place. Though at times this job seems thankless you can rest easy knowing that the lives you save are more important than any paycheck. 600 Bonus CP to spend on Hero Powers. Take either the No Good Deed Goes Unpunished or Nemesis drawback for no points.

Villain

You're a downright dastardly villain. Villains use the miraculous powers they've been gifted for selfish or nefarious purposes, though some are instead pursuing a noble goal through ruthless means. Most villains are reviled by the public and pursued by heros, but successful villains can amass great deals of wealth and power that their right minded foes can only dream of. 600 Bonus CP to spend on Villain Powers. Take either the Bad Rep or Nemesis drawback for no points.

Unaffiliated

You aren't a hero or a villain. Instead you're someone that has refrained from using your superpowers for whatever reason. Maybe you just haven't made your debut yet? As of now you have none of the

responsibilities of being a hero or the consequences of being a villain but you also lack the reputation and contacts that they come with either. 400 Bonus CP to spend on Super Powers.

Nobody

You don't have a secret identity at all. Why would an average Joe like you even need one? It isn't like you have superpowers. Can't take Superpowers, 400 Bonus CP.

Perks

Drop In

The Life of Bibbo [100] You're a bystander, and that's not bad. Most people are bystanders when you get right down to it. Everyone is the protagonist of their own story, but that must mean everybody is somebody else's side character. And as long as you act like a side character you'll only face side character problems. The nail that sticks up gets hammered down, see? It might not seem that useful right now but believe you me, the main characters around here have a *lot* of problems.

Art and Beauty [200] You are a complete master of one mundane art form. Maybe you're an incredible writer, able to pen great novels. Maybe you're a genius sculptor, able to capture the beauty of life in a statue. You might even be amazing at making comic books. Can be purchased multiple times for a different art form each time.

You're Much Stronger Than You Think You Are [400] People can't live without hope. When someone is at their lowest and truly despairs it can seem impossible to bring them back from the edge. But anything is possible for you. With just a few short words you can restore hope to those at their lowest. Even the most inconsolable wretch will feel their spirits lift and their hope rekindled when you speak to them.

Anti-Life Immunity [600] The most fearsome and terrible power in the universe, the Anti-Life Equation has the power to completely dominate the minds of any and all sentient beings. Except for you. You now have complete and total immunity to anything and everything that would artificially influence or control your mind, body, or soul. This includes mundane things like drugs and supernatural things like telepathy but it has no effect on things that naturally influence you like rhetoric or guilt.

Journalist

Underestimated [100] Most people don't think much of you. As long as you maintain even a flimsy facade of normalcy most people will assume you are completely normal, maybe even a little bit weak. This effect

will fade the instant you do something to contradict it but until then all but the most paranoid will underestimate you at first.

Interview [200] People are an open book to a smooth talker like you. Speaking to a perfect stranger for just a minute might convince them to start telling you personal information or divulge their thoughts. With enough time you might be able to convince them to give up their deepest secrets.

Unbeatable Disguise [400] Sometimes the best way to hide is in plain sight. By altering your face in even the slightest ways you can become totally unrecognizable. A simple pair of glasses or a new beard are now a perfect disguise for all but the most keen observers. Anyone short of Sherlock Holmes or Batman are going to be totally oblivious to your flimsy deception.

For The Love of My Friends [600] You are fortunate enough to gain friends easily. Everywhere you go you seem to meet unique, irreplaceable individuals that will follow you to the ends of the earth. These friendships may start tenuously but through hardship and loyalty will be forged into unbreakable bonds. Furthermore, the isolation and loneliness that you have experienced due to your journey will be a thing of the past because these friends will always be perfectly suited to understand you, regardless of your circumstances. You also have a much easier time befriending others in general, even those that were once your enemies.

CEO

Administration [100] You know exactly how to run a business. From speaking to the press to managing employees to attracting shareholders, you know how to do it all. Any company under your leadership is guaranteed to become an industry lead in an amazingly short amount of time. You can talk the talk and walk the walk. Furthermore, people know it. Your administrative excellence is so obvious that you'll naturally climb the corporate ladder at a breakneck pace.

Cutthroat Competition [200] You're the king of corporate espionage. You're a master at everything from stealing trade secrets to bribing security guards to sabotaging prototypes right before an expo to determine which company will get a government contract. Even better, you can always find the kind of people you can trust to carry out those deeds, because the only thing better than screwing over a rival company is screwing over a rival company without getting your hands dirty.

Perfect Publicity [400] Sometimes politicians seem to get away with murder. Those amateurs have nothing on you. You have an incredible knack for getting away with just about anything and still end up being adored by the public. Illegally dumping nuclear waste in public parks? A corporate rival is

murdered? Someone matching your description stole forty pies from a school bakery? They'll find that those were actually done by a maverick ex-employee trying to discredit your sterling reputation or some other equally plausible excuse. This won't work if you admit to any wrongdoing or against anyone that actually sees you commit the crime, though video evidence will always turn out too blurry to actually determine who the perpetrator was. It will also fail to work against any actual law enforcement, although they won't have any evidence that would hold up in court.

Solitary Genius [600] You are a genius on the level of Lex Luthor. Your business acumen is such that you could start from nothing and build up an international corporate empire in a few short years. Your brilliant mind can rewrite the physics books and unravel the very secrets of the universe with just a year of two of research. There is just one catch. You don't work well with others. After all, why should the great have to suffer for the small? It is only when you are untethered by friends or family of other distractions that your brilliance will truly shine. You can of course have assistants, employees, underlings, minions and other similar subordinates, but if you start to make true attachments then your flawless mind will be tarnished, and the effects of this perk will be greatly reduced.

Officer

Crimestopper [100] Other cops investigate crime. You sniff it out like a bloodhound. You have an almost unnatural ability to find crimes, in progress or otherwise. In a single night on patrol you'll undoubtedly find more break-ins, muggings, and murder attempts than a normal officer would find in a month. Just don't get in over your head, okay?

Terribly Tough [200] Life has thrown you to the mat a few times but you just keep getting up again. You have a stubborn streak a mile wide and even the worst defeats are only temporary setbacks in your mind. This bullheadedness has a tendency to get you into dangerous situations,but it's nothing you can't handle,right?

A Brave Man [400] Everybody gets scared and everybody gets discouraged. That's just a part of life. You aren't fearless. Fear is a part of life and not having any can make a man reckless and arrogant. It's just that you won't ever let your fear control you ever again. No matter how terrified you are you will never so much as flinch.

Truth, Justice, and the American Way [600] I thought that you needed to be strong to defeat evil, that the world would only make sense if it was forced to. I was wrong. Morality *is* power. It's knowing what needs to be done that brings strength and courage. You know the difference between right and wrong. You possess great wisdom and a powerful moral compass that will allow you to solve great ethical dilemmas

in an instant. As an extension of this wisdom you will be an exceptionally quick learner and a very patient teacher. You are also extremely charismatic, always knowing the right thing to say at the right time. You aren't infallible and you aren't all knowing, but this might make you as wise as Solomon.

Undiscounted Perks

Agape [100] The ability to love completely and without reservation. This can be both a blessing and a curse. Many people lock away their emotions to prevent themselves from being hurt but this will no longer be possible for you. Your feelings are so powerful that they are a force unto themselves. Incidentally, this will improve your willpower greatly and give you some resistance (but not immunity) to many forms of mind control, including the Anti-Life Equation.

Empathy [100] To help people you have to be able to understand them. You have a great ability to put yourself in another's shoes and figure out how they think. This could theoretically have combat uses but is mainly useful for helping people.

Super Dickery [100] The most fearful superpower of all. Everyone has the power to be a jerk, but it takes a very special and very powerful person to be a Superdick. Before you were blind, but now you can see. Every power, every ability, every item has the possibility to be used in dickish ways, and now you can bring out that potential. And you'll always have the most perfectly smug smile on your face while you do it. Because you're a dick. This perk is free to those with the CEO Identity that take the Hubris Drawback.

Doomed Planet [100] You have a natural intuition for natural and unnatural disasters. You can feel twisters, earthquakes, and artificial explosions long before they happen, and the bigger the calamity the stronger and earlier the feeling. A small flood would be a slight feeling, while massive planet ending cataclysms will be a heavy and unmistakable sensation. After a while you will start to get familiar with the flavor of each kind of disaster and be able to recognize it easily.

Desperate Scientists [100] No matter how deadly the situation you always seem to be able to figure out a miraculous plan to save everyone. If you had to you could recreate entire branches of science to evacuate a planet and terraform a new one in just a few short years. This ability works best when you have plenty of time and resources to prepare with. Using it on the fly will give you very suboptimal results.

Last Hope [100] You will give the people an ideal to strive towards. They will race behind you, they will stumble, they will fall. But in time, they will join you in the sun. In time, you will help them accomplish wonders. Those around you will be inspired by your greatness. They will soar to ever greater heights the harder you struggle, the greater your deeds, and the more virtuous you act.

Kindly Couple [100] Raising a child isn't for everyone. Children require constant attention, need rigorous structure, and some rambunctious kids manage to give even the best parents headaches. But you'll get there. When it comes to children you have the patience of a saint, the discipline of a headmistress, and eyes in the back of your head (figuratively [well, maybe literally. I don't know you]). You might not be the best parent in the world, but you're definitely in the top one hundred.

Super Powers

This is what you've been waiting for. There are no discounts for super powers but certain Secret Identities receive bonus CP for this section. Those who chose the Nobody Secret Identity cannot choose powers.

Hero Powers

Enhanced Hearing [100] A woman screams across the city but no one can hear her. Or so her attackers would like to think. You heard her and you're already on your way. Your sense of hearing is so acute that you can understand conversations from miles away if you concentrate. If you ever get tired of hearing everything all at once you can selectively block out sounds and ignore the usual day to day stuff while still picking up the important parts.

Flight [100] The power of aerial locomotion. You can fly under your own power at a little over 500 kilometers an hour. You also produce a weak force field that will protect yourself and anyone you carry from the rigors of high speed flight. This speed is increased tenfold when you leave the gravitation field of a planet.

Environmental Protection [100] Because breathing is a hassle. You no longer require water, air, or food to survive and are resistant to both extreme temperatures and high pressure environments.

Fine Control [200] Do you feel like you live in a world of cardboard? Afraid that if you lose control for even a moment that someone could die? You won't have to worry about that anymore. You have absolute definite control over the strength of your powers. While you can't turn your powers completely off, you will always be exactly as delicate as you want, whether you're stopping a train with your super strength or lighting a candle with pyrokinesis.

Healing Touch [200] The power to restore biological life to optimal conditions. In a less than a minute you can heal any injuries and cure any illnesses of any biological organism that you touch. Does not work on yourself and cannot revive the dead.

Psychokinesis [400] The ability to alter your environment with nothing more than a thought. This power is incredibly versatile and has a very large range of over 1000 meters. The maximum weight you can manipulate at one time is a little over 800 kilograms, though this amount can be spread out across any number of objects.

Frost Breath [400] I'll spare you the bad breath puns. Your exhalations can freeze lakes and extinguish fires. While this is obviously great for offence, it is also has a lot of utility. Cooling down overheating machinery is easy, and freezing water to create a bridge is child's play. It is even precise enough to use it as a form of air conditioning.

Super Strength [400] The raw physical power of a Kryptonian. It's now easy to throw cars or crush steel girders. You're even more powerful than a locomotive, able to stop an out of control train with just brute strength.

Teleportation [600] The fastest route between two points is to skip the intervening distance. You can disappear from one location and instantly reappear in another location a short distance away. This power only works with line of sight, has a five second cooldown, and a range limitation of roughly a mile.

Super Durability [600] You're as tough as they come. Bullets bounce off of you, weapons crumple on impact, the frozen tundra is just a little chilly, and the only way lava is going to kill you is if you drown in it. But you aren't invulnerable. Enough force can still hurt or even kill you. You can bleed, your bones can break, and magic bypasses this increased durability entirely.

Sane Science [600] Biology, chemistry, engineering, and physics are your tools. Progress is your purpose. With your intellect and enough time and resources there is nothing you can't accomplish. From cloning to robotics, nanotech to hard light, computer programming to space travel, anything is within your reach. Combined with the Mad Science power you will be a scientific genius able to equal some of the feats of the Kryptonians like intergalactic travel, Artificial Intelligence, and Phantom Zone Generators.

Self Duplication [800] You can replicate yourself at will. Your clones act and think independently but they all possess your personality and memories. Your clones retain any of your physical enhancements but split equally between them (so one hundred clones would have one hundredth of your strength, speed, and durability). A maximum of ten thousand clones can exist at one time. If needed you can absorb your clones back into yourself by touching them. You will gain all the memories of clones absorbed like that.

Kryptonian Physiology [1200] You are one of the last Kryptonians, an almost extinct alien species. Kryptonians are virtually identical to human beings in appearance, but physiologically they are completely different. Under the influence of a yellow sun Kryptonians have the following powers: Super Strength, Super Speed, Super Durability, Enhanced Hearing, Flight, Enhanced Vision, Heat Vision, and Frost Breath. Despite the immense power Kryptonians possess, they also have several weaknesses. They lose their abilities under the light of a red sun, if they don't receive enough yellow sunlight, or if they are exposed to Kryptonite. In fact, Kryptonite is extremely harmful to Kryptonians and prolonged exposure can kill them.

Villain Powers

Enhanced Vision [100] Sight beyond sight. You can now perceive the full spectrum of light and possess telescoping x-ray vision that will let you see with perfect clarity through obstacles. This vision is blocked by atoms with a heavy nucleus like lead or depleted uranium.

Total Recall [100] Every day, every minute, every second. You remember everything you've ever seen with perfect clarity. There is so much to remember, so much that it almost hurts. But it helps to focus on the good memories, especially the ones you forgot about.

Sensory Deprivation [100] With the brush of your hand you can suppress the senses of your foes. While robbing someone of their sight is obviously valuable, this power extends to more uncommon senses like pain or the sense of balance. Requires physical contact to work, ends immediately after contact is broken and can only block one sense at a time.

Power Protection [200] Your supernatural abilities cannot be suppressed, stolen, weakened, or removed. Does not fuel your abilities if they have any kind of power requirements, and won't protect you from anything that weakens you directly and not your abilities. So a magical spell that would remove your superpowers would fail, but a spell that weakens you would still work.

Regeneration [200] The storm can't grind the mountain down, it can only shift the stones. Your flesh rapidly repairs itself when damaged. Broken bones heal in seconds and lost limbs reform in minutes. There are unfortunately limits to how much you can heal at one time; if you keep losing limbs your regeneration will get slower and slower until you have a chance to recuperate. Extensive damage to your brain or your heart can and will still kill you.

Heat Vision [400] A Kryptonian's deadliest weapon. Heat vision is essentially a high-intensity laser that will scorch anything it touches. This laser is extremely precise, and can be used to heat up cold drinks or lobotomize people as necessary.

Unity [400] We are all together as one. You now have the power to infect others and take control of their bodies. This power manifests as a hideous worm that emerges from your body. When the worm is implanted in a host their body will be taken over, and their consciousness will be subsumed into yours. The worm will grow in the host body, eventually being able to send a tentacle out of the mouth to restrain and attack others. This tentacle can infect others and is surprisingly strong. For an extra 200 CP you may have an alt form of a alien mass of tentacles. This grotesque body has the Super Durability and Regeneration powers at roughly half strength, though it stacks with those perks.

Size Alteration [400] You can alter your shape, drastically increasing or decreasing your size. You can grow up to 200 feet taller or shrink down to the size of an ant. This power bypasses conservation of mass.

Apparitions [600] You can induce fantastical illusions in the minds of others. These projections of sight and sound can be as large as a city and as detailed as you can imagine. The only problem is that the illusion will be dispelled if the victim suspects a deception. Note that you won't be able to see or hear the apparitions yourself as they exist only in the mind of the subject.

Super Speed [600] You can run a little under Mach speed (around 700 MPH), as well as greatly enhancing your reflexes to match your speed. At small distances you can move much faster, allowing you to catch a speeding bullet or change your clothes almost instantly.

Mad Science [600] They called you crazy! They said what you were doing was unethical! That was just kids play! Now you'll show them what it means to denounce the greatest scientific genius of our age! Maybe you'll make a teddy bear mech to destroy their cars, or a Barbie robot to assassinate them in their homes, or create a green soldier army with real assault rifle action! Those fools will rue the day the day they insulted you! Combined with the Sane Science power you will be a scientific genius able to equal some of the feats of the Kryptonians like intergalactic travel, Artificial Intelligence, and Phantom Zone Generators.

Elemental Kinesis [800] You can now create and control one of the following elements: Fire, Water, Wind, Earth, Lightning. Your control is fine enough to snuff candles with a gust of wind from a mile away and powerful enough to create localized tornados. Creating your element is extremely taxing, and the amount you can create is relatively limited.

New God Physiology [1000] You are a New God, one of the natives of the planets New Genesis and Apokolips. The New Gods are the beings that were born from the deaths of the old gods. They never age and live outside of normal space and time. All New Gods and have superhuman abilities of various kinds and to differing degrees, including superhuman strength, stamina, reflexes and speed. Those will make you anywhere between 2-5 times as powerful as a normal human in their respective aspects. You will also gain one 600 CP or less superpower, two 400 CP or less superpowers, and two 200 CP or less superpowers.

You must choose to either be from New Genesis or Apokolips and you will also embody an aspect that is either positive or negative depending on which planet you choose. A child of New Genesis might represent forethought or temperance, whereas a scion of Apokolips could represent self-recrimination or cannibalism. The aspect you choose will have effects on your personality and any powers you have that represent your aspect will be empowered in some way.

Items

Each Identity will receive their 100 CP item for free and have a 50% discount on all other items. Unless otherwise mentioned all items will be returned if stolen or repaired if broken within three days.

Drop In Items

Radiation Proof Suit [100] A full body lead-lined environmental protection suit that will also block any harmful radiation from reaching you, including Kryptonite radiation.

Stasis Chamber [200] This Agroan device is designed to freeze and preserve one occupant and later revive and restore them. To the person frozen it will be as if no time has passed, even if decades have gone by. Incidentally, the chamber itself is extremely durable, and nothing short of a nuclear explosion will harm the occupant inside.

Fortress of Solitude [400] This nigh-impregnable fortress lies in a faraway place that is totally devoid of human inhabitants. Inside is a massive complex with many useful features. It contains a small museum dedicated to your adventures, ten prison cells that can hold all but the most powerful creatures, a number of basic amenities that you might find in a home, a medical facility staffed by robots, and massive sculptures of two people that were important to you. After the jump and at the start of each new jump you will receive a Sunstone, a kryptonian artifact that will construct itself into a new fortress for you.

Journalist Items

Signal Watch [100] This seemingly ordinary watch has a remarkable hypersonic signal that can only be heard by you. Regardless of distance or obstacles you will always hear this signal. For 100 undiscounted extra CP this watch's signal will gain an extra function; whenever the wearer activates this watch while you are in a different universe it will summon a copy of you for ten minutes.

Mister Caffeinator Deluxe 4000 [200] This is the ultimate coffee/espresso/latte/milkshake/panini press/bakery machine. Anything you've ever ordered from a coffee shop can be made with this fancy machine in just seconds with the press of a button. All food and drinks are as delicious as physically possible and the caffeine from this machine magically has none of the side effects that caffeine usually has. It also never runs out or requires power, though the machine will start making you pay exorbitant prices if you start selling its products. Interns sold separately.

The Planet [400] The newspaper business is one of the most important in the world. After all, they wouldn't let them publish it if it wasn't true, right? You are now the editor-in-chief of The Daily Planet, a paper read across the nation that stands equal to other newspapers like the Chicago Tribune, the New York Times, or the Gotham City Globe. Optionally, you can choose for your paper to be a different newspaper than the Daily Planet. If so it is not quite nationally famous, but it is definitely the biggest competition in town, and a certain famous local businessman may be happy to invest in your paper to create some… "Healthy Competition". Regardless, your newspaper will follow you to new settings, though it will vary in details, especially if you go to a setting without a printing press.

CEO Items

The Corporate Throne Room [100] It's good to be king. This is The Office. Every single item in this room displays the immense wealth you have acquired without being ostentatious. This leather chair might just be the most comfortable in the world, and this desk is genuine ebony. Even the bookcase contains an exquisite collection that the Library of Congress would kill to have. After the jump it will become a warehouse attachment.

Private Yacht [200] Enjoy the finer things in life. Like this massive luxury yacht. It comes complete with all the amenities such as a full bar, an indoor swimming pool, an outdoor swimming pool, a casino, a personal theater, a small library, a conference center, a fully stocked kitchen, numerous bedrooms, and a virtual intelligence that controls and automates everything.

The Garage [400] A massive garage that would seem to fit better as a parking garage than a private one. This building is furnished with fully automated robotic mechanics that can fix almost anything, provided it is an automobile. While the garage starts with a massive variety of cars that you might expect a high

power CEO to own, it also has a special function: expansion. Whenever you acquire a vehicle the size of a semi-truck or smaller the garage with grow an additional parking spot to accommodate it. More importantly, any vehicle that has a space in the garage and is irreparably damaged or destroyed will return, good as new, to its space after one week. After the jump it will become a warehouse attachment.

Officer Items

Metropolis Police Department Uniform [100] If you're going to be risking your life you might as well look professional while you're doing it. This is a standard issue MPD uniform. It is eternally pressed, perpetually lemon-scented, and terminally clean. It mends before your eyes and gives you an impressive air of authority. After this jump it will transform into whatever police uniform is most appropriate for the setting, and will get you an interview with that police force. Incidentally, women love a man in uniform.

Sidearm [200] In those life and death moments there is only one thing you can trust; the gun in your hand. This gun is the most reliable weapon you will ever own. It will never jam, it will never misfire, you never seem to run out of ammo, and it will always be perfectly maintained even in the most inclement conditions. In fact, it seems to be almost indestructible, and any damage it does take will repair itself before your eyes. Instead of receiving a new gun you can choose to import any one-handed firearm as your Sidearm. No one will think your gun is strange no matter how out of place it appears, though they might still question why you're walking around with a gun.

Squad Car [400] It's a cop car. It's got a cop motor, cop tires, cop suspensions, cop shocks. It's magic so it runs without gas. It repairs itself and it's so tough that it would take someone like Superman to hurt it in the first place. Plus, it has an absolutely kickass sound system. Not enough? Okay, fine. It's got a VI autopilot and will drive itself for you. Still not enough? Alright. Whenever you desire it this car will magically be summoned to you, no matter where you are. This thing can drive in water, on the moon, in space, even on the surface of the sun. What else do you even want? Sheesh, you're hard to please. It also comes with a magical global GPS that will track one person or vehicle you designate across the world if it has to. Only problem is you have to be driving the car for it to work and you have to either be within visual distance or have a blood sample for it to start tracking them.

Companions

Canon Companions

These are the native people of this universe. You will encounter anyone bought here at some point in the next ten years. They will become your companions if you manage to earn their respect and convince them to leave their world forever.

The Last Son of Krypton [300] Clark Kent is a mild mannered reporter for the Daily Planet. He's a bit of a coward, and can't seem to make the darling Lois Lane look away from Superman long enough to ask her out. Frankly, I can't see what use you'd have for him or why he's more expensive than Luthor. But if you want a bumbling scaredy cat along for your cross-universal journey I won't tell you no. Comes with a free Lois Lane if they are married by the end of the ten years.

The Girl of Steel [300] Kara In-Ze, also known as Kara Kent and Supergirl. Kara is the sole surviving citizen of Krypton's sister planet Argo. She is currently frozen in a cryogenic facility in space, though if events proceed uninterrupted Superman will awaken her soon. She has all of the powers and weaknesses of a Kryptonian, though her abilities will not equal Superman's until she reaches adulthood. Kara is a headstrong but earnest young woman with a strong sense of right and wrong.

The Smartest Man on Earth [200] Lex Luthor is so many things to so many people. To some he is a brilliant scientist, discovering new cloning techniques that can save lives. To others he is a gifted inventor, creating incredible machines that will allow the police to protect our cities more effectively. But you probably know him as the dominant self-made businessman whose company has brought Metropolis into a new age of economic paradise.

The Best Secretary [100] Mercy Graves is Lex Luthor's incredibly competent and intelligent assistant. While others serve Lex out of fear or in search of wealth, Mercy is genuinely loyal to her boss despite his flaws. She is a master of hand-to-hand combat and possesses an acerbic wit that can cut deeper than any knife.

The Shock Jock [300] Leslie Willis was a normal radio-show host until she was struck by a bolt of lightning that had travelled through Superman which somehow, improbably, gave her superpowers. She is now a being of pure energy and can create, absorb, and project massive amounts of electricity. She can also travel through power lines and remotely control electronics, though she also has hefty power requirements and must absorb electricity to recharge her powers. She is also incredibly vulnerable to water and will short-circuit if exposed to the substance.

The Champion of New Genesis [300] Orion is the most powerful warrior to ever come from New Genesis, one of the homeworlds of the New Gods. Orion was raised by Highfather (the leader of New Genesis), but

in truth he is the biological son of Darkseid. Darkseid's lineage makes Orion quick to wrath, a tendency he has struggled all of his life to control. As a New God and the child of Darkseid he has tremendous strength and durability, enough to match Superman. Perhaps more importantly, Orion possesses several pieces of nigh-magical New God technology, including his Astro-Harness and a Mother Box.

The Brute of Apokolips [200] Kalibak is Darkseid's eldest son and Orion's older brother. He is a savage, stupid god that can only solve his problems with violence. He constantly strives to earn his father's approval but his foolishness and reliance on raw strength have only granted him Darkseid's disdain. Ironically, Darkseid is more proud of Orion despite the fact that he opposes him on every turn. Still, there are a few redeeming qualities to Kalibak. He is one of the physically strongest of all of the New Gods, able to match or perhaps even surpass Superman for pure might. This is undercut by his complete lack of skill and a clever opponent could very easily turn his strength against him. And Kalibak does have a some honor somewhere in that dull head of his (much to his father's shame). If someone would take him under their wing he might be remade into a noble and powerful warrior.

The Warrior Queen [200] Maxima, the monarch of the planet Almerac. Maxima is a fierce and powerful fighter in search of a husband who ignites her passion. She is attracted to powerful men and doesn't take no for an answer. She feels that those men should feel lucky that someone as powerful, attractive, and humble as her royal self should deign to choose them. Maxima possesses super strength and durability, limited ferrokinesis, and has powerful alien technology.

Import Options/Generic Companions

You can choose to either import your old companions with the following options or gain brand new ones. These companions can be given CP at a 1:2 ratio (that is 100 CP spent on them will become 200 CP for them to spend).

Intern [100 - First free for Journalists] Everyone needs a friend. A stalwart companion that will always see the best in them and keep you true to yourself. A "best pal", if you would. This is that person. They receive a basic Signal Watch, the first three Journalist abilities and 400 CP that cannot be spent on super powers.

Personal Assistant [100 - First free for CEOs] Have you ever heard someone say it's hard to find good help these days? This is the kind of person they're talking about. This is a cool, competent individual that will follow your orders without question - as long as you have the money to back it up. They have 600 CP to spend on skills and abilities and receive the Cutthroat Competition perk for free but they cannot purchase super powers.

R&D [100 - First free for CEOs] You needed someone to make your toys for you. This is a gifted inventor that wants nothing more than to make as much new technology as they possibly can. Ethics are a secondary concern for them, and they are completely loyal to you until someone makes them a better offer. They choose either the Mad Science or Sane Science power for free.

Partner [100 - First free for Officers] Every cop needs a partner. This one is yours. Maybe they're a straight-laced by-the-book officer, maybe they're a loose-cannon cop on the edge, or maybe they're a rookie fresh from the academy. Regardless, they truly believe in the importance of their duty. They have 600 CP to spend on skills and abilities and receive the Terribly Tough perk for free but they cannot purchase super powers.

The Good [300] If there is nothing but what we make in this world, let us make good. This companion is a stalwart hero that works tirelessly to protect truth, justice, and the American Way. They have 800 CP to spend freely and an additional 400 CP that can only be spent on hero powers.

The Bad [300] Everyone loves a good villain. Maybe they're greedy, maybe they're pure evil, maybe they're just doing what they have to do. For whatever reason this companion has lived a life on the wrong side of the law. They have 800 CP to spend freely and an additional 400 CP that can only be spent on villain powers

The Ugly [300] Life is hard for a fool. This poor creature, though blessed with wondrous powers, has some kind of mental and physical defects. Their skin is hard, inhumanly colored, and has the texture of carved wood. They have an extremely gullible, childlike personality and constantly misunderstand things. Their only desire is to make others happy, but they are easily manipulated and often end up serving evil purposes unintentionally. They have 1400 CP that can only be spent on super powers.

The Jumpers [500] This is your very own super team of up to eight members. Each one has powerful abilities and despite their disparate and sometimes conflicting personalities they just seem to click. Though they may argue with each other when the chips are down they always come through for you. Each member receives 800 CP to spend. Each companion of The Jumpers receive extra CP when purchased. So buying The Jumpers and spending 200 CP to buff them will give each member 1200 CP to work with.

Scenarios

These are optional challenges designed for those that want to test their limits. There is a reward for completion but failure is not penalized.

Mxyzpixilated - Oh, boy. You've really done it this time. Mr. Mxyzptlk thinks that you look like a particularly fun challenge. He's going to come at you with everything he's got, and as a 5th-dimensional entity that means anything from altering reality on a wide scale to manipulating *your* memories in real time. The only limit to his powers are the limits he places on them. Fortunately he's agreed to leave for ninety days at a time if you manage to trick him into saying his own name backwards. Unfortunately, he's a sore loser and in the day of your ten years he's going to quit playing games and try to kill you for real. Did you honestly believe a fifth-dimensional sorcerer would resemble a funny little man in a derby hat?

Reward: The Real Question - Whose more real, you or me? You're reading this right now, and you think you're in control. But I make the words and you obediently think them on command. I could make you think anything I want while you're reading this, because I am an idea and you're just a puppet waiting for me to tug your strings. Ideas are more real than the people that think them, and now you can be an idea too.
The next time you would die, you instead disperse into the memetic idea of yourself. Eventually someone will think of you again, in a minute, in an hour, in a day, in a month. Gradually, you will gain power from these thoughts, until you are ready to leap out of the page or screen or wood carving or what have you. This effect can only happen once every ten years.

Lost in the 30th Century - Somehow, someway, within the first few minutes of your arrival on this world you will be thrust forward in time to 30th Century Metropolis. You will have ten years to get back to the 20th Century. Arrayed against you is the collective might of the Legion of Super-Heroes, an organization of teenaged superhumans. The Legion is an incredibly powerful force despite their youth, and they are utterly convinced that letting you return to the 20th Century will result in severe damage to the space-time continuum. Fortunately for you, the Legion have strict codes against killing, and will attempt to capture you non-lethally. Any and all time manipulating or travelling powers from outside this jump will fail to work until you return to the original time period using in-setting methods.

Reward: Blessing of the Legion - You may gain all the powers of one of the founding Legionnaires; Cosmic Boy, Lightning Lad, or Saturn Girl. Even better, you won't have to deal with teenage angst anymore. Teenagers can be almost insufferable to work with, but not so for you. Your words seem to carry weight that they can't ignore and you can earn their respect easily. Under your leadership even the quirkiest group of angsty lone-wolf teenagers will put aside their differences and band together.

How Much Can One Man Hate? - That insufferable alien has stood in your way for the last time! You're going to kill Superman if it's the last thing you do. And you're going to do it as a man. Until you succeed in

permanently defeating or killing Superman your powers, companions, and items will be locked away. The only exception will be your intellect and charisma. Furthermore, your memories of Superman's true identity will be erased, and you will never be able to discover it no matter how blatantly obvious it may become. Unfortunately, on top of everything else it also seems you now have an ego to match Lex as well…

Reward: Devil's Due - They may not like you, but even your worst foes would never dare to deny your genius. Any false attempt to disparage your competence will always fall flat, no matter how much effort is put into the attempt. Entire international propaganda machines will fail to even insult you. This will not affect any factual attempts to disparage you. Additionally, any abilities you have that are powered by your ego or your willpower will receive a significant boost in strength, even if you no longer have Lex's legendary arrogance.

Die for Darkseid! - The skies will rain fire, the oceans will boil, the streets will run red with the blood of billions. The war in heaven has been won. Now hell itself has come to visit Earth. The army of Apokolips triumphed and New Genesis is dust. Now mighty Darkseid has turned his terrible gaze toward the world of man, and nothing and no one can stop him from crushing the Earth under the rock of his unyielding will. No one but you. It is up to you to rally the forces of Earth to fight back and eventually defeat the Apokoliptian invasion. But beware, for Darkseid himself has gained unthinkable power from defying prophesy and defeating New Genesis. Even worse, the seven new commanders of this unholy army are seem strangely… familiar.

Reward: When Good Men Do Nothing - It is hard to do the right thing. It is so easy to ignore the suffering of others, to act blind to their struggles. People dress it up, they convince themselves that they are powerless to help, or insist that they're doing everything they can already, and even pretend that the ones in need are at fault. You have learned to prey upon this moral weakness. Whenever you witness these ethical failures you will gain a deep understanding of the person who failed to act. Their very mind will be like an open book to you, and they will be easily swayed to your cause or otherwise manipulated. You will also gain a new alt-form that will make you look Darkseid himself. If you have the Heat Vision power it will be upgraded to become the Omega Beam, Darkseid's versatile and legendarily accurate optic beam.

Drawbacks

Drawbacks give you the chance to get extra CP but will give you various challenges as well. You can choose up to 1000 CP in drawbacks (not including the drawback incurred from being a Hero or Villain).

Oath Against Killing [100] Nobody has the right to kill, not Superman, not you… Especially not you! No matter what happens you can never allow anyone to die, through action or inaction. You must always do your very best to save everyone, even if it kills you. If you somehow fail to save a life you will be utterly devastated. You can still kill certain totally irredeemable monsters like Darkseid and Brainiac at no consequence.

Distressed Damsel [100] It seems that someone you care about can't stop themselves from getting into to trouble. No matter how much you try to tell them to be careful they rush headlong into dangerous situations that only you can bust them out of. Though you always seem to arrive in the nick of time, if you ever were late it could spell disaster for them.

The Way of All Flesh [100] The flavour of strawberries, the fragrance of flowers, the warmth of the sun. For ten years you won't be able to taste anything, smell anything, feel anything. Even the beauty of the arts and sciences be dull in your eyes. You will suffer every moment, unable to find joy in anything.

Monkey Business [100] What. Titano the Super-Ape has returned from space, and he's brought with him a troop of fellow giant growing apes. These primates are up to no good and will constantly harass you for the next ten years.

No Good Deed Goes Unpunished [200] Heroes always make powerful enemies, but your foes are downright vicious. And watch out, because if you put any of them down permanently then you're going to face the really powerful villains. And nobody wants the Reverse-Flashes or the Black Lantern Corps to show up.

Bad Rep [200] You're downright infamous. Do-gooders from around the world are aware of who you are and will do their best to take you down. And heaven forbid you respond with lethal force because then the really powerful heroes are gonna come for you. Trust me, you do not want to get on the wrong side of the Spectre or the Greek Pantheon.

Nemesis [200] Rather than getting a reputation and angering a lot of people, you've managed to gain one very powerful and persistent enemy. This foe has a myriad of powerful abilities and never seems to stay down for long. Indeed, even death itself will only slow your archenemy down.

I Forgot [200] "You can move forty times the speed of sound, how could anyone shoot you?" Sometimes when you have a ton of powers you just tend to forget about a few of them. Unfortunately, you tend to forget your powers constantly, even obvious ones like super strength or speed. This also causes a lot of

situations where you forget you have a power and use it accidentally. Hope you don't have anything too deadly!

Hubris [200] You're a monster. An amoral, sociopathic predator, driven by jealousy, greed, and grandiose self-delusion. You baselessly value your own meaningless pride over the lives of others, and your narcissism and vanity constantly get in the way of your short-sighted, self-serving goals. Indeed, your arrogance seems to be your undoing no matter how carefully you make your plans or how weak your enemies are.

The Main Man [300] Hey, dweeb! Listen up cause I ain't got all fraggin' day. Somebody wants you dead and they gave me a fraggin' planet fulla cash to make sure ya get there. An in case ya don't know about the Main Man, let me give ya a little lesson: The name's Lobo. I eat multiversal bastiches like you twice a week. Class is over, start runnin'.

Sixty Four [300] Something has gone terribly, terribly wrong. You've descended into some kind of geometric nightmare that only very loosely resembles Metropolis. Everywhere you go there are rotating rings suspended in midair, and the people are hideous polygonal monsters. All of your godlike powers are reduced to strange weak versions of themselves and even controlling your own body is a challenge.

Scarred [400] Oh you poor thing. I don't know how you got there or (more perplexingly) how you got out, but you were raised on Apokolips under the non-existent mercies of Granny Goodness. The years you suffered in her orphanage have left you a neurotic wretch. Every day you wallow in terror, afraid to even leave your room from the years of torment. Even the sight of a little old lady is enough to reduce you to a weeping pile on the floor, and using your powers when you are in this state is out of the question. Heaven forbid you ever actually encountered Granny herself, or you may just revert back to your programming and fall under her control again. This drawback is special in that it will apply to any companions you have as well.

Composite Jumper [400] What is that thing? Before you stands a monstrous creature, half Superman half… you. This being has all of your powers, all of Superman's powers, and all the powers of the Legion of Super-Heroes. And it's only goal is your destruction. Even worse, when killed this being will return in the next week with a new plan to kill you, and nothing you do seems to get rid of him permanently.

Brave New Metropolis [600] This world isn't like it should be. After the death of Lois Lane this world's Superman teamed up with Lex Luthor to turn the world into a police state with no crime. And they've decided that you're a threat to their Pax Americana. The combined might of Lex Luthor and Superman

may already seem daunting, but it gets worse; both of them are at their comic book level of power and intellect. I hope you know what you're doing.

Brave New Jumper [600] What's this? It seems that there is some alternate reality version of you that arrived before you. This version of yourself has forsaken everything you hold dear and is hell-bent on your destruction. This Bizarro-Jumper is extremely similar to you but they seem to have made different choices during their journey. They have their own version of all of your powers, abilities, and items. The only difference between you seems to be your companions, who seem to be evil companions and characters from your previous jumps.

Endings

Move On

Go Home

Stay Here

Notes

Batman: The Animated Series takes place during the same time period as S:TAS. If you choose to go to both jumps then they will be considered alternate universes and will not affect each other. When you go to other DCAU jumps you will get to choose which jump, if any, that you want to affect the future jumps in the series like Justice League or Batman Beyond.

Kryptonians and all derived super powers (Super Strength, Super Speed, Heat Vision, etc) are meant to be in line with what Kryptonians in the DCAU… which is wildly inconsistent at the best of times. Generally, they aren't nearly as powerful as the comic versions. When in doubt, fanwank something.

Sane Science and Mad Science are pretty much the same perk, just flavored differently.

Fine Control works on any and all powers you have, including magic powers or what have you.

New God aspects will influence your personality but you aren't a slave to this effect. Orion is a god of war and child of evil on a planet of peace, and though it isn't easy he still does his best to resist his savage instincts.

Solitary Genius is reduced to 50% effectiveness when you have any close relationships with people that you treat as equals or superiors. So you can have companions and the perk will still work at full

effectiveness, provided you treat them like subordinates. You can even have a spouse and family members as long as they know who's in charge. It is even possible to treat someone else as a superior, provided you intend on taking control soon enough. The guideline is basically this: if Lex would tolerate that relationship then it won't interfere with the perk.

Taking The Main Man drawback makes Lobo slightly more immortal and allows him to create clones of himself from every drop of blood he spills.

For the Bad Rep and No Good Deed drawbacks it will be a gradual ramp up to the comic book tier fighters. If you kill one guy in the heat of battle Ion isn't going to start knocking down your door.

Brave New Jumper companions are roughly as powerful as your companions but are totally different but approximately equally powerful characters from the same jump. So if you choose Superman as a companion your doppelganger might have Doomsday or Ultraman as a companion.

Please keep in mind that DCAU Mother Boxes are 'merely' ludicrously advanced living computers and boomtube generators. If they could do even a tenth of what they can do in the comics then Orion would be the most powerful member of the Justice League. They are capable of many ridiculous things in the comics, much like Superman himself. As with Superman, anything you've seen a Motherbox do in the DCAU, it can do. Anything else you'll have to fanwank whether they can do it or not.

Yes, you can choose to have Orion be the Ron Perlman version from Justice League.

Yes, the army of Apokolips in the Die for Darkseid! scenario is led by the mind controlled Justice League. Good luck.

Self Duplication will not stack with any other effect that would duplicate you.

Drawbacks override all perks, skills, abilities, and items. If you take Brave New Metropolis as a drawback and also purchase Superman as a companion he will only be as strong as the Animated Series version if you convince him to join you. Kryptonian weaknesses count as drawbacks during the ten years of this jump and are unavoidable. Kryptonians lose their vulnerability to Kryptonite and red sun radiation after ten years but still require yellow sunlight for their powers to function.

While you can choose to make them alt-forms, by default Kryptonian Physiology and New God Physiology just permanently give you powers and will work in all of your forms (with an exception for Kryptonian's weaknesses detailed directly above).

Being infected by Brainiac or acquiring the Anti-Life Equation will end your chain. Specifically, acquiring the Anti-Life Equation will merge you with the Source Wall and *then* end your chain.