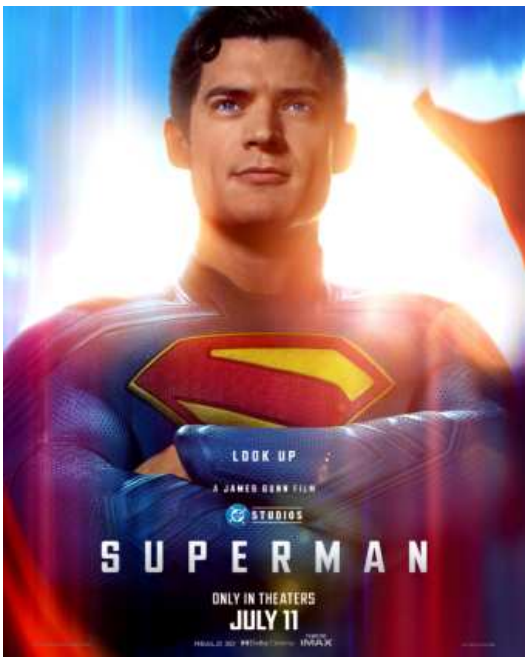
Superman (DCU) Jump

By FancyFireDrake



3 centuries ago, the first superpowered beings, known as Metahumans, appeared on Earth, ushering in a new era of Gods and Monsters. Titans clash with powers that are both awe inspiring and frightening, shaping the course of history. It is that world that this next step in your journey will take you too. A world of beings, powerful yet so human, capable of great good and great evil.

3 decades ago, an extraterrestrial baby was sent in a spacecraft to Earth, and adopted by Kansas farmers. He does not yet know about what hopes he had been send to this planet with, fractions of a message guiding him on his path.

3 years ago, the baby, now grown, announced himself as Superman, the most powerful metahuman of all. Yet what defines him more than his power are his ideals. His ability to hope and desire to serve the people of the planet. Little would anyone know what kind of new world he would usher in.

Except you perhaps, if you are familiar with this tale.

You will arrive in Metropolis on a day seemingly as any other, with the occasional threat being vanquished by one of the many Metahumans. In 3 weeks from now, Superman will stop the country of Boravia from invading Jarhanpur, sparking controversy around the world. The series of events this will bring into motion will challenge the Hero in ways he has not encountered yet, leading him to lose a battle for the first time.

Whatever your choices will be, you will stay in this universe for 10 years. Take these **1000 CP** to prepare yourself for what is to come. And remember.

Look Up.

Origins

The people calling this World their home are varied and many. Who will you be? What will you choose to let yourself be defined by? A desire to do good? The mere wish to live? A craving for conquest?

Whatever it may be you will be able to freely choose your Gender as well as your Age as long as it is between 18 and 35.

Hero (Free): Its a bird. Its a plane. Its Jumper! Descended from a completely different land, you have come here as a strange yet compassionate visitor. You will use your gifts to make this world a better place simply because it is the right thing to do and be the light others need in the darkness. When the people of earth look up in the sky, they will know they are safe when they see you.

Civilian (Free): Oh so another battle between Metahumans happening downtown during your lunchbreak. Not that it should concern you beyond maybe it impacting your schedule. You are not one of the Gods or Monsters. Instead you are a simple human trying to life their life. Those who think that makes you worthless couldnt be more wrong however. At the end of the day your life still matters and who knows? You could be the support others desperately need.

Villain (Free): You will not usher in a better tomorrow. At least not in the way these alien obsessed fools envision it. You will be the one and true savior this planet needs. Or instead be their demise, intentionally or as a punishment if they were to not choose you. The Heroes do have their adversaries but you? You shall be the greatest of them all.

Perks

Tall, Dark and Martian (Free): Lets get this out of the way. You have the kind of great looks as any character you may find in a comic book come to life. Perfect skin, luscious hair, pearly white teeth, you simply are stunning to look at, easily a 10 out of 10 for any who sees you. You may feel free to decide how these good looks manifest in particular, if you are a fit farmboy, a well endowed model or the ideal girl from next door.

Smoking Gunn (Free): Time for a change in direction. Your Jump-chan seemingly decided to hire a fairly popular Comic Movie director to be in charge of your chain. Don't worry this doesn't actually affect or control anything you do. But it does allow for you to enjoy a different kind of presentation. Bright colors and background music that fits any occasion. Lighthearted humour blending well with somber and dramatic story beats. In essence it will be as if your life was a James Gunn movie. If that doesn't appeal to you for whatever reason you are free to toggle this Perk.

Experience (100): What is this an origin story? Far from it you. You are no rookie just now discovering your place in the world. You have 3 years of skills at whatever it is you dedicated yourself to, be it work experience, crime fighting or being a criminal yourself. You can choose to purchase this multiple times for an additional 3 years in one or any of the mentioned areas.

Secret Identity (100): People are multifaceted. Who would ever think that Farmboy could be Superman himself? But its these dual identities that are sometimes hard to juggle. No longer for you, as you are easily capable of keeping up multiple identities without one ever impeding the other. You can deal with a robbery at one moment and still make time for your date. This also gives you great skill at keeping your identities separate from one another and keeping them secret if you so desire it.

Peacemaker (200): So maybe you aren't capable of flight or throwing buildings but who says you need that? Before superhumans were all the rage and even when they don't influence happenings, a skilled man can achieve a lot. You have the kind of martial and military training to rival the best of man. You are not rivaling that of Metahumans or a certain Bat but in any normal military or task force you would surely be seen as one of the best, a trained fighter, marksman and assassin.

Seat in Office (300): Even as Superheroes soar across the skies, someone has to be on ground and govern the actual people. You have a seat of office in a Government of your choice. You won't be at the top, so no becoming a President or the Director of the CIA, but you will be a relatively high up official like a Senator or Amanda Waller, able to make decisions for the country and its folk.

Head of the Table (300): The closest thing to true power the common man can have might be in the form of wealth. Being the one at the top of the corporate foodchain.

Luthorcorp wasn't made in a day but perhaps you could replicate their success. You have all the skills and know how to expertly lead a corporation and keep it profitable.

Soft Retcon (400): You know how worlds like these are. What is canon is dependant on cosmic events not overwriting it… or editorial not throwing a fit. Indeed even this iteration of the Universe used to be something else. Something flawed, but still beloved. Maybe it wasn't such a bad thing it existed, considering it served as the foundation for something else and elements of it could still have a place in a brighter, more hopeful world. To summarize the more Meta elements of this Perk, you can at the start of a Jump decide what is ‘canon’. Elements from similar but different iterations of a setting can be imported, from its people to different talents and even storylines. The local ‘Universe’ will still be dominant and make whatever you imported work into its greater processes, but you can rest easy that not everything will be so easily discarded and your experience in Jump enhanced by other factors you might enjoy. To a limited degree this can even work on official ‘crossovers’, but don’t expect such to be more than a one off.

As an additional benefit you now have much more say over your own Origin within a given Jump, able to insert yourself more fluently in any setting you visit.

Mind of Tomorrow (600): Albert Einstein. Galileo Galilei. Two of many great minds who immortalized themselves in human history with their sheer intelligence. And all of them are twits compared to yourself. Your Genius and brainpower matches that of the greatest on Earth, more akin to a once a generation prodigy like Lex Luthor and Mister Terrific. The world of science is your playground, the kind of physics breaking achievements comic books are known for showcasing within your reach. Creating pocket dimensions by simulating a big bang and cloning an alien by getting a sample of their DNA, are but two of many ways this can be used. The only question that remains is will you use your mind to benefit the world or to rule it?

Hero

Real Punk Rock (100): Trusting others. Seeing the good they can do. Some call it naive. You? You call it what it is, a rejection of the mainstream norms. From now on, no matter what you may have to face or what challenges come your way, you will always remain ‘you’ deep down. Always able to see the best with people and have hope in your heart. Its not much on the surface but for your soul? Priceless.

Not Superman (100): Not everyone can be the blue boyscout. Sometimes things may need to get bloody. Dirty. A tyrant be struck down in a permanent manner. It should not be your go to method but when there is no other out of a given situation you will know when lethal force is necessary and be able to go through with it, without guilt of having to do so weighing you down.

I Represented Myself (200): Actions have consequences. In ways that cant always be understood before they happen. Just by being part of a country you could be mistaken as an ambassador for it maybe. Well no longer. From now on what you do will only be put into connection with YOU. No third party. No organization your a part of. No Government you life under. Just you and your ideals. This is bound to spare you a lot of red tape.

Your choices, your actions (200): When you set foot on this planet, what burden did you carry? What obligation was send with you across the stars? A better question, what does it matter? Only what you choose to do matters and so you always will. You are not beholden to any obligations placed upon you and can reject any expectations. Manipulation to influence you doesnt impede you and you will always know what YOU wish to do, never wavering from your own ideals unless again, you decide to adapt something new.

I'm as human as anyone! (400): That is what they always get wrong. You love, you get scared and you try to make the best choice you can. No matter how Alien you may be or how much you are an ‘other’ this is a fact you will carry with you wherever you go. That you are as human as anyone else. This will bring you understanding, you choosing to do good for goodness sake be understood as such and no doubt thrown your way unless genuine evidence of the opposite is presented. Even than you could change their minds, proving who you really are to them. This humanity furthermore makes you easily approachable. Something better than merely a good reputation. The genuine admiration and affection of others.

Justice Gang (400): Not a name that rolls of the tongue very well but it’ll work. You gotta name your group something after all. What did you think you were the only Metahuman? You couldn't be further away from the truth. But what is special about you is that you have a talent for uniting people under one banner, for one cause. You may start as simple colleagues but over time your bonds will only strengthen. Eventually people may just flock to you instead of you having to seek them out and recruit. This Perk is also helpful when you need to find someone to fund your actions,

allowing for you to be one of the various funded Superheroes like the Justice Gang are by Maxwell Lord.

Look Up (600): What kind of world is one that mistakes kindness for weakness? That has forgotten the values of hope and decency? I tell you what world it is, a world you might just change. There is something about you that fills those who witness you with hope for a better tomorrow. Inspires them to look up to the sky and imagine a better world. Just like Superman you have everything you need to be a bringer of Hope. The good you do inspires goodness in others, causing jaded heroes obedient to the system to stand up for what is right. Your enemies may find this hope scary but if there is something good in them they are perhaps one good conversation away from joining your side, especially when they need to be saved themselves. You yourself will be found and saved by the loved ones you inspired when you need it most. As your deeds stockpile and your influences stretches, entire civilizations can be brought towards a brighter, kinder future.

There's Always A Way (600): You are a Hero. Not just any but one of the best. You have decided to serve the people of this planet and no one could do a better job. You have a constant awareness of those who are in danger, noticing a woman about to be crushed in her car by a building as well as easily as you spot a squirrel seconds away from dying to a Kaiju attack. But you don't just notice you know what to do, in split seconds always able to save everyone as long as you are physically able to. To go along with this you have a good amount of experience at being a Hero already, years in fact and with it comes precise control over all of your abilities. Using heatvision to simply injure instead of bisect and punching to knockout instead of pulverize takes no effort at all.

Civilian

Seen Before (100): Metahuman activities are nothing new. Hell they've been publicly known for thousands of years now. Why should you be surprised? Within you is a quiet acceptance of situations that by all means should be insane. In a tumultuous world such as this you will never be truly shocked, seeing the new Kaiju or Dimensional Imp attack the same way those of more normal worlds would see a rainshower. An occasional event that even if unfortunate just… happens. This doesnt make you foolish and you will always know when your life is in actual danger.

Nerves of Steel (100): On the other hand what if you are in genuine danger? Will you panic? Plead for your life? No. You will look your Hero in the eye as you are at a villains mercy and be as collected as they come. Fear doesnt stop your integrity. You will never sell out what you believe in even when your own life is on the line.

Honest Work (200): Something has to bring the food on the table. The world keeps spinning and the people on it are capable of all kinds of things. This makes you good at just that, having the skills to perform any one profession. Perhaps you have what it takes to be an excellent investigative journalist or the next big influencer. You could just as well be a competent farmer or have a single PhD of your choice in a given field. Whatever profession you pick you are guaranteed to be at least good at it and recognized as such.

One of the Masses (200): Just because you're not flying through the skies doesn't mean your life doesn't matter. The people themselves are what make life so special, but oh is it ever so easy to get lost among them. Live but be faceless away from the danger and spotlight. You have a talent for disappearing into the crowds and appearing unassuming, not invisible to the eye but invisible in the sense you yourself are beneath notice. It would take someone truly mad to single you out specifically, like if you happened to have treated their nemesis with kindness once, but even than they may prioritize someone else who fits the same standards before you. This even allows you to be overlooked by any villainous contacts you may have in your life for a time, unless you slip up and give them a reason to see you as an enemy.

Honest Journalism (400): The people deserve the truth. Not the lies and deceptions peddled by the elite. Whether you are the one to report such or simply too curious for your own good, you find that once you embark on finding the truth behind something, things will align for you to understand it. Undeniable proof falling into your hands and true motivations becoming known to you. If you were to share your findings with this proof it wont take long to get the truth be known by all.

Olsen Charm (400): Humans are so fragile in many ways, easy to rule and conquer. Yet they are also… lovely aren't they? An inherent charm is within the best of them and now in you as well, just as in Lois Lane and Jimmy Olsen. You are just a naturally charismatic fellow. Making friends comes easy to you but lovers even more

so. Just be careful you dont end up annoyed by the newest attractive woman begging you to spend the weekend with her instead of her billionaire boyfriend.

True Parents (600): Parents aren't supposed to decide who their children are supposed to be. They are meant to give them the tools with which to make fools of themselves. A good parent knows that lesson by heart and teaches it forward and you would be surprised how much a good childhood can matter. To make things short you have everything to be the perfect kind of parent, rivaling the Kent's. You can make sure any child in your care feels loved and accepted and is ready to go their own way. It is as if you raising them already put them on the best path, even videos and messages of you enough to ease their worries in times of self doubt and crisis and allowing them to reach their full potential.

Potential (600): If you are supposed to be so weak and insignificant than how come you cross path so often with the truly bizarre and extraordinary? Maybe there IS something about humanity that truly sets them apart. Over the course of your stay you may not find out what but you can experience it. All too easily your paths crosses with the most exceptional beings in the world. Getting close to these individuals is just a matter of if you want to get engaged with them or not and if you do? You might end up as the best friend of the local protector or more. This also offers you some protection against any of their enemies, even their direct plans should they somehow discover who you are to them. It is as if someone wants to keep you around as a beloved side character. And who knows what exposure and continued contact with these beings can bring you.

Villain

Driven by Envy (100): Yeah no shit. It consumes your every waking moment. The existence of Superman revolts you. Is an insult to everything you belief. But in that toxic envy that defines you is a drive. A way to motivate yourself at all times. By allowing yourself to feel this envy you can focus your mind, fully dedicating yourself to a given task.

Entrance to the Underworld (100): Many live in the safety of the light and dream of a better tomorrow. You? You feel much more comfortable here. Surrounded by opportunity and vice in the criminal side of the world. Though dangerous in many ways you have a talent for finding these darker aspects, getting in touch with criminal elements. This does nothing to guarantee your safety but a cunning mind could achieve a lot when put in the right environment.

'Liberation' (200): How dare these people judge your righteous cause! To free your neighbouring country from tyranny! Bathing the streets red with the blood of its civilians! Of course you cant exactly say that last part out loud. Your true goals would likely not get as great a following. Which is why you are good at maneveuring around your real aims, making up excuses that do not implicate you of anything. This also comes with a good knowledge of how to technically avoid breaking any laws. The common thinking man will of course know what you actually intent to do but you will always have a sort of plausible deniability. Unless you really drop the ball.

A Bonus (200): You have only one true objective, annihilating this alien. But whose to say that has to be its own reward? Though you do not intend to and indeed may not even wish to, you find that the more elaborate and grand a plan you make, the more of a side benefit you can gain simply after succeeding in it. A successful robbery might see you stealing some jewelry as well as money. But besting the strongest Metahuman on the planet? You can expect your own country out of that. Do try and make sure you succeed however as you wont get anything if you fail.

Great Fear (400): What this Perk is named after is a far cry from relevant right now. But you can ask the resident Green Lantern about the power of fear. There is a reason why an entire space police force selects its wielders on their ability to overcome it because little is as paralyzing as genuine terror. You are capable of inspiring fear in your enemies and those who are beneath you, requiring a will of steel to face you. Your collaborators even if they benefit will not dare to move against you lest they earn your ire. Those who hate you will find themselves uneasy at the thought of what you might do in retaliation. And those you already defeated? They may call the guards in their prison if they see someone else try and break out just so your continued wrath doesn't rain down on them.

Shattering Space and Time (400): What are a few lives in the pursuit of your goals? The minor chance of tearing apart the very Earth is an acceptable risk. In fact it may even be preferred, causing as much destruction as possible. You have become

excellent at being a destroyer when you will it so. Even your simplest schemes and plans uprooting dozens of lives and those plans you actual place your hopes and desires upon? Oh the collateral could be unrivaled and becoming farther reaching the longer it goes on. You do have the ability to spare something and make it immune from your destructive actions like perhaps a city somehow surviving as the rest of the Earth gets torn in two. You do need to land somewhere.

ALIEN! (600): In this day and age opinions and reputation have a shockingly powerful hold over the masses. Someone who knows how to target and manipulate these could change the whole world, decide who is enemy and who is ally. One better think twice about opposing you because you have an incredibly affinity for social manipulation, targeting existing insecurities and getting others to do and think what you want. Play your cards right and you can get even the most beloved of Heroes to receive their fair share of hate from the public… or perhaps mobilize a bunch of incels into a militia.

Brains Beat Brawn (600): When it comes down to it, muscles aren't the end all be all. David beat Goliath and so will you. Not by outmuscling them but by studying them, learning about them. You have a keen sense for learning about your enemies fighting abilities. Over time and as you are exposed to their strategies and techniques, more and more will be revealed to you. The more you know the better you are at creating countermeasures. Formulating counterattacks for everyone you have seen. Even if you may not have the common super intelligence you would make a fine schemer and Mastermind. Yet all that brainpower will do nothing if you dont get the chance to use it. Worry not because as long as you have a goal you will always have a way to acquire all the resources you need. It might be beyond what a man should manage and require enormous effort but a path to get your plan started does exist. It is not strength that will bring victory when you are involved but skill and knowledge.

Items

DCU Movies (Free): Seeking a good way to spend an afternoon? You have the full collection of the entire DCU catalogue in your possession. From movies to series and everything in between, this collection allows you to enjoy this Universe from a different angle. There is even something called the ‘Jumper Cut’ which instead covers the events of your own Jump. This Cut will also follow you in future Jumps, narrating and detailing your story.

Suicide Bombs (200): How did these get here? Well… I suppose might as well offer them. What you have here is proof that the Government sometimes cant be trusted to make decisions, happily terminating their own assets to cover their tracks. Long story short there was a thing in Corto Maltese and these bombs helped put some criminals in line while they had a job to do. This case is filled with tiny bombs as well as a machine to inject them into another's head and a remote trigger. Upon activating it will explode, killing the injected target unless they could somehow survive an explosion in their head. You get a new bomb for every one implanted.

Sons of Jumper (200): Even those who are great and powerful could use some support. Not by equals of course but by disposable grunts. Circe must be proud of you for you formed your very own private militia, comparable to the Sons of Themyscira. They are made up of whatever demographic you want to, are completely loyal to you and while they can't surpass a well trained human, there is something to be said about strength in numbers.

‘Distraction’ (300): This is bound to get attention at least. Stored in this create is a tiny monster. Its appearance is deceiving however as within the span of a single night it can grow into a gigantic Kaiju, capable of wrecking great destruction. You get one Crate with one Kaiju to be per Jump.

Jumperia (300/400/500): A country to call your own. You are now in charge of a spot of land comparable to Pokolistan, Boravia and Jarhanpur. Whether you are the elected leader, King or Dictator matters little as your authority within your country is recognized as being legitimate. You can place your country anywhere you want in the world and as long as you aren't making trouble for any of your neighbours or mistreat your populace you are likely to be left alone by any international agents. Still there are ways to enhance your country.

For an additional 100 CP your country has attractive natural ressources, like Oil reserves that could make someone a millionaire overnight.

For an additional 100 CP your countries military is also well equipped and strong, potentially allowing it to steamroll lesser developed nations.

JumperCorp (600): Now you reached the true power a man can have in this world. Not a ‘Superman’ but a real man. Be it from inheriting it from your parents or building it with your (or others) blood, sweat and tears you are now the CEO and owner of a

mighty corporation. You have the kind of wealth rivaling Lex Luthor and Maxwell Lord as well as the resources to go along with it. Secret Labs to do research, an office from which to gaze down on the city and of course fingers in all corners of business. You are free to chose what your company specializes in, being a frontrunner in this subject.

Hero

Suit (100): Did your mom make this suit for you? Maybe that is why its so comfortable. You have your own Heroic Attire, self-maintaining and self-cleaning. It always fits you just right and even if destroyed completely you will find a new one the next day in your Warehouse.

Symbol (100): Presentation is a not negligible part of the hero life. Being recognizable. Being a symbol that others can rally behind. This symbol is yours, iconic to your very way of life. Those who see it will instantly think of you, evoking the same kind of emotions as you yourself would if you are there in person.

Hypno Glasses (200): Every good Hero needs to protect their identity. Something not as hard to uphold with the pair you now have in your hands. But its just a set of Glasses, how could this possibly fool anyone? Well you'd be surprised how well this can work as a disguise but not just for any reason. These glasses alter the appearance of the wearers face, fooling any onlookers. They are also quite comfortable and of course fix any vision impairment you may have.

The Message (200): Whatever you are and wherever you are from, you deserve the occasional peaceful moment. Something that eases your mind and calms you down. Let this message be that for you. When watching it you will feel any exhaustion or stress slowly leave you. The exact contents of this message? That is up to you but it will be something you enjoy, like perhaps seeing your family.

Healing Station (400): Superheroes cant just go into the ICU. Normally. Clark had to once because of a guy and a Kryptonite Bullet but thats another story. If you want to avoid having to rely on any doctors this item is for you. Its exact design and functions are up in the air but they are tailored to your physiology and will quickly heal you of any injuries you may have sustained. For a Kryptonian this would take the form of intensifying sunlight but feel free to be a bit different. Whatever it is it will work on you and any who share your genetics but only heal you, not supercharge you. Even a Kryptonian would have to soar to the actual Sun for that.

Super Pet (400): Oh what an adorable little animal! Who could say no to such a cute face? How you got this animal to begin with is for you to decide but you are now the proud owner of your very own Super Pet. Their species can be any mundane animal on earth, perhaps a cat if you are not a dog person. Their personality can also be decided by you, if you wish to avoid a more chaotic friend. Powerwise they will be a match for Krypto himself.

Hall of Justice (600): Any good team needs a Headquarters dont they? In your possession is now your very own Hall of Justice, home to the Justice Gang… or in your case whatever group you want to form. It will always have enough room to house anybody and is decorated with murals of former members or those of similar goals. The true value to this item is however that it gives you a legitimacy. A publicly

known location where others can reach you and is seen as at worst tolerated by any local government, by extension your own actions as well. Also comes with a rich sponsor to bankroll your operations.

Fortress of Solitude (600): Every great Hero could use a hideout to return to after a long day. Especially when they are bruised and bloodied. What is good enough for Superman is good enough for you as you have now your very own Fortress of Solitude hidden somewhere in the world. Remote and away from civilization, you can find and get to it with ease. It will only appear and open for someone with your own DNA signature, your version even protected against any clones who may try to circumvent this protection on a technicality and is stacked with all the technology and resources Superman himself has. This of course includes a group of ever loyal robotic assistants.

Civilian

Apartment (100): After a hard day at work why not get some rest at home? You are now the proud owner of a nice apartment in the Heart of Metropolis. It is big enough to house two people comfortably with rent, electricity and water always paid.

Reporter Badge (100): Nothing shall stand in the way of proper research. This badge labels you as an associate of whatever Media outlet you want it to be. While not allowing you to go anywhere truly secret, people will let you get a better look at things happening behind the scenes.

Food Stand (200): Who doesn't like some good food? A hearty snack after a long day can work wonders for ones mood and you will be there to hand it to them. This self replenishing stand always has a specific kind of snack ready to go like a Falafel or Hot Dog. You are guaranteed to make a decent profit with it but that is not the true benefit it offers. Major characters of the world will eventually find their way to your Food Stand, grabbing a quick bite and happily chatting about. This gives an easy way to meet some of the most important figures and who knows where that first meeting will get you.

Camera (200): A good and reliable Camera, snapping any pictures at just the right angles and quality. If desired this could instead be a phone with just a great camera but the core benefit is the same and more than just good images. They always feature exactly what you wanted to snap, without anyone but those you want to see it noticing. Good for passing off incriminating evidence as selfies.

S Flag (400): When all Hope is lost who do people like you turn too? The downtrodden and vulnerable? As if that is a question that needs to be answered. That is what Metahumans should be, champions to keep the innocents safe. Once per Jump you may hiss this flag in a moment of desperation. A firm refusal to suffer defeat and a cry for help. And wont you know it, a Hero will answer. One of the best on the Planet will rush to your aid to save you and those you hold dear and even if the best is currently unavailable you will find someone willing to take up the task. Your Flag works like a rallying cry, causing even those who planned to not get involved to reconsider.

Family Farm (400): A small, humble farm on the land. The grass is always green, the crops always making a good harvest and the animals plentiful and happy. An idyllic place to live. And a wonderful home for any who may need one. Indeed much like the Kent Farm it is a tranquil place, perfect to raise children, them knowing love and a good childhood. Additionally the farm is incredibly difficult to find for any enemies you or they may have, allowing them a good nights sleep.

Daily Planet (600): For news you can trust. You are now the proud owner of a media network rivaling that of the Daily Planet. It will basically be run by itself, staffed with trustworthy and shockingly competent, as well as determined journalists ready to find

out and report the truth. At the rate their going you are likely to see one huge scoop every other month. Funding will never be a problem, as is the media's integrity and trustworthiness. The truth if reported here will be known as the truth and not doubted.

'Mutant Toes' (600): As a journalist its important to make sure you have reliable, trustworthy information. Especially when it concerns the most scandalous of subjects. Look no further for a Source for you have found it. In your phone is a contact to a figure within the Jump. Once a Month they will be able to send you leads, information and proof to whatever it is you must know in the moment, even country spanning conspiracies and acts of treachery. Lucky for you they wont even ask for a weekend together.

Villain

Revolver (100): What Villain doesn't have some kind of gun on them? Even the average crook needs something to use so here you go. A reliable Handgun of your choice, though by default a Revolver. Perfect to use for interrogations. Just be careful playing Russian Roulette doesn't end too quickly.

Side Piece (100): You can't exactly stay on top of the world without some way to flaunt your superiority. While money and luxury goods are a good way to show you are better, a lovely woman at your side is also a good indicator. This somewhat vain but gorgeous woman is the perfect Trophy to show around. Ever loyal and only asking you to please pay her attention. There is not much else special about her, besides the fact that people tend to easily ignore it when she goes ‘missing’. A replacement will come your way within a week.

Contacts (200): They chose him. May they die with him. Its either you or no one as far as you are concerned and all who support your enemies are your targets. This list should help you in finding all who may be of interest. You can apply this to one person per Jump, giving you a self updating list of all people they have a positive connection with as well as their current location. Should be useful for finding out any secrets they have right? Well there is a catch. Only one name is displayed at a time and it will always be the one most remote from the lists target, like say a man who gave them free food. Once you deal with them the list will show the next one in line. Use it on the right… or wrong, person and you may have to deal with thousands if not millions of people before getting a shot at their parents or lover.

Holding Cells (200): What to do with those who defy you or some of your influential friends? The political dissidents, problematic heroes, ex girlfriends and so on. Lock them up of course. Make them disappear. In your possession are just the cells to do so. Inside the prisoners dont need food or water and dont even need to use the toilet. The walls are made of see through glass on all sides but strong enough to easily contain a normal human. They do not however take care of any superpowers or extraordinary abilities the one imprisoned might possess so best be smart about putting away any Metahumans of sufficient power. There is nothing stopping them from destroying the Cage.

Pocket Universe (400): Are you mad!? Just to create this you had to simulate a big bang and merely opening it up poses risks for the entire planet! Though it is hard to argue with the benefits. You have in your possession your own void like Pocket Universe. Floating platforms stand ready to be used by you for whatever purpose you like to keep secret, maybe laboratories or private prisons, as well as a chauffeur to carry you through the void. Below are rivers of anti-protons and in the distance a Black Hole. Beyond that this realm is relatively hospitable, having breathable air but no sun of any kind. Fortunately your version comes without any risks, though you could always overcharge it and intentionally cause rifts.

Propaganda Monkeys (400): Spreading hatred all day online is not a task fit for a human. Let alone for you. How fortunate that you got your hands on this alternative. This group of indoctrinated monkeys is trained to spread hatred on any and all social media platforms. Give them a target and they will spend every hour of every day slandering them. They do not need food and thankfully dont cause any waste either.

The Answer (600): When someone asks how intellect can beat pure strength, the answer for most would probably not be cloning the one with strength. Than again it is an answer you have reached and it is hard to argue with the results. You have under your control a clone of Superman himself, perfectly cultivated to have his strength but none of the independence or mind. Instead this clone is merely a puppet to be controlled by you, simply done so remotely through a small number of technological orbs. This also comes with notes on how the cloning process was performed if you have any ideas about making more.

Kryptonite Core (600): There isn't supposed to be any more Kryptonite on Earth. A notion quickly disproven by the powersource you now have available to you, the same device that once enhanced Metallo. This Core is made of Kryptonite and emits intense radiation at all times. Naturally any Kryptonians will be weakened when in close proximity and when integrated in a machine or robot they can control this radiation and summon it around them. The effectiveness of this radiation depends on distance however. If the Kryptonian you want to target is too far away the radiation will have no impact. In future Jumps you can choose for this Core’s radiation to target any one different kind of being instead of a Kryptonian for a similar effect.

Meta Section

Gods and Monsters have long since been a reality mankind has been aware of. Powers beyond that which can be understood or described. You are now one of these exceptional beings and may choose just how this manifests.

Keep in mind not all Metahumans are the same. Some may be normal humans beyond being the possessor of some strange technology while others are magically enhanced and others again have a different biology. As such items and powers alike are both represented here.

Feel free to pick as many of the below options as you can afford.

Enhanced Attributes (100/200/400): Not all superpowers are flashy. Simply being stronger, faster or more durable than the common man can go a long way. If you would like to make things simple you can choose to improve your strength, speed or durability. There are three levels available to you. At the first level for 100 CP you are superior in that aspect to the common man, able to throw them around and run circles around them. At the second level for 200 CP you are more in the ballpark of stronger Metahumans like Hawkgirl. For the final level of 400 CP you are instead one of the more exceptional cases, almost comparable to Superman.

Flight (100/200): You are capable of flight, soaring through the air either by your own power or perhaps through using wings. Your speed in the air is comparable to your running speed. For 200 CP this also allows for space travel.

Longevity (100): Long have humanity desired eternal life, an ever distant dream. For you it is a reality however. You have virtually no longer a limit on your natural lifespan and will remain youthful for as long as you live. You can still die but no longer from age alone.

Custom Power (100-800): Do none of these options appeal to you? If you like you can instead design your personal power to make you stand out and truly unique among the various Metahumans of this world. How strong your powers are is decided by how much you are willing to invest with 100 CP Powers barely making you better than most well trained humans and 800 CP making you approach the true titans at the top of the world.

Detachable Kid (100): You have the power to make your arms detach from your body and float around you. While doing so you can telekinetically control them from afar, though they are no more stronger than they normally would be.

Helmet Collection (200): A sturdy and stylish metal helmet to protect your head and hide your identity. That by itself is already useful but these Helmets offer far more than just that. You have your own version of Peacemakers Arsenal and his various Helmets. X-Ray Vision, Underwater breathing, Anti-Gravity Helmet with a fan to control your own trajectory and many more.

Ratcatcher (200): Society always looks down on Rats. Why? Dont they too have value in this world? Maybe you can show them just how valuable they can be as you are in possession of your own Rat Communicator, allowing you to control and speak to rats, up to an entire city worth of them at once.

Shark Man (200): Another descendant of an ancient shark god? To think there could be two. This gives you the powers of… well a bipedal shark man. You can breathe on land and in water and swim fast, while also being strong enough to rip a man in half. Your skin is just as durable, bullets and explosive rounds doing no visible damage.

Clayface (300): Other people act. But you? You can truly be whoever you want. Like Clayface you have enhanced shapeshifting abilities, able to mold, contort and alter your body into a variety of different forms. You can extend your limbs, shape them into blades, spikes and massive blocks, as well as alter your density. You can even impersonate a human being, as well as perfectly mimicking their voice.

Polkadots (300): Your mother must have been incredibly desperate to turn you into a Superhero. Instead all you ended up as was a carrier of an interdimensional virus. You survived at least and now can use them for your own purposes. Steadily growing on your body are polka-dot shaped plasma like spheres. You can expel them for great destructive effect towards your targets. Used up dots will regenerate with time but eventually hitting a limit. Unlike another unfortunate individual you at least dont have to fear your dots eating you alive or growing into bulbous tumors.

Gigantic Starfish (400): Was it the hubris of man that brought you down on this Planet? Or did you follow something very much like you down here? Waller is probably going to flip if she sees another of you but you are in every sense equal to Starro now. You are a large alien starfish, towering over whole buildings with your size alone and having strength to match. What makes you a much bigger threat however are the airborne swarms you can spawn, each a parasite that when it attaches to someones head can turn them into a thrall under your control.

Doctor Phosphorus (400): Radiation from a nuclear power plant altered your DNA and cell. Unlike a certain Doctor you can control it however, letting you touch and interact with others safely. For when you don't want to be safe though? Radioactive energy can be emitted from your body and controlled as you wish. Shape energy barriers to stop bullets, energy blasts to cleave through military equipment and even your touch can burn through human skin in seconds. Your new physiology also has increased your physical ability, making you considerably stronger and faster than regular humans.

Terrific Arsenal (400): A useful gadget for any crime fighter and wielded expertly by one of the smartest people on the planet. You have your own version of Mister Terrific's gadgets, including the T-Spheres, advanced multifunctional drones. You can control them via sensors in matching gloves and mask, commandeering them for various combat and surveillance tasks. You can launch them as projectiles and

explode them, as well as proceed to analyze and scan others and identify weaknesses. You also receive the T-Craft, a high speed flying vehicle for up to five people to travel in efficiently and comfortably. Both are highly expensive but dont worry any gadget that is destroyed will reappear after 24 hours.

Hawkwoman (400): A lot of Metahumans have some way to fly but few have such gorgeous wings like you have. Much like the warrior of the Justice Gang you are a Thanagarian, blessed with superhuman strength, speed and durability, capable of injuring Kaiju's and pulling your weight in Metahuman battles. Also includes a durable Mace or other melee weapon of your choice.

The Engineer (500): To defeat Metahumans you must become one yourself. At least that may have been your justification for undergoing these experiments. Your entire body is enhanced by strong nanites that you can control as easily as moving your own body. Creating strong weapons like sawblades and energy cannons, as well as bending your own body in unnatural ways is childsplay, as is smothering others within cages of nanites. Finally the nanites even allow you to interface with technology as advanced as that in the Fortress of Solitude. Your supply of them is not infinite mind you and using too many for other purposes leaves you without them and their protection.

Metamorpho (600): The power of the sun in the palm of your hand… wait wrong franchise. Still with your new control over the elements making up your body that is not entirely hyperbole. Like Rex Mason you can transmutate your own body into various forms and materials. Acid to shoot into others face, gases to fly and even those not from earth like Kryptonite. With some creativity you could even fuse all the elements necessary from your body into a makeshift miniature star.

Witch of the Isle (600): Ah a more magically inclined Metahuman? Certainly not as strange in this world. Like Circe you are an Amazon, effectively immortal and living for centuries without physically aging, stronger than the average man, can contend with low level metahumans and endure even strong radiation with mere burnmarks. You may not be as strong as a certain other Amazon physically but you more than make up for it with your magical abilities. You have a vast amount of magical energy you can manipulate for a variety of effects. Shooting energy blasts, transforming bullets into butterflies, flight, telekinesis, teleportation and transmutation of organic matter into inorganic and vice versa are all within your capabilities. Your powers even allow you to divine the future, predicting natural disasters and caatstrophic futures, as well as allowing you to cast these mental images directly into peoples minds through eye contact, allowing you to share them. The only downside to such power is that you have to use your hands to use all but your vision based abilities, left powerless if you are bound.

Green Lantern (600): In brightest day, in blackest night, no evil shall escape your sight. Let those who worship evils might beware your power! Green Lanterns Light!

You too have been deemed worthy of being a part of this Galactic Policeforce, the Ring on your finger prove enough. You are a Green Lantern, trusted to use your newfound powers to protect the people of the Universe from all kind of threats. Using your Ring you can create energy constructs based on your willpower, easily throwing away entire Tanks with a simple gesture. They also allow for spacetravel. It does come with the downside of having to recharge your ring with the associated lantern every 24 hours however but that is a small price to pay for a power that is only limited by your imagination.

Blue Beetle (600): Curious how Earth seems to be the resident place to put all sorts of Alien life and technology. One of these has now symbiotically attached itself to you: the Khaji-Da. The AI within the device has synced itself to you, being completely loyal to you and enhancing your body to superhuman levels, as well as granting you the ability to fly, even through space. That is far from the only benefits the suit offers. It can generate and manipulate electronic energy, control and project it in beams and channel it in weapons. By being bonded to your DNA it grants your cells regenerative properties, quickly healing scars within a day. Furthermore the suit allows you construct any tool or weapon you can imagine that are within the suits capabilities, transforming your hand into concussive cannons or create buster swords. The armors AI is designed to protect you when you are threatened in response to your thoughts and when needed can control your body to fight in your place.

Metallo (700): A marvel of science and engineering, your body has been cybernetically enhanced with the purpose fo eliminating metahumans. The majority of your body is replaced by advanced metal components. Not only are they immune to rust and corrosion, they grant you the kind of physicality to compete even with the greatest of heroes. You could take on the entire Justice Gang combined and have a good chance of winning, even shrugging of Supermans Heat Vision which gets reflected off of your armor. You can not fly but leap great distances and even keep up moderately with a flying Superman.

Kryptonian (800): Another member of a nigh extinct race. A child of Krypton, great and mighty being send here on this blue planet. Your powers are that of Superman himself, rivaling him in every way. The cells of your body allow you to turn the light of a yellow sun into power to fuel your abilities. Incredible strength, durability and speed as well as the ability to fly. This is far from the only powers you have however. Your senses are superhuman as well, an X-Ray vision to see through anything but lead for one. Your breath can be as strong as a hurricance and your eyes shoot powerful lasers. Without a doubt you are one of the strongest, if not THE strongest, Metahuman in the world, your only rival being other Kryptonians.

That being said you are not without weaknesses. The light of a Red Sun will depower you to the levels of a mere human. Kryptonite is even worse, its radiation poisoning your body and weakening you severely.

Companions

Import (Free/50): No need to stand alone under the sun and against the evil in this world. For Free you may Import one companion alongside you into this Jump, like how a certain Hero still got his cousin. They get 600 CP to spend as they wish as well as a free origin and all related discounts. You may import more companions for 50 CP per companion.

Export (Free/100): Did someone here catch your eye? If you like, as long as someone wants to willingly follow you on your journey, you may take them with you at the end of your stay. If you are willing to pay 100 CP you can instead guarantee that a single character will want to join you.

Mr. Handsome (Free): The name might be somewhat ironic but isnt this strange lifeform still loveable? You have your very own Mr. Handsome. A lifeform you may have created on accident when you were twelve… or adopted from its previous owner. He cant do much but he is loyal to a fault.

Harem (100): That… uhm… well that's going to be awkward with a few reveals on the horizon. So Superman's parents may not have had the most altruistic motives when sending their son to earth. At the very least they were adamant about Clark ensuring the continuation of the Kryptonian species and wanting him to have a Harem of woman to bear his children. Reception to that idea was pretty bad all around. However this group of 10 ladies apparently have a different idea. In particular they want to make sure your Genes are passed on. They are without powers but quite devoted to you and would happily jump at the chance to be with you. They will be considered followers by default and can be freely designed by you in appearance and personality. You can buy this multiple times with additional purchases.

Task Force Jumper (400): Sometimes what you need aren't allies in battle but subordinates who do as they are told. Ones that offer their own unique abilities and skills. You are now the proud owner of one such Task Force, comparable to Task Force X or Creature Commandos in size and strength. You may not be able to bring down Superman but you'd be surprised what this Team can pull off.

OC Companions

None of these characters exist unless purchased here.

Not a Raccoon (100): This furry fella is adamant about not being a Raccoon. Even if his appearance gives room for doubt. Truth is, a scientist abducted him and a few other Baby Raccoons and other animals from North America and Earth, taking them to space so he can experiment on them. The result was something that surpassed even his own imagination, his creations intellect beyond his own. What followed was a tragedy the Procyon Lotor only barely escaped, stealing a space ship and crashlanding all the way on Earth. He is alone now and doesn't even think there is purpose to his life, hiding his pain beneath snark and a rogueish attitude. Little is he aware he has the potential to be an incredible Guardian of Life.

Miss Blizzard (100): Metahuman abilities always are strange but those who can affect the world with their very minds do have a certain kind of novelty among them. This woman is one of the strongest in all of Japan, using her telekinetic abilities to protect her country and even leading her own Group of Heroes. Despite her power she does struggle with a certain sense of inferiority, but is clearly in possession of a heroic spirit.

Evaluation Officer (100): Earth can't exactly be separated from the rest of the Universe forever. Not with this cosmic enforcer regularly checking in on how solid its defences are. You have made the acquaintance of an Evaluation Officer. Using his considerable strength, he tests other planets abilities to resist invasions, a task he takes quite seriously. When not on the job and even while doing it, you will find him to be a friendly, loyal and humorous fellow.

Rocket Woman (100): Desiring to follow into her mothers footsteps, this egyptian woman has quickly risen among the ranks of her countries military. Following an honorable discharge for her distinguished service, she was hired by Maxwell Lord first for security before being recruited into the Justice Gang. Her desire to make a difference on a global scale unfortunately gets hindered by the typical red tape of politics but armed with a jetpack powered suit and a mighty rocket launcher, she would be sure to make a valuable asset in any conflict.

Subject V (100): Lex's obsession with Superman has send him down many horrific paths and scientific procedures. Before getting the perfect clone of his arch-enemy there was this attempt. A Kryptonian who was far too young to be the dumb weapon he needed. There were plans to instead market him as Luthorcorps very own private Hero… but as Ultraman finally became perfected this youth, already abused and mistreated by scientists and psychologists alike, was thrown away like trash. Somehow he ended up in your care instead of a prison cell or a grave. He is but a child now, engineered with a desperate craving to be loved. Will you give it to him and perhaps bring him on the proper path yet?

Invincible Amazon (100): Themyscira is a fascinating land that has given the world an incredible Heroine. But Diana may not be the only one who embarked from its shores to explore mans world. This redhead is one of the greatest warriors Paradise Island has to offer. Not just because of her unique Metahuman ability to manipulate metals but also because of her sheer skill with weapons, making her worthy of guarding their Queen. Still she has set out to find her own place in this world, feeling in part alienated on Themyscira due to her high skill. Becoming a Cereal Mascot was not among the things she expected but hey its a start.

Drawbacks

Take as many Drawbacks as you think you can handle.

A Different Time (+0): This world didn't start with Superman, nor will it end with him, even if he is bound to make a huge impact on it. If you like you can choose to enter this Jump at a different point in time. Perhaps when the first Metas emerged or when Clark Kent landed on the Kent Farm. You will still have to spend at least 10 years here but may choose to extend your time as well, up to 10 years after the end of the Movie.

Leave when the Credits Role (+0): In a way this world is young and ripe with potential. Though not much is yet known. If you like you can choose to leave after the first year of your Jump is done, as long as it is after the events of the Movie.

New Logo (+100): Been trying out something new? Well I am sure you and everyone else get used to it… eventually. Something about your outfit and appearance just seems… off, at least compared to what others are expecting. Maybe the colors are too bright or a symbol too different looking. Expect some stares for a good couple years at least.

Superdickery (+100): You can be such a jerk sometimes! Not to the degree that someone would consider you a bastardly villain from seeing you torment people on the front page of a Comic Book, but definitely in the sense that your words just accidentally tend to hurt people. Nothing major but social interactions just became a bit more complicated.

#SuperShit (+100): Social Media can be a dangerous thing to navigate. Especially so for you if you happen to value any opinions of other people. Whether Lex set up another Monkey Farm or there is simply a following who reject you as ‘not their Jumper’, you are constantly hounded by people who seek to sully you and everything you stand for. They will never become violent towards you but good luck fighting against this constant stain on your reputation.

Look Out! (+200): Some Aliens arrive on this Planet safe, innocent and into the arms of loving parents. You… didn't had as much luck. Frankly you are a broken mess of a person, past tragedies haunting you and wearing you down. It will be all to enticing to get lost on drunken benders to try and cope with your struggles and furthermore you are quite irresponsible as a result. Still this is nothing that cant be worked through.

PEOPLE WERE GOING TO DIE! (+200): Why is that so hard to understand?! You will find that you are in a world that seemingly has forgotten basic kindness. Your actions will repeatedly be associated with malicious intent, politics getting in the way of aiding humans and preserving human life. With time you may be able to find a way out of this, cause some real change, but the path towards doing so will be steep.

Just Another Interdimensional Imp (+200): Now hold on don't worry. This drawback is not going to make you the target of Mr. Mxyzptlk. However seeing something like a stray interdimensional being cause havoc will be something you have to get used too as your life is… to put it in friendlier terms ‘alive’. Constantly you will find yourself dragged into the middle of varied stories, each with their own dangers and challenges. From a Kaiju attacking the city on one day to stopping a robbery the next. You will have a lot to do during your stay.

The Second Half (+300): Every Hero is driven by something. Something that is their anchor and that supports them. Whatever is this to you, you will find you only have one half of it. The second half, perhaps the truth behind a message, will eventually be known not only to you but the entire world. Not only will this severely change the way others see you, perhaps erasing years of hard work, you yourself will be shaken to your core and can only overcome this emotional whiplash with great effort.

No Time to Rest (+300): Sure evil doesnt sleep but you should at some point. Over the course of the Jump you will find yourself never truly being at 100%. There is always something that tired you out or injured you beforehand. At best you will have to make do with about 80% of your normal abilities.

Locked Out (+300): Something seemed to have gone wrong when you were inserted into this world. You are missing either your Perks and are reduced to your Bodymod, or your Items and Warehouse. Taking this drawback twice extends this to both Perks and Items.

Disposable (+400): Thats what you are to the Government. Amanda Waller has somehow managed to put a bomb in your head, one that can kill you regardless of your abilities. Rest assured she won't trigger it unless she has a reason to. And someone with your skills? They will surely be useful in protecting the United States. Don’t think this is as easy to get out of as killing Waller as someone else will simply take your remote, with even less reason to tolerate any ‘independance’.

Locked Up (+400): Were you a political enemy? An ex girlfriend? In any case you now start your Jump in the Prison of Lex Luthor’s Pocket Dimension, depowered as long as you are within your cell. I’d recommend finding a way out as still being a prisoner by the end of your Jump means you fail your chain.

Government Watchlist (+400): The Metahumans are a force that simply cant be ignored by the Governments of the world. When it comes to you in particular they are very uneasy. Your every move will be watched and if there is ever even a hint of you going against their interests they will not hesitate to use all they have at their disposal to get you back in line. From public smear campaigns, attempted assassinations, declaring you an enemy of the state, you find the country you live in or any you antagonize has many ways to make your life difficult. At its worst you could even get Amanda Waller summon her Task Force X or Creature Commandos to put you down.

Green Eyed Monster (+600): Lex Luthor’s sheer hatred for Superman is the likes that can change the course of entire nations. His obsession runs so deep it seems to empower him, allowing him to achieve insane feats. One can only feel bad for Clark to be stuck with a man who fundamentally doesn't get him and sees him as an enemy. A feeling you will soon share as there is someone just as intelligent, powerful and resourceful as Lex Luthor in this Jump. You wont know who it is but you will feel the impact of their actions on you soon and if you cant triumph over them they will break you beneath their heel.

Dark Future (+600): Looks like Waller dropped the ball in one of her latest operations. The Creature Commandos failed during their mission and the ruling princess of Pokolistan Ilana Rostovic has set out on a crusade to conquer the world and kill every single Superhero in it, in fact capable of doing so. The vision Circe had was no lie and the country is rapidly on its way to being one of the single biggest threats to the entire world. Should they succeed you will fail this Jump.

Ultra Jumper (+600): How could anyone in this world possibly hope to stand up to you? Simple, fighting fire with fire. Someone in this Jump created a perfect clone of you. They have none of your agency but all your powers and seek to destroy you.

Scenarios

Last Jumper of Krypton (+300/Requires Kryptonian)

Kal-El of Krypton. Clark Kent of Earth. Superman, the Man of Tomorrow. There are few individuals who could have such power and such a wide ranging influence on the world. And now it will be up to you to take his place.

For you are Superman. By taking this Scenario you've inserted yourself into the shoes of the greatest of Metahumans, crashing down on the Kent Farm and being raised by them with love before finding the first half of your Kryptonian families message. From there on you must face all the trials Superman himself will face. Do what he could and be the change this world needed.

As long as you achieve what he did, it is up to you how to act. If you are so inclined you could even in part take your 'birth parents' advice and preserve the Kryptonian race through your bloodline but you must not be a tyrant. There has been enough of those Kryptonians.

When you triumphed over Lex Luthors schemes, taught the present Heroes what they could be instead, saved the people of Jarhanpur and faced all other sorts of adversaries, this Scenario will be considered complete.

As a reward you will be able to take this world and its people with you. After all they are unlikely to want to part with their Symbol of Hope as you continue your journey. Anyone on it can be taken as a companion as well. Furthermore you have gained the Perk **Man of Tomorrow**. Upon entering a world you will find it easy to become its focal point. The champion that can change its fate and represent what it could become, even gaininga certain amount of 'Plot Armor', like someone wants you to win over evil. Your actions will be able to bring even the darkest of worlds into a brighter tomorrow. If you also possess Look Up the effects of both Perks will synergize very well, allowing for your change to be even faster and more effective.

An Extended Universe (+300):

Have you heard of Multiverse Theory? Of course you have. Who hasn't in this day and age? Other realities, parallel Universes, variants of people. It is an intriguing concept but one that can easily ballon out of proportions. Something you will experience for yourself.

At some point during your stay you will be transported to another Universe. A world that seems on the surface so much like this one. But as soon as you dive into its history, realize just what it harbors, you will know how vastly different it is. How dark, gritty and… ultimately hopeless.

Superman exists but he is more alien than man, unsure of his place in the world and you will arrive on the same day he is forced to find it. As an army of Kryptonians tries to forcefully Terraform Earth into a new home.

Your task is not only to aid the Man of Steel in the defense of this Planet, but to all who dare to threaten it. And let me tell you there are many who are capable of it. Without your aid this World is heading towards a dark future, one where a God of Tyranny called Darkseid enslaves and destroys all that is left.

But not only must you prevent that fate, you must do something even more difficult. Introduce Hope to this dark world. Change the Hierarchy of Power in a way that makes the common man not fear the man in the sky. Allow for optimism and kindness to be possible even in the face of armageddon.

Should you want an even bigger challenge you can even choose to be inserted into the timeline a man known as the Flash would create. Either to begin with or as yet another world to save.

If you are triumphant your reward shall be worthy of the task. Any character from this world you saved may come with you as a companion. Even the world itself can be taken along if you feel so inclined. But more than that for being this Hope that prevented a Knightmare you receive the Perk **A New Beginning**. At a glance you realize where something went wrong, your mind instantly going towards possible solutions regarding how to fix it. Anything from a war, to a fallen hero to even a whole franchise. It will be up to you to set right what went wrong but at least you can make sure something better is build on what was.

Final Choice

Your time in this world has come to an end. Now what will you do?

Go Home: Even though the Kryptonians cant, you have a home to get back to. You shall return to your original world with all you gained and my thanks for this wonderful time.

Stay: There is an undeniable charm about this Universe. You are free to stay here. Rest assured your affairs will be put in order.

Move On: So many more worlds yet await your arrival. Let us go to the next one.

Notes

-This Jump isnt quite meant to be a proper DCU Jump yet. While I am hyped about this new DC Movie Universe, the setting is still in its infancy. I will probably make a dedicated Jump for it once the Gods and Monsters phase has fully run its course at least, allow the setting to find its footing. This Jump still is meant to be a foundation for such and I probably will end up shamelessly copying and taking elements from here to use in that future version. Till than I wanted to try and represent what little we have besides Superman, which is including The Suicide Squad, Blue Beetle, Peacemaker and Creature Commandos. This kind of also doesnt make this quite a pure 'Superman' Jump but at the same time I thought it was appropriate.

-Power Sections are once again proving to be my bane. I've decided to make it somewhat freeform 'grab what you want' and allowing for custom powers with pricing based on examples like I did before in my Justice League Dark: Apokolips War Gauntlet. Superman is at the top of available options with 800 CP.

Regarding how strong these guys are? I'll be honest I have no good answer for you. James Gunn said Superman is supposedly 'weaker' than most versions and he aims to not make anyone else irrelevant just by Superman existing and honestly I like that. But at the same time he said he cant destroy planets but is also the strongest Metahuman of them all… and than we have Blue Beetle destroying a Planet on screen in his movie which is still loosely canon. That can be retconned but even than Superman breathes his way out of the pull of a Black Hole, takes a mini sun exploding in his face like its nothing and literally swims in antiprotons without any damage. All in all I'd say fanwank responsibly.

-OC Companions are based on Rocket Raccoon (MCU), Fubuki (One Punch Man), Allen the Alien (Invincible), Pharah (Overwatch), Homelander (The Boys) and Pyrrha Nikos (RWBY).

-To all the Snyderverse Fans who clicked on a DCU Jump I have a message for you:

Thank you for reading my Jump! I hope you enjoyed it :)

…What expected something else? Some sort of 'Haha DCEU is dead and DCU is dancing on the ashes' ragebaiting comment? Honestly that kind of toxicity is pointless and if there is one thing this movie wants us to do is be better than that.

Though I wouldnt fault you for thinking I was actively taking shots at the DCEU with stuff like Soft Retcon and An Extended Universe. So let me talk about this really quickly.

As long as your not the kind of Snyderfan who actively tries to stir up shit and proceed to claim Man of Steel Superman or any DCEU Hero as the 'only acceptable' version, I have no beef with you. In fact while I personally just didnt like the DCEU as

a whole and am annoyed by how it affected the reputation of these characters in the wider public, I do have genuine empathy for you guys.

Even if it wasnt for me, its clear the DCEU brought a lot of people joy and still has fans. To get invested into this wide franchise and have it taken from you without a proper ‘payoff’ (which lets be real The Flash or Aquaman: Lost Kingdom wasnt) just sucks. I wouldnt wish that on any fandom because at the end of the day all forms of media exist to be enjoyed and a story that has no end is just a tragedy. There were so many factors that screwed the DCEU over from the beginning and continued to do so, but at the same time the DCU has the chance to learn from these mistakes. And lets be real without one the other simply wouldnt exist.

So the Scenario An Extended Universe is meant to be for fans of the Snyderverse who felt robbed of a proper conclusion and in part for those who wanted to see some Hope in this otherwise gritty universe. The way it would go is that the Jumper is inserted roughly around the climax of Man of Steel and from there on gets to be a part of the DCEU. The story from that point forward would go as it normally would through Dawn of Justice and Justice League. Afterwards I would say it begins to steer into the direction Snyder was aiming for originally with a Justice League Trilogy, ending up with the ‘Knightmare’ Future and the final battle with Darkseid. Upon defeating him the Scenario can be considered complete. Think of it as a Justice League Dark: Apokolips War style final conflict, though one that with your contributions is hopefully a bit more… well hopeful. A climactic last payoff.

Honestly working on this Jump kinda made me ‘ease up’ a little on the Snyderverse. I still have issues with it and am not a fan but its an Elseworld story at the end of the day, like Injustice. I am not one to bash something unprovoked.

It felt like the least I could do was pay some respect to such a contentious version of DC that never truly had a chance but ultimately gave us this movie I really, really enjoyed. The DCU is looking promising and I hope any fans of the DCEU find something to enjoy in it as well.