Watchmen

The Film



Welcome to Watchmen, the year is 1985 at the height of the Cold War, up until 1939, the history of this world and ours was parallel. However, in 1939, a group of costumed vigilantes called the Minutemen came together to fight back crime however, like all good and slightly insane things; it came to an end with some members dead, some retired and some imprisoned. Following their legacy in the 1960s-1980s saw the rise of the Watchmen, another team of heroes except this time they actually did contain a member with actual powers; Dr Manhattan. As you would expect from any world government, the US used his power to win the Vietnam War and gain an advantage over the Soviet Union. Now it is 1985; 8 years ago an act called the Keene Act has made vigilantism illegal with all the Watchmen barring one having either retired from crime fighting or having begun working for the US government. Tonight, one of the Watchmen, The

Comedian is killed which begins a chain reaction leading to the uncovering of a conspiracy and the death of millions.

You Gain 1000 CP

Location

New York City: The city that never sleeps, New York is the home of Laurie Jupiter, Doctor Manhatten & Dan Dreiberg and it is where our story begins it is here on this very night that The Comedian is murdered starting off Roarschach's hunt for the 'Masked Vigilante Killer' and the culmination of Ozymandias's plan in the coming days.

Origins

Drop-In/Civilian: There is no other origin in this world, either you are new to this world; a Drop-In that appeared from nowhere or a civilian that simply goes by their day with nothing special happening to them.

You gain 2 100 CP perks free, & 2 discounts on 200 & 400 CP perks & 1 discount on 600 CP perk.

100 CP

Vanity Thy Name Is Jumper (100 CP): wise Jump-Maker once stated that Jumpers tend to be rather vain and they were right, almost every Jumper takes at least one form of appearance boosting perk. So again to quote that Jump-Maker lets just deal with that now. You are insanely good-looking. On a scale of one to ten with ten being supermodel level attractiveness you are eleven, a scale even above them. Your exact appearance, build, and other such endowments are up to you, but you look as amazing as a human can without your beauty looking unnatural and your appearance and build stays the same regardless of any circumstance be they burns, cybernetics, scarring, your appearance will remain just as it is 11/10. You will also always retain your physique as long as you consume enough calories even if the calories come from fast food and any additional calories are shunted from your body and your body will always remain just as healthy. You also never get dirty, staying as clean and perfect as you could be and you never need to brush and/or floss with your teeth passively cleaning themselves and if you don't want to shave now you won't need to, facial or body hair will simply not grow until/unless you want it to. Also, your voice and scent are equally attractive in some way.

You're Slipping Doc (100 CP): People always say absolute power corrupts absolutely but for true absolute power that is wrong. The power doesn't corrupt, it causes a person to begin to lose themselves, slowly but surely the person begins to slip away, growing distant from those they were once close to. Until eventually, they no longer care at all for anything; being so distant from who they once were that they can be said to be a completely separate and different individual. You however are different whether as a result of will, internal repressed insanity or just by the fact that you paid CP, you can no longer lose yourself regardless of what comes. You could gain nigh-omnipotent power that allows you to see every single timeline, manipulate the very fabric of reality and travel to the furthest corners of the universe and you would still remain yourself without a single worry.

You Miss It (100 CP): Being a hero isn't easy, it isn't all wearing tights and kicking ass, society changes, people's attitudes and viewpoint change, what was accepted before is no longer welcomed today and eventually, the people who once accepted and cheered for you become those you must defend against. Thankfully for you, you have no issues about giving up becoming a hero when you decide your last night is the last time, you can quite easily slip back into your civilian identity, effectively

disappearing from the public view without any consequences of your disappearance occurring. This applies to any persona you chose, if you decide on a new one, you can easily come back into the limelight without any consequences happening.

I Am Rorschach, Rorschach Is I (100 CP): You will never stop fighting for your goal, you will never give up in your crusade to bring justice to the weak. Where others give up and abandon their goals, you will stand tall and continue waging your war, until evil's roots have been eradicated.

Control (100 CP): It's such a pain worrying about going too far when you're facing criminals and scum on the street, having to moderate your punches and kicks while at the same time fighting against crowds of opponents That's what this perk is for. Whenever you get into a tussle or anything like that, you do not have to worry about your attacks killing your opponents. No matter how hard you hit, your attacks will only do the amount of damage you wish for them too regardless of the power behind the attack.

Seeing the Ruse (100 CP): You can see through people like they were made of nothing. You're a master at seeing through the sorts of lies people seem to tell regardless if it's a tiny white lie or a gigantic lie like I'm planning on killing millions and have secretly killed a former team-member. Valuable experience and having been lied to dozens if not hundreds of times having taught you how to tell exactly when someone is lying their ass off or telling you the truth.

200 CP

Think It Through (200 CP): Some say that the world of crime fighting isn't a place meant for nerds and geeks. With all the importance placed on physicality and hand-to-hand combat! just being smart doesn't mean that it will solve all of your problems. But, I never said that it wouldn't help did I. You have now got the equivalent of degrees of maths, science, history, art, engineering, physics and chemistry all shoved into your head.

Martial Master (200 CP): A wise jump-maker once wrote who needs power when you have a strong body. You have been trained in the art of combat since you were young. You have extremely high levels of ability in unarmed and armed combat, ranging from beating goons on the street, to going against trained combatants such as Ozymandias to a standstill. This also comes with years of fighting experience and the muscle memory that comes with it. As an add-on, you can go years without fighting and your skills would be just as fresh as if you had practised and trained every single day.

Old But Not Gone (200 CP): Age is a fickle thing for humans, as they get older the bodies they were so proud of become weaker and feeble and the minds that were so sharp become slower and cloudier. However, no matter how old you may become, you retain the full capabilities of your prime. If you were a muscular Hercules when young, as you reach old age, your body would still be bulging with muscular power and and your mind would remain as sharp as ever.

Big Pic (200 CP): Whether as a result of your childhood, your vigilante/hero work or something else altogether, you saw the true face of society but unlike others, it didn't break you, instead you learned how to see that true nature in all actions, to be aware if there is a bigger plan at work, to be aware if there are unspeakable horrors going on behind the scenes. Making you one hell of an investigator.

Watching The Watchmen (200 CP): For some reason, people seem to idolise individuals who are crazy enough to go in tights and masks and fight armed combatants unarmed. You thankfully are able to look at such individuals that others seem to stare at awe with an unbiased and unemotional gaze. You are able to see what makes such individuals tick, what is wrong with them and use what you see to formulate plans that could bring low these individuals.

Unnoticeable (200 CP): You are beneath suspicion from the very beginning and have the skill to keep it that way. Whatever plans you may have will remain unseen behind a network of covert schemes and hidden plans. And no matter who or what tries to look into these plans of yours always seem to run into problems. And confronting you will never even cross their minds as without direct evidence to prove your involvement, you will not cross their mind.

400 CP

Buy & Sell You 3X Over (400 CP): While others were out crime fighting, you were busy trying to accumulate true power; money. To achieve this, you started a business and found that you had a gift for running it. Within half a decade, you were able to increase your business's total income to the point where you are now one of the richest people on the planet able to buy and sell a dozen of the other richest companies 10X over with money left over. You know how to tell what direction the markets are tipping, when to buy and when to sell, what companies are worth investing in and which are just pointless. Basically, you are a business God (not literally).

Unseen (400 CP): When you are going to a universe with a nigh-omniscient being able to see all timelines (eventually) it's better to take precautions against such entities. Precautions such as remaining unseen even against a being that can see his entire timeline, preventing him from seeing you even if he were to look a second in the future. How this is possible, no idea but come on, I think you Jumpers aren't in a position to ask, are you.

Doomsday Clock (400 CP): Nobody really knows when the world will end, though some do speculate on how and when it will end, the truth is we may never know until it is too late. However, you are not so lucky because somehow you know at all times just how close the world is to destruction as well as pinpoint just how dire the situation truly is. In addition, you can also keep the destruction at bay for a time enough time for you to intervene if you so felt the need and this can also be used for city destroying events as well.

Therapy Needed (400 CP): In this world, it is not enough just being sane and well-adjusted; which you are by the way. A person should also strive to help improve those around them, which you are particularly good at. Whether as a result of training or just an inborn gift, you possess an incredible understanding of people in general, a gift for helping others work through years and years of baggage and deep-seated issues to the point where you could help someone like Roarschach overcome his issues within a few weeks of interaction. Of course, there is nothing stopping you from using your understanding of people to do the opposite.

Believe Me (400 CP): I'm not going to mince words when it comes to this. It seems that no matter how generally unpleasant and/or psychopathic you are, and regardless of what your reputation is. No matter how disliked or despised you are, your allies will for some reason or other put up with you and your idiosyncrasies, believing your warnings and in cases where you need assistance, they are there to help get you out of trouble.

Who Leads The Watchmen (400 CP): There is more to being a vigilante than just kicking ass, the real work is leading those vigilantes who are kicking ass. Good thing then you seem to have a sort of charisma, that makes others want to listen to you and those particularly troublesome willing to give you a try as leader. You know what to say and what to do, how to keep all of your subordinates on track and stopping then fighting with each other as well as helping them overcome their differences and becoming an actual team. In your hands, even the most dysfunctional of teams which can include a sociopath, psychopath, jackass and a being made of connective energy whose humanity is slipping further away every minute and make them into a team to be reckoned, feared and respected.

600 CP

Smartest In The World (600 CP): t seems Ozymandias now has a rival just as Alexander had Porus and Ramses II had Muwatalli II. Regardless, you are now the equal in mind to Adrian Veidt labelled the smartest man in the world and for good measure as in little more than half a decade, Veidt has built both a legitimate and criminal empire from nothing, pioneered advanced technology, predicted future trends by viewing the current social and political climates allowing an almost clear picture into the evolution of society and how to twist it to his will, as well as create technology that could both cloud the sight of Doctor Manhattan by utilising tachyons as well as create technology that could mimic the effects of the Doctor's abilities. I know this may not seem like much, but with just his mind Adrian was able to manipulate all of the world as well as the other Watchmen to create a non-win scenario that no one could get out of without damning the world to nuclear winter.

Peak Human Condition (600 CP): Congratulations, you are now at the pinnacle of human physical ability, with strength akin to being struck by a car, to the point where even a simple may be fatal, skin bones and muscles far denser than an average human (whether due to training, biology etc your choice) able to take punches to the face with not even a flinch as well as catching a bullet with your bare hands with the only effect/damage being that it lodges in your hands. Finally, speed and agility great enough to dodge gunfire and moving your hand into the path of a bullet at point-blank range & reflexes great enough to calculate the pull of a trigger, dodging even before a gun is pulled out and reflexively catching a bullet with your bare hand. Can come with a muscular and athletic physique if you want.

XXX Steps Ahead (600 CP): To plan against a mortal is child's play, to plan against a God; now that is challenging. To create strategies that could last decades, centuries or even more (if you somehow can live that long) that is a true strategy, to create plans that not even a being that could see his own future can do anything to stop, plans that seem to almost become an unstoppable force, a part of reality, the longer they exist without being stopped. However, the more complex your plan, the longer it takes to gain this kind of unstoppable force. For example, saving the world from nuclear war could take a year or two while trying to kill Doctor Manhattan could take a few centuries. And of course, your plans are still vulnerable to outside-context problems; things that were impossible for you to have foreseen.

2000 CP

The New God (2000 CP): Another superhuman has been born it seems, whether as a result of an experiment or a side-effect of your omniversal travel you were imbued with nigh-limitless power that allows you to do whatever you desire. First there is his most famous ability; the ability to perceive time in a non-linear fashion. Meaning that you can see the past, present, and the future simultaneously while at the same time, you can grant others with this ability. Unlike Doctor Manhattan currently, you have the ability he later learned and that is the ability to view all timelines including yours, others as well as all possible timelines that never happened. However, this power can be blocked by tachyons, restricting you to only the present.

You can also much like Jon learn to view other universes as well as travel manually through time as well as take others with you. You can also split and replicate yourself as well as bring all those replications back into your body without issue. You can also travel dimensions, manipulate the elements for example, manipulate electricity, create an oxygen field on Mars, create plant life on barren planets. Manipulate energy, eventually being able to control the energy of the emotional spectrum and even accelerate evolution as well as the ability to analyse newly discovered energies and replicate them and their effects such as magic. Fly, create force fields, intangibility, invulnerability being able to quite literally walk across the surface of the sun, molecular manipulation such as reconstructing molecules, disintegrating people, regenerate yourself and so much more. The greatest of your abilities however is the power to warp reality letting you eventually (though you have to learn how to do it as Jon did) create new universes, merge timelines, undo timeline alterations etc.

Basically, everything Doctor Manhattan can do and will eventually be capable of doing, you can do and will be able to do it. By the way, this option also gives you Doctor Manhattan's enhanced intellect and senses. Also, Doctor Manhattan's body is made up of connective energy, as this is a perk, you can choose to retain your fleshy body and just get the powers but you will be able to when desired radiate connective energy for whatever reason.

Items

Home Sweet Home (50 CP): Your own gigantic ass five bedroom, two bathroom house. What it looks like, etc is up to you.

Money (100 CP): Classic billion dollar purchase. Can be purchased multiple times.

Nuclear Stockpile (100 CP): As the title says, this is a stockpile of dozens upon dozens of nuclear warheads all armed and ready to be launched.

Under The (Insert Here) (100 CP): A full blown autobiography of one character of your choice from the first they were born to the present (with the pages increasing as it updates as the individual continues to live), chock full of their past actions, what they were feeling at the time and everything you would expect from an autobiography. However, be warned some of the information in here may not be accurate as it depends on what the individual knows or believes they know. This can be anyone.

Sane Mind (200 CP): A set of abstract pictures that allows you to accurately judge the mental health of whoever is looking into the pictures including yourself. By having an individual look into the pictures, you will get a feeling of the health of their mind, what if any mental condition they are suffering from, if they are mentally healthy and possible reasons as to the cause. However, what this does not tell you is how to help the individual/s in question; that is for you to find out on your own sadly.

Arsenal (200 CP): Your own personal armoury filled with a sniper, 3 machine guns, 1 handgun and a personal flamethrower all of which have limitless ammunition and fuel.

Engineered Pet (200 CP): A genetically engineered red and black-striped lynx, intelligence and strength wise, it is at the level of an ordinary lynx but as a result of its genetic engineering, it is hauntingly beautiful and by the power of CP, it is 100% loyal to you.

I Was Right (300 CP): A notebook filled to the brim with the secrets of this world; nothing like the meaning of all life or anything like that but information on well-hidden conspiracies and shadow governments, dodgy government deals and

corruption in organisations basically, things that the most powerful people in this and future worlds would sell their first-borns to stop finding out. However, remember this is merely a journal; it is not evidence; you are going to have to acquire that yourself.

Owlship (300 CP): Your own personal owlship, this machine is the latest in aerial combat coupled with a curved design and concealed turbines, this ship cannot be detected by radar, is highly manoeuvrable and can even be used underwater. The ship has been fitted with various different weapons, riot control devices, water cannons, flame throwers, fog screen, air to air missiles and sonic screechers, the latter of which can emit an incredibly powerful high-pitched sound that can immobilise others.

The interior of the ship is large enough to carry a dozen people comfortably and still have enough room for a fully stocked workshop. The interior also comes with (to quote the wiki) telescopes, tv screens linked to several external cameras, a computer with a public address system, and a PA system with heavy-duty external speakers and stereo attachment. At the bottom is a 300 foot ladder allowing for rapid entry and exit when required as well a ramp.

Jumper Company (300 CP): An multinational, multimillion dollar conglomerate founded by you, Jumper. What the company does, what products it manufactures, how many offices it has etc is all up to you, decide now and Jump-Chan will ensure it is set up and staffed by skilled generic employees. P.S, only Veidt Enterprises can be said to be your equal now.

Companions

Insert Companions (Free): Gain 1000 CP to spend.

Dan Dreiberg (Free): The second Nite-Owl, Dan is friendly, honest, and affable and unlike the rest of the Watchmen, he doesn't possess any psychological issues. He is however somewhat insecure and awkward and often lacks confidence in himself. Much like Laurie Juspeczyk, he is perfectly happy with retirement and is enjoying himself. You two met while he was still part of the Watchmen with you having a hand patching him up every time he stupidly decided to go out dressed in a costume when he retired you decided to make your relationship 'official' and move in together with the relationship having dramatically strengthened since his retirement. (We both know it'll last forever via the power of CP).



Laurie Juspeczyk (Free): A liberal-thinking and "modern" woman. Laurie much like the majority of Watchmen has her share of psychological issues partially evidenced by her relationship with Doctor Manhattan, a being far removed from humanity and old enough to be her father. Pushed into becoming the next Silk Spectre by her mother; Laurie was never inclined towards crime fighting instead she favours being vocal for both feminist and humanitarian concerns. You two knew each other long before she joined the Watchmen (you are both the same age don't worry), unlike others in her life, Laurie was able to share her own thoughts, opinions and dreams with you, with you supporting her to achieve them and you told her of your abilities

as well as their nature. Eventually as these things so stereotypically go, she started to fall for you and by the time she joined the Watchmen you were together, anyways, during her time you supported her from behind; treating any injuries, being the one she was free to complain and confide in. And when she retired from the Watchmen, you two decided to move in together. It has been a few years now and your relationship can be said to be unbreakable but you should know, she is expecting a ring soon. (We both know it'll last forever via the power of CP).



Drawbacks

Toggle (+0 CP): If you want, you can instead appear in the TV show or comics verse instead.

A Decade Stay (+0 CP): The plot of the film lasts only a few days but you can choose to stay for a full decade.

Extended Stay (+100 CP): Every purchase increases your stay by 10 years. Max 1000 CP.

Stuck In Here With Me (+100 CP): You start this jump in prison though nothing is stopping you from breaking out.

Old Not Dead (+200 CP): You are old, very old, like 60's old okay maybe you are not that old but old enough for your bones to creek, for your reflexes to dull, for your muscle mass to deteriorate and for you to lose against three gang members who know as much on how to fight beyond punching as a kid does.

Injured (+200/+400 CP): It seems at some point in your life, you or somebody in your proximity was attacked by a gunman and while they somehow managed to survive uninjured you were not so lucky. You were shot in the leg with the bullets damaging quite a number of nerves rendering that leg useless and three fingers on your right hand were blasted off.

> (+200 CP): You must be a glutton for punishment it seems, because not only are you okay with having a leg you cannot move and a right hand with only one finger and one thumb but now you are okay with having your entire face and neck burnt by incredibly hot oil. Are you a masochist?

Turned The Bullets To Bubbles (+300 CP): You are slipping, but by bit every single day you find yourself slipping further and further away from the human condition, basically caring less and less towards humanity to the point where eventually you can watch a man draw a gun towards an obviously pregnant woman and shoot her dead and you will do nothing.

Heating Up (+300 CP): So long as you are here, the Cold War ironically will not stop heating up, diplomatic crises will not stop cropping up, old hatreds will flame up,

political misunderstandings will always appear and nothing will stop them. You can use every bit of your power, every facet of your knowledge to slow down this heating up Cold War but it will do nothing to stop the ever worsening political climate; not even Ozymandias's great plot will stop this.

World's Smartest Termite (+400/+600 CP): All out of jump powers are locked.
(+200 CP): No out of jump items.

I'm Disappointed (+600 CP): What did you do exactly, I mean you haven't even arrived here yet and somehow you have managed to piss off Doctor Manhattan to the point where he is coming to kill and nothing and no one will stop him I mean he will destroy the entire Earth if he has to so long as it results in your death.

Ground Zero (+600 CP): nstead of arriving the day of The Comedian's death, you arrive a few seconds before Adrian's machines switch on and murder millions and the worst thing is, you arrive in front of one of those machines just as it is about to turn on. Good luck.

Notes

Credit to the creator of the Watchmen Jump the doomsday clock & the believe me perk came from that but I tried not to copy and I apologise if it seems like I did, that was not my intention.

Yes, you can decide for your jumper to have been a member of the Watchmen if you want.