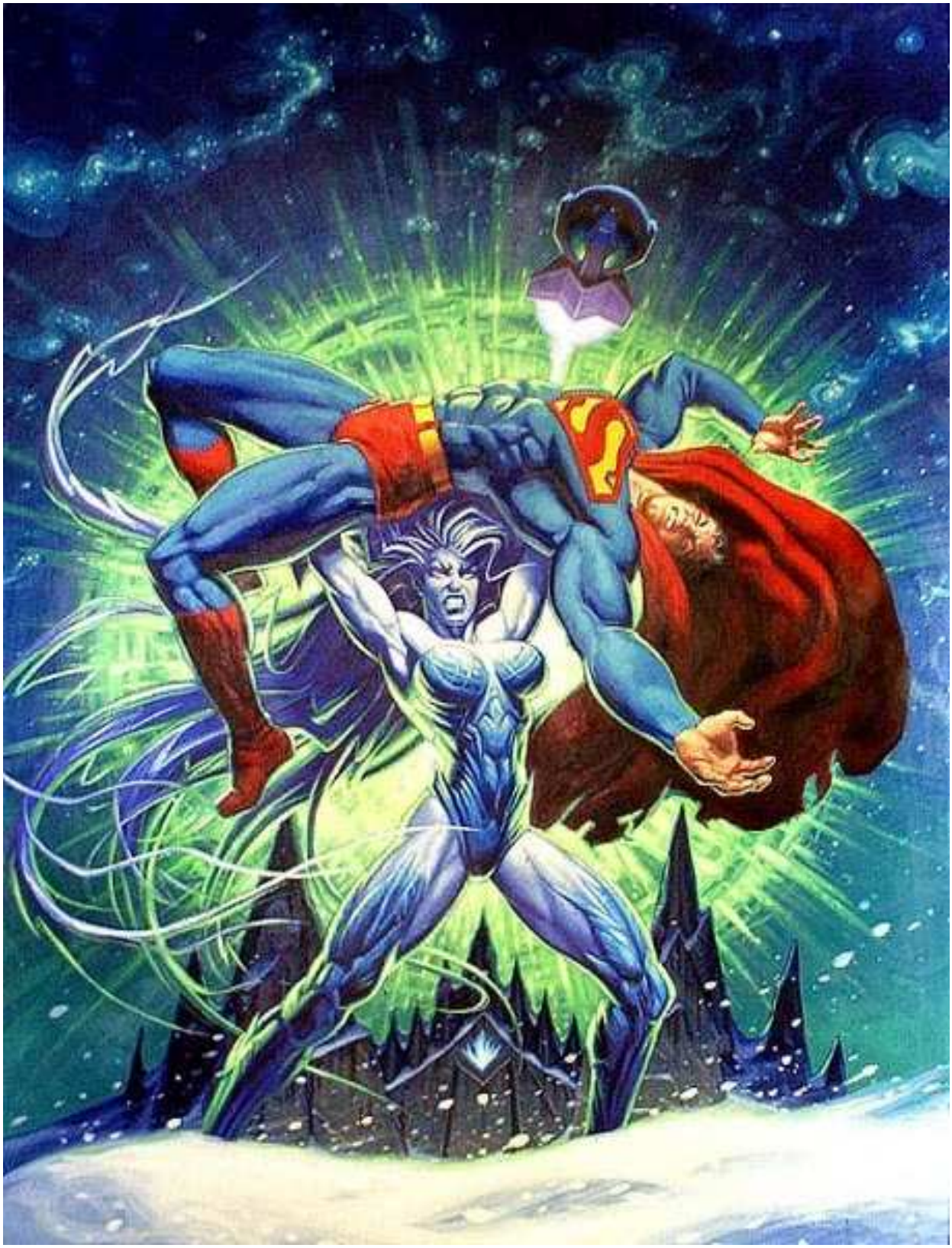
Superman: The Last God of Krypton



WARNING: THIS DOCUMENT CONTAINS SPOILERS.
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1.0 - Original Edition

"What killed the dinosaurs? THE ICE AGE!"
-Mr. Freeze, Batman and Robin
(Disclaimer: the above quote is false.)

Faster than a speeding bullet. More powerful than a locomotive. Able to leap tall buildings in a single bound. It's a bird! It's a plane! It's SUPERMAN! Years ago, the doom of the planet Krypton finally came to pass. Its top scientist, Jor-El, sent his son off into space, to a better world. He landed on Earth, where he was raised by a loving family as Clark Kent and developed tremendous powers from his otherworldly origins. Now, he's grown into Superman, the greatest champion of truth, justice, and the American way!

For years, Superman has protected the world. He has proven his strength, both of body and character, against numerous threats earthly and extraterrestrial, and emerged victorious. Yet, soon, a malevolent evil from the mythical ages of his dead homeworld shall emerge once more. Cythonna, Kryptonian Goddess of Ice. Long ago, she wished for Rao, the Sun God, but he saw through her heart and perceived only evil. They say that Hell hath no fury like a woman scorned, and Cythonna's vengeance was terrible. Such was the beginning of the Wars of Ice and Fire, a dark age of Krypton. In the end, the gods of Krypton won the field, and Rao cast Cythonna into the void beyond existence.

The gods of Krypton receded from their world, leaving for a realm of healing. But in the darkness, Cythonna remained. Now, the power of the gods has waned, and Cythonna will return. While initially elated about the fading of the gods and the destruction of the world, she will be crestfallen to discover the final remnant of the warmth - the Last Son of Krypton.

You appear on the day Cythonna is freed from her prison. She will arrive on Earth in five. Will Superman be able to defeat this cold-hearted foe to save the world once more? Or shall Earth too fall victim to the whims of Cythonna?

This is for you.
+1000cp

Location:

There are a whole lot of different places available for you to visit, but remember that the entire world will be enveloped in the oncoming storm. Roll 1d6 to determine the location where you shall appear, or pay 100cp to choose for yourself.

1. **Metropolis City Hall**
   The seat of Metropolis' municipal government. The mayor works here, but that's not important. What *is* important is that reporters will converge here in five days' time for an emergency press conference, and this is where Cythonna will make herself known.

2. **Lexcorp Headquarters**
   The biggest corporation around makes its home in downtown Metropolis. Based in Metropolis' New Troy borough, this skyscraper stands as a beacon of scientific innovation and capitalism. Lex Luthor's office and penthouse stand at the top.

3. **The Fortress of Solitude**
   Located deep underground in subzero Antarctica is Superman's sanctuary. As one would expect from a superhero base, you can find all sorts of cool stuff inside, including a suit of power armor and a digital database of all the lore of Krypton.

4. **The Daily Planet**
   Fighting for truth since the War for Independence, this is a landmark of Metropolis and one of the best newspapers in the world. More importantly, it is the workplace of many journalists, including Clark Kent and Lois Lane.

5. **The Himalayas**
   Welcome to the summit of Mount Everest. The roof of the world. It's a cold place, even without any gods messing with the climate. It's got a great view, though. Danger abounds, so you may instead start in Kathmandu if you cannot abide such heights.

6. **Smallville**
   A small town that lives up to its name, right in the heart of Kansas. Everybody knows each other, and the community is practically the embodiment of good, old-fashioned values and is full of friendly folk. They'd gladly help you out if you need a hand.

Race:

Earth is home to humanity, along with many other forms of native life. With the beginning of Superheroes, though, there's been an uptick in alien residents from all around the galaxy. Of which kind are you?

Human (free): Just like anybody else. The dominant species of Earth. I really hope you know what this is. *Homo Sapiens Sapiens.* While you may not have any fantastic powers, that's far from the only place where it counts.

Kryptonian (800cp): You are a survivor of that destroyed world, Krypton. You look just like a human, and you'd be virtually indistinguishable from one on your homeworld. But the rays of a yellow sun, like Earth's, empower you to godlike levels of power.

The powers of a sun-empowered Kryptonian are earthshaking. Foremost among them are your physical attributes. You can lift tens of thousands of tons, level mountains with the force of your mighty blows, and more. Overpowering locomotives and leaping over buildings are a mere shadow of what you can really do. Your durability is up to par - bullets are nothing to you, bathing in lava is trivial, and not even heavy artillery can do a thing to you. It'd take a being with the same level of strength to even harm you. And finally, your speed. You can move and fly at ludicrous speeds. It would be effortless for you to break the sound barrier, outpacing even the fastest jets many times over. Upon leaving atmospheric conditions, you can fly even faster, matching and surpassing light itself, racing to the sun in mere moments. While you are not famed for this power, the sun's light is a Catholicon for you, and so long as you have some of it within you, you will know no age or sickness, and recover from injuries at an accelerated pace.

Your senses of sight and hearing have grown in leaps and bounds to keep pace with your strength, to the point that it wouldn't be too off to call you nigh-omniscient. Your sight is far clearer than anybody else's on Earth, as you possess telescopic, microscopic, and x-ray vision, able to see through everything but lead, from distant planets and cosmic phenomena to the inner workings of a cell or an atom. Your hearing is such that a voice across the globe is as audible as one across a room, and you could hear somebody call your name on Earth while lightyears away in deep space.

You aren't just limited to these, though. You possess the powers of heat vision and freezing breath, which are both extremely potent tools in your already-powerful arsenal. Your heat vision may very well be your most lethal tool, discharging rays of radiant energy powerful enough to instantly vaporize stone and steel and raze vast areas to the ground. It is extremely precise and accurate, and you have complete control over the size of the beams and their temperature. Your breath is akin to a hurricane, (or like the big bad wolf but on a way bigger scale) sweeping away whatever has the misfortune of being in front of you. At

will, you may chill this breath, turning the figurative hurricane into a blizzard - just as much force, but this time, freezing your target in its tracks.

For all your power, though, you have your own Achilles heel. Kryptonite, remnants of your destroyed homeworld, emits a specific wavelength of radiation that is anathema to you. Exposure will remove all of your powers, and if prolonged, might be lethal. And red sunlight will nullify your powers, reducing you to a human level. Beware, and act wisely.

Ice Goddess (1000cp): Kin to Cythonna. You are one of the Gods of the ancient age of Krypton, but you are closer to the frozen Goddess than the good Gods of dawn. Whether or not you share her frozen heart is up to you, but you certainly share her powers.

You are immortal, frozen, and unchanging in all your glory. Like a sun-blessed Kryptonian, you have superhuman strength, durability, speed, and flight. However, you bear no symbiosis with the sun - you are just naturally that strong and tough, as you are a God, not some mere mortal. You are physically stronger than any mortal - while Superman might give you a run for your money, you're still physically superior, strong enough to knock him over with a single blow. Your dominance over the lesser races is proven by powerful telepathic capabilities. Your will looms over the minds of others, and only the strongest of wills can resist utterly bowing down to you and becoming your thralls, and even they are affected. You could absorb enough information to learn all the tongues on Earth within hours.

Your greatest power, though, is over the cold. What a surprise. The snow, the ice, the hail, the howling winds, all the power of the winter storm is yours to command. You have incredibly powerful Cryokinesis, stronger than anything the galaxy has ever seen. Within a few days, you could cause the climate of a planet to shift to a new Ice Age, though this would require your presence on that planet. Encasing cities in rime and frost is child's play to you, and you can fire off blasts of cold that flash-freeze and shatter their targets like there's no tomorrow. Also, your hair is prehensile and you have an enhanced sense of smell.

You have weaknesses. Firstly, as you hail from Krypton, Kryptonite is your bane. And as you are a creature of the cold, hot things are bad for you. You won't be affected by a day at the beach, but the heat of a star is a different story.

Origins:

Who are you? It could be that you're a new arrival to this world, with no prior past to speak of. Maybe you work for Lexcorp or the Daily Planet. You could even be a superhero or supervillain yourself. No matter your identity, you'll still be facing a cold snap when Cythonna arrives.

Roll 1d8 + 20 to determine your age. Your gender remains the same as it was in the last jump. You may pay 100cp to determine both to your liking.

Drop-In: A visitor! Welcome to Earth. This isn't a good time to come visit, but business is as usual right now and despite the abrupt change Cythonna's arrival will bring, it'll go back to normal as soon as she's gone. You have no history here - a *tabula rasa.* Make the best of it.

Hero: You are something special, and you've decided to use your gifts for good. You are a superhero. While you may or may not have powers, you have plenty of skills and a lot of experience from past adventures. Maybe you know Superman.

Reporter: Fighting for Truth every day. You're an up-and-coming journalist - you probably work for the Daily Planet, but that isn't a guarantee. The strange weather that'll come in a few days will certainly give you something to write about.

Business: A person of wealth and influence. Through inheritance or self-making, you've amassed a fortune. You are a competent entrepreneur, a contemporary of Lex Luthor. The cold will affect you just as much as anyone else, but maybe you could find an opportunity.

Perks:

What makes you special? This is your chance to determine that. Each perk is discounted by 50% for its corresponding origin, with the 100cp perk being free.

Drop-In:

As Lovely as the Hoarfrost (100cp): You are pretty. A perfect 10/10. You're an attention-grabber, and good looks can do wonders. You should have no problem getting a date, provided you don't act like a total cad. Maybe, if you were powerful enough or had a winning personality, you'd get the attention of somebody special.

Snowbird (200cp): Why not take advantage of the coming cold? Maybe you could have some fun. You are competent in a wide range of winter sports - skiing, snowboarding, skating, hockey, and more. You also have some knowledge of winter survival, in case you get stuck outside.

A Friend from Another Star (400cp): There's a *je ne sais quoi* about you that draws in people like moths to a flame. You just give off a humble, down-to-earth, and likable feel that people like. Especially important ones, though you might not know it. You get along with figures of power, who might be inclined to help you out when the going gets tough. Say, that bespectacled reporter might be a good guy to strike up a conversation with...

A Never-Ending Battle (600cp): Not necessarily never-ending, or a battle. It's more that you keep getting drawn into fantastic adventures worth writing home about. The sort of thing that would be sung of in legends in older days, and are the things superheroes get up to now. While these forays are not for the faint of heart, word of what happened will spread quite quickly.

Additionally, something good of it will always come about, if you make it through - while you won't get anything personally, some wrong somewhere is righted, or the world becomes just a little better. And you're particularly good at thwarting any plans that you'd oppose, whether by design or unintentionally.

Hero:

A Job For... (100cp): Superman! Or Jumper! Luckily, Superman always comes on time to save the day. And now you will too! While you don't necessarily share the Man of Tomorrow's flight or hearing, you do have a sense of when something bad is about to happen. This isn't quite the sixth sense of a certain bug-themed hero from another universe, but more of common sense and experience. Plus, you've been through enough to know how to avoid collateral damage as much as possible.

In League (200cp): *And there came a day unlike any other...* Oops. Strong as you may be, you can't always save the world by yourself. Sometimes, you need help. Good thing you've got a lot of luck when it comes to finding competent, like-minded people to work with. Whether that's a fellow hero or just a coworker, you're sure to have great help. Even if there aren't any fellow heroes around, you might get help from ordinary people who've stepped up to help you out, or even unexpected aid from an adversary if things are bad enough.

For Truth and Justice (400cp): That's what Superman fights for. And he's gotten pretty good at it. You too. You've racked up a lot of experience in battle from all your fights against supervillains and other miscreants. While you're no caped crusader, you've become strong, fast, and tough. You know how to take and throw a punch, and more - kicking, throwing, grappling, wrestling, you've got substantial experience in all of them.

In The Sun (600cp): You are a hero. The greatest of heroes are not just mighty beings who protect people and fight villains, but while they're very good at that, it isn't all they do. They lift others up, inspiring them to push to be all that they can be. To stumble and fall, but join them in the light. To make people look up in the sky, to make them push forwards to another day. You have this sort of *feeling* about you - the sort of charisma to make you such a figure.

Interacting with so many and helping them help themselves isn't without its benefits. You're extremely emotionally intelligent and can easily see into the hearts of others, perceptive to their feelings and true nature.

Reporter:

Bachelor's Degree: Journalism (100cp): Let's just get this out of the way first. You've graduated with great marks from a respectable institution with a degree in journalism and/or communications. You're trained in gathering and analyzing juicy bits of info and writing them into cogent articles and have enough expertise to do it *well*.

The Big Scoop (200cp): It pays to be perceptive, both in general and in your line of work. You have the makings of a stellar investigative reporter, able to collect evidence and piece together what's really going on behind the scenes through well-honed deductive skills. Who knew attention to detail would be good in the long run?

Lucky Lane (400cp): Good fortune falls your way. You just seem to be luckier than most. A charmed life. You meet the right people, find helpful things, and fortunate happenstance seems to be there so you can wiggle your way out of tough situations. Don't push it too much, though. Fortune favors the bold, but there's still a limit.

A Promise Kept (600cp): Promises. They're things that you can't break, oaths you have to keep no matter what. You have a way of convincing your loved ones to make promises to you, and the promises mean something. At least, *reasonable* promises. The promises they make will remain in their mind, unforgotten until fulfilled. They'll try their hardest to keep them, going above and beyond.

Because they wouldn't want to let you down, right?

Business:

Bachelor's Degree: Business (100cp): You put in the years and learned how to make and manage money. You are a competent businessperson, able to turn a profit and minimize any losses. You also have some knowledge of accounting, because it's a good skill to have in general.

PR Hero (200cp): Money is important, but to have it, you need a platform to stand on. Reputation. You can't turn a profit if everybody refuses to work with you, so you've developed the marketing and media skills to generate goodwill. Moreover, you're good at recovering from hits to your name like damning articles from meddling reporters.

Wheel and Deal (400cp): Deals, deals, deals. Knowing how to strike favorable ones and who to associate with can make or break your day. That's why you're good at it, and people find themselves more amenable to negotiating with you in your presence. Even bitter enemies can be persuaded to work with you if you both had a reason to, momentarily overlooking any past slights for the greater good.

Big Wrinkly Brain 2000 (600cp): This is it. You stand at the pinnacle of intelligence. The forefront of innovation. You are an authentic genius, enough that the greatest minds in the world would take note of your intelligence. For starters, you learn things at a blistering pace, leaving others in the dust, and you have a perfect, eidetic memory. You are extremely knowledgeable in a huge range of sciences and disciplines, such as engineering, physics, chemistry, biology, mathematics, and more. And of course, you are a master of making money.

Just try not to make Luthor feel threatened, okay? That'd probably be an issue for you.

Items:

It's not just skills and abilities that make people who they are. Strength can come from tools as well, so consider picking some up here. Like perks, items are discounted by 50% for their corresponding origins, with the 100cp option being free.

Drop-In

Superman: The Last God of Krypton (100cp): The comic book. Give it a read - it's short and enjoyable. It'll also tell you what will happen should you not intervene. Post-jump, you'll get a set of comic books depicting your previous adventures, your time during this jump, and future jumps in the same style.

Man-Bait No. 7 (200cp): This is a replenishing supply of some extremely fragrant perfume. Its scent is very pleasing, especially to people you find attractive, and will rub off on anything you touch. It could act as an effective source of air freshener. Don't spray it on yourself like an overeager person looking to seduce someone and try too hard.

Snowmobile (400cp): It's brand spanking new and doesn't even need any fuel. Needless to say, a snowmobile is going to be helpful for getting around, at least for a little while. It handles like a dream and can reach speeds up to 150 miles per hour. If destroyed, you'll get it back in prime condition within a week's time.

Gate of Doom (600cp): A mighty citadel of ancient Krypton, what the Gods of Dawn imprisoned Cythonna in. This is a huge fortress, but its purpose is to protect those outside of it from its inhabitants. It is a prison for evil. No matter how powerful a being is, if you get them in here, they won't be able to escape. The only way they're getting out is if you fall, or if you let them out.

Hero

Costume (100cp): A colorful suit to complete the getup. This raiment is stylish, flashy, practical at the same time, and memorable. The perfect way to stand out from the crowd. You may design it however you like, and if damaged, it will repair itself within a day.

Utility Belt (200cp): Superman has one now, and it's a good idea to take a page from the Caped Crusader's book. This belt has a lot of compartments to store gear in and comes pre-packed with a grappling hook, smoke pellets, a flashlight, and other things that might come in handy.

Kryptonite Capsule (400cp): Now, you might be wondering why you'd have this, a bane to Superman. It isn't *just* a bane to Superman - it hurts all things from Krypton, and a certain evil goddess will be vulnerable to it. It's stored in an indestructible container that opens when the top is pressed. Post-jump, it will become a weakness to any one kind of being.

Fortress of Solitude (600cp): Superman's secret base. And now, you've got your own. Cool, isn't it? Right now, it's in the form of a crystal. Put it wherever you want, and the crystal will transform into your very own shining castle, complete with a number of features, such as living quarters, a private museum, an advanced laboratory and medbay, a number of robots ready to serve you, and most importantly, a computer with a complete archive of Krypton's accumulated knowledge.

Reporter

The Scoop (100cp): A bevy of journalism equipment. You've got a top-quality laptop, a video camera, an audio recorder, a microphone, a notebook that never seems to run out of pages, and a press pass that can get you into a *lot* of places.

Super Watch (200cp): This was *probably* something Superman gave you, because he considers you a friend. Besides being a great device for keeping time, it can emit a extremely high-frequency signal that only beings like Kryptonians can hear. Activate it, and the Man of Steel will be along shortly to aid you. Don't misuse it.

Daily Planet (400cp): You are now the owner of the Daily Planet, or a similar newspaper of great renown. This paper is lauded across the country and dedicated to quality news while withholding its strong ethical code, though you may bend this to your ideals, given enough work. You wouldn't do that, would you?

Powersuit (600cp): A powerful engine of war from the final epoch of Krypton. This battlesuit is twice the height of a fully grown man and is a great example of the military strength of Krypton. It is capable of physically contending with sun-empowered Kryptonians, flight, and is durable enough to resist the heat of getting up close to the sun. It has a supply of oxygen for such occasions of space travel, as well as a HUD and high-power weaponry. It will attune itself to you and cannot be piloted by anyone without your permission.

If you have the **Fortress of Solitude,** you may control everything in the Fortress through the suit.

Business

A Billion Dollars (100cp): Well, a certain song by ABBA doesn't apply to you. This is a lot of money. Use it on whatever you want, but do it wisely. This option may be taken multiple times, and the amount you have will replenish every jump or ten years, whichever comes first.

Limo and Security Team (200cp): For when you want to get around in style and comfort. This luxury limo can seat up to six people and is quite comfortable. It requires no fuel. It comes with some competent employees of yours - two bodyguards and a driver. In future jumps, the roles of bodyguards and driver will be taken up by different individuals.

Penthouse (400cp): Your throne room, so to speak. This is an opulent lodging taking up several floors at the top of one of the tallest buildings in Metropolis. It has it all - a 90-inch plasma-screen TV, a hot tub and jacuzzi, a garden, a gym, a library, you name it - it's in there. And it has an amazing office. You own the building, too.

Corporate Empire (600cp): It looks like Lex has competition. You are in charge of a world-spanning corporate titan, with fingers in many industries, and a specialization in one. You make hundreds billions of dollars yearly, and you're definitely one of the wealthiest people on the planet now. Just make good use of it.

Companions:

Life's better with friends, and teamwork is part of what makes people a force to be reckoned with. Maybe you'd like to bring in your old adventuring crew or make some new friends. In that case, this section is for you. A companion may be imported into **A Friend, Sidekick, Cub Reporter,** or **Assistant.**

Import (free): Life is better with friends. You may import up to eight companions with 800cp, free of charge.

Recruit (100cp): Want to bring somebody along? Very well. You'll just have to pay this one cost and convince them.

A Friend (200cp, discounted Drop-In): You'll meet this person early on and the two of you will hit it off. While they're just an ordinary Joe (or Jane), you'll find that they're somebody whose company you'll always appreciate. Sometimes, that's all you need. Your friend has the perks **In League** and **Lucky Lane.**

Sidekick (200cp, discounted Hero): Though you're amazing, you've got a little bit of help - someone who's there to assist you while you're doing the heavy lifting, and somebody to teach. This plucky youth is your apprentice and helper, and will be there when you need them. Your sidekick has **A Job For...** and **For Truth and Justice,** and shares your race.

Cub Reporter (200cp, discounted Reporter): Like the Sidekick, this is somebody who's working under you. They're very enthused that you've taken them under your wing and will do their utmost to prove that it was a good decision. The cub reporter has **Bachelor's Degree: Journalism, The Big Scoop,** and **Lucky Lane.**

Assistant (200cp, discounted Business): An exceedingly competent secretary. Whoever this person is, they're young, educated, attractive, and very good at their job. One has to wonder why they've chosen to work for you - or maybe not, if you're really up there in influence. The secretary has **Bachelor's Degree: Business, PR Hero,** and **As Lovely as the Hoarfrost.**

Drawbacks:

Need more points? Say no more. You can get them here, but you'll have to suffer for it. There is no limit to the amount of drawbacks you may take. Just choose wisely and remember not to damn yourself.

Escape Hatch (+0cp): Instead of staying the usual ten years, you may elect to leave this jump after the events of the story end, one way or another.

Oh, *Jumper!* (+100cp): Somebody's always hitting on you. While they are attractive, you just aren't interested in them at all. They won't do anything illegal, but they can't take a hint for the life of them, and will never let up under any circumstances. You can't make them stop, either.

Bundle Up (+100cp): You are much more susceptible to the cold than before. You will need to wear much more layers to keep warm in the winter, and the less said about the freak storm that's on its way to Earth, the better.

Ice Queen (+200cp): You are a piece of work. You're just like Cythonna - your personality is awful. You are entitled, domineering, cruel, and just a pain to be around. While your morality is the same way it was before, nobody's going to like you.

Depowered (+400cp): Uh oh, it looks like something's caused all your out-of-universe powers to be temporarily disabled for the duration of your stay here. You can only rely on what powers you gain from this jump.

Paramour (+600cp): You have gained the attention of Cythonna. If you are male and powerful enough, she has the hots for you - in other words, she wants to forcefully take you and mate with you to produce progeny to take over the universe. If you don't fit into those qualities, she'll just want to kill you. Beware.

Future:

Your time here is over. It's time to make that choice again:

Back to the Farm: I see. You've chosen to go home, forsaking your chain. You shall take everything you gained on your travels with you. Farewell, and may the Gods of Dawn smile on you.

Like Venice: You choose to stay here. Do you like a warm world protected by Superman? A frozen one? For better or for worse, you will settle in this universe. There's plenty going on here. I wish you the best.

Up, Up, and Away!: It can't end here, can it? You're going to move on, to the next universe. That's what I like to see. Remember your time here, and go onwards into the unknown, where no one has gone before.

NOTES:

Mada Mada Plus Ultra. Jump #14. I don't have too much to say about this (by my standards - my notes sections are remarkably talkative) except that maybe I should stop making epigraphs in my jumps and that I summed up Superman despite everybody here probably knowing his story. Other Superman jumps do too, but they're all "you already know the story."

Let's be honest. We know Superman's going to win. If anybody's interested, this is Post-Crisis Superman. I wonder where the rest of the Justice League is. And I don't get why Superman didn't use his heat vision. Maybe because Cythonna was clouding his mind on Everest, but when he made the smart move of taking the fight to the sun, he could've blasted her.

I do not like Dr. Who. Despite this, I made a reference to it. Jump #13 mentioned the Ice Witch. Well, if you want to be the Ice Witch, now's your chance.

In short, this was my attempt to make a decent-ish jump out of a short comic in a short amount of time. This means that it's boilerplate and well, not the best I could make. More effort went into this than #8, though. I am drawing out updating DCeased.

Cythonna's telepathic capabilities don't make you as capable as Professor X.

Credits:

- Eyouchen, the Jumpmaker
- Poscidion and QafianSage, the people who I run my ideas by

Changelog:

- Document created on May 31st, 2023.
- 1.0 published on June 10th, 2023

Location Categories:

Total: 14

- Not Earth: 4 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire
- of Man
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Global 3: - DCeased, Arthur Christmas, Superman: The Last God of Krypton
- Earth, Specific: 4
    - Canada: 1 - The Troop
    - UK: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling

- USA: 1- The Amazing Spider-Man

