Superman: Red Son ☭
Jumpchain by LevDavidovich79

V1.1

We all know how it goes by now don't we? Doomed planet. Desperate scientists. Last Hope. Kindly couple. *Superman.* Right? Well not this time. In this universe the Last Son of Krypton, Kal-L was sent to Earth but due to cosmic chance he landed in Ukraine, as part of the Soviet Union. Gifted by the light of the Earth's yellow sunlight, Kal-L raised by soviet communist beliefs has taken on himself to rid the world of evil and suffering and to bring a collectivist utopia to mankind aided by Wonder Woman and the Amazons of Themyscira, whether they want it or not.

But, there are still people who oppose him, the Soviet Batman, terrorising members of the Soviet government and more importantly Lex Luthor and the United States of America are still free from Soviet rule and plan to take down the Superman. You arrive in this world just as Superman is officially announced to the world.

Take these 1000 points, I have a feeling you're going to need them.

Origins:

There are no "set" origins for this jump, whether you wish to be a soviet national with all the memories that implies, or a citizen of the United States is up to you. If you wish to be a drop-in and forego having any in-jump memories, you can do that to. Just make sure it makes sense.

Your age can be anything from 18 and onwards and your sex is up to you, male, female, or something else, I don't care honestly.

Locations: Choose freely or role for a bonus 100CP.

1 - Ukraine, Soviet Union – You start are a safe location within Ukraine near the original spot where Kal-Ls ship landed, as long as you don't do anything noteworthy you should be fine.

2 – The United States of America – You start in Metropolis within the United States of America, where the ever-famous Daily Planet is and where Lex Luthor has made his home.

3 – Themyscira – You've somehow gotten yourself to the Amazon Island of Themyscira home of the Amazons and more famously Wonder Woman. If you're a woman, you should be fine, if you're not well, I hope you have a good reason to give to the Amazons.

4 – Anywhere else – There's a whole world to explore and why should you be stuck in one place, choosing this means you can start anywhere on Earth not mentioned in any of the above choices.

Species: Choose one. You can if you somehow have the CP buy both Kryptonian and Amazon, making yourself a hybrid.

Human (Free): The classic humanoid, I hope I don't have to explain what a human is. Two arms, two legs, some hair here and there, this is the dominant species of this world. While humans usually don't have anything special about them, this doesn't mean you don't have any potential. Hal Jordan and the power of his will and the sheer intellect of Lex Luthor shows us that there are people with ingenuity and hard work can achieve pretty much anything. Since you don't have any inbuilt abilities like that of Diana of Themyscira or Kal-L you are given a bonus 300CP.

Amazon (200CP/600CP): You are one of the divinely blessed Amazons of Themyscira. Granted Superman physicals and the mind to handle all this, this puts you above the humans that inhabit the rest of the world. For 200CP you're a normal Amazon, with all that implies, your capabilities are around low-superhuman and you heal from any non-lethal injury given time and nourishment, but missing limbs or organs are not covered.

If you wish you can pay an extra 400CP and become like Diana, sculpted from divine clay and given life by the Gods, you have incredible levels of strength, speed and durability, enough to go against Superman and have a chance of winning. This also comes with any other ability Diana has shown. Expect to have the same powerset of post-crisis Wonder Woman.

Kryptonian (800CP): Wait a minute…wasn't Kal-L supposed to be the last remaining Kryptonian? Maybe your Superman's cousin who was sent with him but due to some mishap got delayed? Maybe someone else believed Jor-Ls predictions about Krypton and wanted to save their child or maybe you just popped out of the Aether, who knows. Either way, you're now one of the last remaining Kryptonians who survived their planets sun going nova.

At a first glance, you don't look any different to a human but what makes you different is all internal. Denser skin and bones, organs that humans do not have as well as your biochemistry are all alien when given a closer examination. What makes Kryptonians special is how their body catalyses certain wavelengths of light such as the yellow light of the Earths Sun, giving them god-like superpowers.

First thing you'll notice is how your intelligence has skyrocketed, allowing to you to cycle through thoughts and think so fast allowing you to learn any subject within minutes of study, anything from advanced sciences to the arts and even trade skills. After this your body strength, speed, and durability all skyrocket, the strength to lift or push planets, the speed to go thousands of times the speed of light with nanosecond reaction times as well as the durability to tank a supernova.

Your senses will sharpen, allowing you to see the entire EM spectrum, You can use your x-ray vision to see people down to the bone and see through everything except lead, and your heat vision could spark entire cities ablaze if you felt like it. Your vision also ranges from microscopic to telescopic, able to spy on planets in other solar systems, or spy squirming bacteria on the surfaces of anything you see. Your hearing is also impeccable, able to single out a single noise among the noises a whole city of people could make. The yellow sunlight also provides your body with the nourishment it needs, not needing to eat, sleep or even breathe if you don't want to. As long as you have access to yellow sunlight you'll also heal amazingly fast.

There are a few downsides, however. Your powers are reliant entirely on the yellow sunlight provided by the Sun and if away too long, your inner reserves will run out quickly, especially if you make continuous use of your powers. Red sunlight natural or otherwise will also quickly drain away your powers bringing you down to the level of a regular human. Finally, while there is no Kryptonite in this

universe, magic does exist and will have varying effects on your body, sometimes even bypassing your durability entirely. Post-Jump any attempts to use kryptonite on you, natural or otherwise will not work.

Perks:

You may take up to 4 100CP perks for free, and discount 3 200CP perks, 2 400CP perks and 2 600CP perks.

In Brightest Day, In Blackest Night (100CP): No matter the odds or situation whether you're being tortured by soviets or going against a god made flesh, you'll never break down, no situation will break you, no amount of pain or fear will hinder you, even if you can hear the entire world and the suffering of your fellow man you will not falter. Your will is like that of Iron and it cannot be broken.

Aged like fine wine (100CP): Your body is always at the peak of human condition or whatever is the equivalent for your species. You'll never have to worry about your weight or your health as long as you get the minimum calories you need for your body. You age very gracefully and never have to worry about mental and physical degradation, even as you're on your death bed, your mind and body will work at 100%.

This Looks Like a Job For… (100CP): Everyday around the globe, someone needs help, one person is being robbed, some are being hurt or killed or possibly worse and for the most part not much can be done against this with the exception of you. While it's impossible to be everywhere at once, it will never be impossible for your help those in need. you'll find that signs of impending doom or trouble - a gun cocked at an innocent bystander, a bank's alarm going off, or a teenager about to leap to their death - will always find you and give you enough time to swoop in and tackle the problem yourself, giving you enough awareness of the situation to act on it. This can be turned on and off at will.

For the Greater Good (100CP): The world can be a terrifying place and some people may not believe you have their best intentions at heart but so long as you have sincerely good intentions, people will always understand that you mean good with your actions and give you a lot more trust. They may still disagree and fight against you if your actions come at too high a cost for them to accept but they'll never misunderstand and think that you are a monster for what you feel you must do. As a bonus people will judge you for your actions, not your race, sexuality, or potential what ifs.

Comic Book Pretty (100CP): Wow, you look amazing, it's almost like you're from a comic book or something. Essentially your body has been perfected while still within the realms of realism. No spots or hair out of place, muscles rippling in perfection. You're pretty much 10/10 in terms of looks.

You can be more than this (100CP): Superheroes feature plenty of individuals both good and evil who have fantastical power that could better the world but use it for stupid criminal acts. Now you have innate skill in using your powers in ways that are not focused on fighting but around healing, helping to rebuild the world around you. This also applies to figuring out how to use the powers of others for the same purpose.

I have no fate (200CP): Around you or in things you are involved with, you remove the influence of fate and luck. Plot armour ceases to be a thing, lucky coincidences never happen, and fate and destiny are barred from having any effect on the actions of any involved. Around you, it comes to the individuals' own actions to decide the fate of the world and not any unseen force of luck or fate. This also applies to you, your future cannot be seen, your fate cannot be manipulated. You are free.

I find strength in restraint (200CP): Having the power to bench-press planets is amazing but it's not good if you can't control any of it. This perk grants you perfect control over all your abilities both from this jump and outside it. Super-strength, Ki or even magic it doesn't matter. As a bonus you can now turn down or off any of your abilities or perks, turn your super strength down while keeping your durability or turn it all off and see what it's like to be human.

Je ne sais quoi (200CP): You my friend are one charismatic bastard, nothing supernaturally so but the way you speak, the way you move and hold yourself as well as your sheer confidence draws people to you and make them pay attention. With this charisma, I wouldn't be surprised if you got elected as the President of the United States.

Super*MAN* (200CP): As powerful as you are, sometimes it's easy to forget that individuals matter too and that everyone has problems of their own, especially if the gulf between you and the average man and woman is vast. That's why when you interact with regular people in a way that's meant to benefit them, there will be no conflict stemming from the disparity in power or species between you. You'll never be too inhuman to understand them, they won't fear you enough to turn on you unless you've seriously harmed them, and they'll politely let you know when they feel their voices aren't being heard. Remind them that even with all your power you're not a god but a man. This comes with the humility and openness necessary to interact with the common people.

I'm afraid I only learned the language 10 minutes ago (200CP): You are now omnilingual. Any language you are capable of learning/understanding, you now do as long as you hear a sentence or two. This translate to written language too. This applies retroactively to any language you have ever read and heard in the past. Also protects you from any negative side effects if you accidently read some eldritch text.

You balanced the budget? Just like that? (400CP): You are a fantastic leader, or potentially one anyway. Your intentions are never misunderstood, attempts to slander, or lie about your deeds fail and backfire and you have the knowledge and skill to lead enormous global organisations and ensure they operate as close to perfect as possible. Beyond this however, this ability somehow affects others too, your employees work better, more effectively and cooperate more frequently too. This also gives you the knowledge and skill in every field of economics and business.

Hello everybody, me very pleased to meet you (400CP): wanting not to die is perfectly normal, but sometimes you'll enter a situation where saving everyone comes with the risk of you dying, so anytime you have to opportunity to walk away from a dangerous situation – to turn away and pretend you didn't hear the cry for help, fate smiles upon you as your chances of success skyrocket. You chances of survival increase not just for you, but any allies involved. This scales to the severity of the situation. This also acts as a one-up, if in any situation that results in your death to due to helping others you can come back to life. Can only be used once per 10 years or until the next jump, whichever comes first.

No Trap Can Hold Me (400CP): Nothing can trap you permanently. You can be trapped in a room with red sunlight and bound by the lasso of truth, but you'll always find a way to break free. No matter how bad the situation you'll find a way, whether this is due to a mistake on their behalf or due to your skill. This doesn't just apply to physical prisons either, whether you're lost in time or in another dimension, trapped by geniuses or the gods themselves, you'll always be free. Escape is a question of when not if.

Why don't you just put the whole WORLD in a BOTTLE, Superman? (400CP): You have a way with words, people around you might as well be open books waiting to be read, considering how easily you

understand them, they might be. Every action and word is expressed infinitely more than its surface. You have supernatural skill and knowledge in communicating with others, knowing the best way to get your point across, explaining complex subjects in laymen terms is easy and talking people in and out of things isn't too difficult either. You can never be misunderstood unless you want to, and this works on anything as long as it has the cognitive capability to comprehend what you're saying. This also applies to whatever you've personally written as well. This synergises well with I'm afraid I only learned the language 10 minutes ago.

The Soviet Knight (400CP): Not everyone in this world wants superman's governance but what can one man do when faced against a physical god? Surprisingly, a lot. Just like the Soviet Batman, you have a supernatural talent for martial arts, stealth, guerrilla warfare and keeping your operations a secret from those who'd try to stop you. As a bonus you're also exceptionally good at working out the weaknesses of others and getting them to fall into your traps. Sometimes fighting for freedom means getting your hands dirty and not playing fair.

Truth, Justice and the…Soviet way? (600CP): Power is great and all but it's no good if you can't make things better. Your mere presence encourages the entire world to move towards a peaceful and brighter future. As you become more and more famous, the better you do for society the better the effect. Every act of good you do is amplified and every mistake and or negative consequences are lessened. On top of this your mere presence makes the world more realistic with a bend towards good. Those on the border between good and evil will choose good and people are more likely to get the happy endings they want. Keep in mind this isn't a guarantee, you still need to put the work in, this just amplify things and makes it easier. Knowing that doing good will be rewarded is great motivation for some.

Luck is my superpower (600CP): You are for a lack of a better word, really lucky. Ridiculously so. Collateral damage misses you while keeping you safe, being rescued when you're about to be killed. Meeting new and interesting people that will result in you living a happier life, overall, it's almost as if reality bends to make sure you are alive and happy. Keep in mind though, while this luck is powerful, it's not a guarantee and solely relying on this luck will just result in it running out fairly quickly.

Solving problems is just like eating or breathing for me (600CP): You are a super-genius. A 9^{th} level intellect to be exact. Your intellect, creativity and processing speed is now on the level of Lex Luthor. Being able to hold 9 simultaneous thoughts seamlessly, you find it laughably simple to innovate and advance technology. You possess an omni disciplinary engineering ability, getting scraps of Alien DNA to create your own superman, reverse-engineering ridiculously advanced alien tech to make your own rings powered by willpower. With enough time and resources there is nothing you cannot build.

For an undiscounted 300CP on top of this perk, you can increase your 9^{th} level intellect to a 12^{th} level intellect, improving everything about your intellect, whatever you can do before, you can now do much faster, as well as having 12 simultaneous thoughts seamlessly. As a bonus unlike Brainiac and Lex Luthor you won't think the common man is a monkey or an idiot, you'll still be able to relate to them, no super-arrogance, or any other potential negative side effect to having a genius level intellect. This applies to 9^{th} and 12^{th}.

No one likes retcons (600CP): Villains going back in time to ensure you're never a threat, reality warpers removing you from experience, reality being retconned. These are all dangers that you may face while you're in this multiverse. You need no longer fear the effects of reality warpers, time paradoxes, the deletion of yourself as a concept, or other such effects for you are rooted within

yourself as well as in the here and now. If the timeline is altered you'll automatically know what's changed and suffer no negative consequences to this.

Items: No discounts but everyone is granted a 400CP stipend for this section.

Amazonian armour (100CP): Standard armour given to the Amazons of Themyscira, enhanced to supernatural levels.

Jumper: Red Son (100CP): You have a comic of your adventures here drawn in the style of the original Superman: Red Son, this is also done for all your previous jumps and any future jumps.

Red Sun lamps (100CP): Lamps used by The Batman, in his encounter against Superman, you get enough to depower superman himself as well as the schematics to build more and lamps to simulate different types of sunlight.

Superhero outfit (100CP): You get a superhero costume of your own design, will always look good on you as well as fit perfectly. Other than the fact that it works well with your powers and will not be destroyed by it, there is nothing special about it.

Laboratory (200CP): You get a state-of-the-art laboratory on par with that of lex Luthor's, all the tools needed to create and advance the world. This laboratory replenishes itself automatically and does not need any upkeep. Post-Jump, this updates to whatever is considered state of the art for the world you enter as long as it's not inferior to what the lab already has, you can also choose to move this to a new location or have it be in your warehouse.

The Daily Jumper (200CP): This is a newspaper company you own, though day-to-day operations will continue without any needed input from you if you don't want to manage it. While not as big or as famous as The Daily Planet, it's still has some influence and will only grow from there. It is full of skilled and loyal employees and will always be profitable. This doesn't have to be a typical newspaper company either, a radio show or whatever you'd like really as long as it fits the world.

The lasso of Truth (200CP): You have been given a replica of Wonder Woman's lasso of truth, all those who are captured by it are forced to tell the truth and obey the wielder but this can be resisted by those of sufficient will. It also features other minor abilities such as removing mental blocks and mind control as well as remove and restore missing memories. Unlike the original, this one can only be used by you and if ever destroyed a new one will be given to you within 24 hours.

Bracelets of Submission (200CP): You have been given a copy of Wonder Woman's bracelets of submission, these can be used to tank or reflect attacks on the user whether the attack is physical or magical and is virtually indestructible.

Green Lantern Ring (400CP): You have been given a copy of the Green Lantern ring created by lex Luthor a thought-based tool powered by the user's willpower and can be used to create anything that the user imagines. Keep in mind though since this isn't the original and simply one reverse engineered by Luthor, it has no AI or any of the more esoteric features. For an extra 200CP, you can increase this to an actual Green Lantern ring and power battery with a fully functional AI and database. Oddly enough no restrictions are on this ring. Weird.

Jumper Island (400CP): You have your very own island with the same mystical enchantments that have been placed on Themyscira. The islands inhabitants are by default Amazons, but you can change this if you'd like.

Personal Phantom Zone (600CP): You've gotten your hands on the schematics and tools needed to enter and exist the Phantom Zone of this universe. You get your own personal pocket dimension away from prying eyes, comes with a laboratory, training facility, a small airport, and a prison to ensure your enemies have no place to run.

Kryptonian Database (1000CP): How? How did you get this? You've somehow gotten your hands on the entire database of Krypton. All their scientific knowledge, philosophy, music, and history. Everything. With the right intellect and time, you can in time understand all of this and propel mankind to whole new heights, or just keep it to yourself, who are you to decide mankind's future?

Companions:

Import (100CP): For 100 points each import a companion with 600 points to spend and as many discounts as the Jumper receives, to spend freely.

Canon (200CP): For 200CP you can if you manage to convince them bring a canon character with you, maybe you want lexs help to take down the Supermen? Or maybe you want to bring Kal with you and spread glorious communism to the multiverse? Who knows, I don't know you.

Drawbacks: Take as many as you like or none at all, it's up to you.

Continuity toggle (+0CP): The original comic was released before new52 and rebirth but is also a part of that multiverse too. This toggle will let you choose whether you enter the original red son universe, the Earth 30 of the new52/rebirth or the animated movie universe.

The long road (+0CP): The red son comic in universe lasts for decades, by taking this drawback you stay for the entire duration, from the moment superman is revealed to the moment of his supposed death.

12 hours earlier (+0CP): It was stated that if Superman's rocket had landed 12 hours earlier he would be American and now that's what has happened. You have landed in a universe where like that of his canon counterpart, Kal-L has landed in Smallville Kansas.

Bizarro talk (+100CP): For the rest of the jump, you'll talk like that of a Bizarro and nothing you can do will change that, even if you have telepathy, you'll still sound like a Bizarro. Have fun with everyone thinking you're an idiot.

In Soviet Russia, Vodka drink you! (+100CP): We've all heard the stereotypical Russian accent at some point in our lives and well now you'll be hearing it from yourself. For the rest of the jump whenever you're not speaking Russian, everything you say will be said with a stereotypical Russian accent.

Had the tenacity to beat me at chess (+100CP): Your ego is now matched only by that of Luthor, you have a swollen ego and an easily wounded pride. You're liable to choose petty revenge over any kind of reasonable act.

Ugly (+200CP): For some reason you are very ugly, comparable to that of the clone of Superman. People will look at you in revulsion and will not want to spend any time with you or even care about you. To make matters worse you'll still feel love for mankind and do your best to help them in the hopes they'll one day accept you. They won't.

Luthor problems (+200CP/+600CP): Lex Luthor wants nothing more than for Superman to die and now he wants the same of you. No matter what you do, Luthor will learn of you and will go through the same effort he made to get rid of superman to get rid of you. If you want for an extra 400CP you can have it so not only does Luthor want you gone but so does Superman.

Kryptonite (+400CP): Well this is weird. Somehow Earth is littered with Kryptonite that works only on you. Expect nearly everyone and their grandmothers to have some kryptonite to use against you.

Post-Jump:

Now that you have finished your time in this jump what will you do now?

Go home?
Stay here?
Move on?

Update log:

V1.0 – Jump created and uploaded.

V1.1 – Aged like fine wine perk and The Soviet Knight perk added. Spelling mistakes have been corrected. Price of Kryptonian database reduced from 1400CP to 1000CP. Update Green lantern ring item, allowing jumpers to get a proper ring instead of Luthor's knockoff. Phantom zone item added.

Notes:

This is my first attempt at creating a Jumpdoc and just wanted to say sorry in advance if its shit, I'd appreciate any feedback if willing. Wanted to thank HeavensAnon for this as his All-Star Superman jump is what inspired me to create this and for those who are familiar with their jump can tell that the general style and format is based on that.

For those who have read the comic, you'd learn that Krypton in this universe is not an alien planet but humanity a billion years into the future and Kal-L and the House of L are all descendants of Lex Luthor and Lois Lane. The story itself being a predestination paradox of sorts. How you want to handle this with you being put into this universe is up to you.