

**All-Star Superman**  
**A Jumpchain CYOA**  
**By HeavensAnon**

Doomed planet. Desperate scientists. Last hope. Kindly couple. *Superman*.

We all know this story by now, don't we? The story of the Last Son of Krypton, Earth's Adopted Son, the greatest superhero the world has ever known. Gifted by the light of Earth's yellow sun, Kal-El (AKA Clark Kent) gained fantastic superpowers as a result of his alien heritage and used them in the name of truth and justice. To protect and safeguard humanity and the blue planet he considered his true home. For years, Superman has fought for these ideals and has remained on the path with determination and dedication, and a hero beloved by many.

And he is dying.

Thanks to the machinations of Lex Luthor, Superman's body has been greatly overcharged with yellow sunlight - while his powers have been magnified threefold, the overabundance of energy is causing the cells of his body to self-destruct little by little, and no cure seems to be possible by any science or aid available to him. Currently, the only people who know are Superman himself, Lex, and the scientists of PROJECT - a group led by brilliant researcher Leo Quintum dedicated to preparing for this sort of eventuality. You arrive just as Dr. Quintum breaks the news to Superman about his fate, and his decision to spend his final days wisely. The mark you leave in this world is largely up to you - whether you seek to secure Superman's legacy, tear it down, or make your own story...I wonder what you will do? You have ten years to make your mark.

**Take these 1000 points and use them well.**

**Species: Choose one.**

**Human [Free]** - The classic humanoid - you should know what these are by now, shouldn't you? Two arms, two legs, the dominant race on planet Earth. While lacking the genetic superpowers and brilliance of Kryptonians, the true power of a human being is what they can achieve through hard work and study. As individuals like Luthor and Quintum have demonstrated, humans have plenty they can bring to the table through invention and ingenuity, so much so that creating superhumans of their own is a very realistic goal. And even if you're not a science type, someone like Lois Lane or Jimmy Olsen can help in unexpected ways, too...

**Kryptonian [800]** - Were you miraculously alongside Kal-El as Krypton exploded? Were you part of the shrunken city of Kandor, restored to your full size through miraculous circumstance? Maybe you are an early, successful attempt at recreating Kryptonian DNA by PROJECT, matured into a fully functional clone or offspring of Superman? Either way, you are one of the surviving members of the race of Krypton. At first glance, you are identical to a human - outwardly, anyways. Your internal organs and biochemistry are obviously alien on closer examination. Your true power comes from exposure to radiation from yellow sunlight, which your body absorbs and gives you a host of vast superpowers.

First, your base intelligence increases greatly - you are capable of learning new academic subjects within minutes of study, including highly advanced sciences and trade skills alike. Secondly, your body strength and durability likewise increase dramatically, allowing you to lift cars, buildings, and more as easily as a normal human could lift a toothpick, potentially pushing several quintillion tons or even an entire planet in time. Your durability is strong enough that bullets and artillery are casually deflected off of your body, and you could withstand planet-cracking explosions and come out with only some burns and bruises. Your senses sharpen greatly, able to view the world on a microscopic scale as well as vast distances away, even witnessing events on distant planets with your eyes or ears, as well as giving you x-ray vision that can perceive as lightly as past clothes or armor, or as deeply as a skeleton, though unable to perceive past lead. Your eyes can also radiate heat vision, able to act as precise as a scalpel or send a city or more aflame. Your breath also has the ability freeze objects and people into ice almost instantly, quickly reducing them to sub-zero temperature in seconds.

You are also gifted with flight and super speed, able to move faster than the speed of light, as well as sustain yourself within the depths of space. Finally, the sunlight provided by this radiation is enough to keep your body whole and healthy, giving you a long lifespan potentially measured in millennia so long as your powers are sustained, and acting as a substitute for food, water, and nutrients. All these powers will steadily grow with age and experience, making you a true example of an alien superman. While Superman in his overcharged state is much stronger than what you start with, maybe you can reach that point naturally over a long period of time...?

That said, there are downsides. While this won't be a problem in most day-to-day circumstances, constant use of your powers will exhaust you of the energy your body has absorbed, with the physical invulnerability always being the last to go - and you won't regain them until you once again expose yourself to the light of a yellow sun once again. Exposure to red sun radiation will quickly drain your powers away in similar circumstances, making you a 'mere' human in terms of physical abilities. The force that fuels your physical durability is no help against magical attacks, sometimes even able to bypass it entirely. Finally, the dreaded green mineral Kryptonite will near-instantly depower you upon exposure while causing you great pain, and continued exposure could eventually kill you. That's not even going into the effects of colored Kryptonite, which can play havoc on your brain. This weakness to Kryptonite only applies for this jump.

### **Background:**

Who are you, exactly? Are you a reporter at the Daily Planet? An old enemy of Superman? Maybe a cousin to the Kent family? The world has known Superman and other heroes for years now. You may decide your place in it freely, along with your age and gender - the only requirement is that you are somehow part of the story of Superman himself, and have been around Earth no longer than he has. You start in the city of Metropolis. Should you not desire any background memories or their equivalent, spontaneously appearing there works as well - this isn't the first time that's happened.

### **Perks:**

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

**Clark Kenting [100]** - Who could believe that wimpy, weaselly intern could actually be an interdimensional alien in disguise? You know how to adjust your body language and mannerisms to assume a civilian identity - raise your voice an octave, wear clothes too big for yourself, and so forth - then suddenly no one can imagine this everyday citizen is really 'you' or your secret identity. Your ability to give a false air of being a pushover is so strong that even when you reveal your identity to close allies, they'll have trouble believing it while your enemies will think you just happened to be disguised for that one moment. Blatantly reveal yourself enough times and they'll get the memo. For now? Just keep those dorky glasses handy.

**This Looks Like a Job For...[100]** - Trouble is never far behind, especially for the likes of you. Every day, someone is robbed, injured, hurt or worse. Many people are plagued by being helpless against these sorts of tragedy...but for you, it's never out of reach or impossible to stop. You may not be able to be everywhere at once, but 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. Should you wish some time to yourself, you can turn this on and off at will...but don't forget those in need, alright?

**Last Will And Testament [100]** - Our time on this Earth is short, and while your life may be longer as a result of your peculiar nature, it's sometimes good to know how long your time really is...and how to best prepare. When your life is on a clock, whether due to lifespan, disease, or some other Sword of Damocles hanging over your head, you are aware of how much time you have left before death claims you, and a vague idea of what it will be. Whether you choose to try and extend or save your own life, or use this to settle any debts or regrets you have, your ability to manage your remaining time increases considerably - enough so that you could put most, if not all of your personal debts and demons to rest before the fated hour comes, so long as your promised time isn't within a very short amount of time. Should your life be long or lacking in any danger to your mortality, this awareness is instead a feeling of calm and content. Either way, it can be toggled on and off.

**The Greatest In The World [100]** - You're not a member of the sneering masses, the ones who spend day in and day out laboring mindlessly and accomplishing nothing. You are great, know it, and have the pride to match. This sense of ego and confidence buffers against things like despair or even your own mortality, and unlike a certain supervillain, you have just enough awareness of your own shortcomings that you know how to use this pride wisely, along with how to better yourself.

**“...It Never Occurs To Him.” [100]** - All these fantastic, unusual abilities...they say the character of a man can be judged by what he does once he is free of consequence or retribution. That absolute power corrupts absolutely. So what about you? The impulse to abuse your powers or use them to lord over others, or otherwise tempt you into abusing them in ways you would feel shame or regret for...it doesn't exist. Certainly, you could still do so if you desired, but abusing your own skills and abilities in the name of self-gratification no longer corrupts or influences you, letting you always make decisions with a clear head. This also comes with humility and openness that will let you interact with ordinary, everyday people without difficulty - because you're just one of them in the end, right?

**Hot Scoop [100]** - Let's be honest here. Even some of the simpler, everyday people in this world can look GOOD. Whether drop-dead gorgeous or just fit and healthy-looking, you're a particularly handsome, sexy, or cute example of your species and can make a few heads turn when you walk down the street. Who knows? You might just look like the type of a superhuman or two!

**365 Coats, All Identical! [100]** - Superheroes and even notable scientists tend to have a...unique sense of fashion in this world. It doesn't really seem to get in the way very often, though. Whether you wear bright and obnoxious colors or dress up in a spandex outfit with a flowing cape, it doesn't inconvenience you much - people don't judge you for your awful fashion choices and take you seriously even if you're dressed like a clown, and things like capes or long coats don't get caught in awkward places. This can be toggled on and off, for whatever reason you see fit.

**A Deep Grudge [100]** - You hate them. You hate them SO much. They say wrath blinds a mind, and that envy is a slow poison. Poison is certainly what you will feed to those stupid enough to earn your wrath. When you hate a particular person, object, or organization, your skills and trades come into lucid focus, and all actions you take to destroy or humiliate the object of your hatred enjoy increased competence and an increase in quality, so long as you sincerely hate it with all your heart. Oddly, this comes with the ability to let go of your grudges and hatred, and if you truly wish to, completely forgive them...but why would you do that?

**I'm Here To Help [200]** - You're probably used to strange or unusual powers being met with all sorts of emotions - terror, apprehension, disbelief. Calling upon extraordinary or otherworldly abilities can bring out the worst in those who lack such a thing, as they see you as a monster. But not here, not anymore. When you demonstrate new and amazing abilities unique or rare to the world, others judge you not on how you appear or what your powers are, but your deeds towards the rest of the world. Someone who sits in the middle is accepted for who they are and little more, but a true hero is seen as an amazing marvel and someone to admire for what they use such fantastic abilities for. However, particularly hateful or jealous foes can still hold you in contempt for such powers...just as Lex Luthor despises 'The Alien' to this day.

**Keeping Composure [200]** - Perhaps you've suffered a great tragedy, or the knowledge that your own mortality is now hanging over you and you have very little time to do what you can with your life. Some lose themselves to grief and despair, others try to keep it all bottled in. You, meanwhile, have an excellent grip on your emotions - able to feel compassion and empathy even under great stress, and able to steel your resolve against the worst possible odds. You also have a comforting presence that inspires confidence and warmth in others, a gentleness that makes you easy to open up to. Of course, if you'd rather ride the highs of emotion or look much more unwelcoming, you may do that as well.

**"He Said He Reformed...And They Believed Him!" [200]** - But you mean it this time! Honest. You're able to more easily escape the legal consequences of your actions, whether blatant criminal activity or collateral damage with a well-placed speech or just the devil's own luck, often being distracted by your reputation or just that your case doesn't seem worth pursuing. Only something as unforgivable as killing a world-renowned hero or threatening an entire country or planet directly could earn you more than a slap on the wrist in terms of trouble with the law.

**"They Surrender." [200]** - Riddle me this, riddle me that. Sometimes you can't solve a problem by punching it, and discretion becomes the better part of valor. When presented with a mental challenge or a riddle, you'll find your ability to solve it increases considerably in competence - logic puzzles become simple, riddles have obvious answers, and you can better match someone in a battle of wits simply by having a new perspective on it. Someone can still be smarter than you or baffle you, but no matter whether you're simple or smart, your mind will be your strongest ally in these challenges.

**The Softest Tap [200]** - With great power comes great collateral damage. Wait, no, that's not how that goes. Who said that, again...? Well, you've been around the block before and you know how to properly manage your fantastic gifts and talents. You can 'dial back' your own superpowers and skills to deal only non-lethal damage, and even punches that could crack continents or more don't cause several buildings to burst from the force. You will only cause as much damage as you mean to, and can pull your powers back to the point of being completely ineffectual, if you desired it. Obviously, you can snap back to your full power immediately when the moment calls for it.

**For My Best Pal [200]** - It's amazing, the lengths someone will go to for their friends, isn't it? Even if you have to transform yourself into a terrifying monster to keep them from embarrassing themselves or getting themselves killed, you won't forget what you set out to do. Even in a berserk state where you lose control, your blows will never meaninglessly slaughter allies or loved ones you want to protect - always falling short of a lethal or serious blow, and you have enough strength of will to overcome unnatural impulses in your mind with just a bit of conscious effort.

**Kent Values [200]** - Being raised by a kindly, loving couple...if only everyone had a childhood like that, you know? Whether or not it was the actual Kent family, you were raised by a loving family who taught you strong values that helped shape your character. Immediate family members, biological or adopted, can't help but like you and your earnest character. More than that, you are an excellent parental figure and mentor, able to make heroes or just good-hearted individuals out of those you raise.

**Compatible Biology [200]** - 'You can never have children'. Such awful words to hear, especially for a lone member of a long-extinct race, or someone holding their loved one in their arms. Well, lucky you, that isn't really a problem now, is it? So long as you and your partner have the necessary...ahem, let's say, 'parts', you are capable of conceiving a healthy child with them. Not only that, but said children are guaranteed to gain your positive genetic traits, whatever those may be. Incidentally, if you make a biological clone of yourself, this will guarantee said clone will not only inherit those traits but will love long and healthy lives, or at least as long as your species normally would.

**On The Fast Lane [400]** - It can't hurt to be the person being rescued sometimes, you know? When you're hopelessly outmatched, about to die, or be seriously hurt from circumstances beyond your control, heroic types seem to show up just in the nick of time. You're not getting special treatment on purpose but you do always seem to be the closest person when they go into people-saving mode. While they can still be overwhelmed if the problem is more than they can handle, superheroes are only so super in some worlds after all, this luck will save your bacon in ways you might not expect. It isn't a guarantee. If you're stuck in the middle of nowhere or everyone else is tied up at the moment you might have to save yourself. As an additional benefit, those heroes who rescue you tend to take a shine to you. You could easily leave the experience with a new friend, or more, with a little bit of charm.

**A Message of Hope [400]** - Your time in each world is short, limited by a decade or the whims and challenges of fate. Even then, there is the persistent fear that what you learn and what you teach may one day fade away, buried under the sands of time and the embers of dying stars. The fear that all of your achievements will end once your presence fades. No longer. You know how to pass down any skills you can teach in an understandable format, and the actions you take in the world and the reputation you wore will be carried on through myth and history. The seeds you sow, whether new technologies or the path to a bright new future - even after you're gone, they will bloom, and they will have worthy successors who will carry on your ideals in your place, in a way you would be proud of.

**The Olsen Charm [400]** - Is it the dorky smile? The unrelenting amount of stage courage? The willingness to write your loved one's name on the moon with a day of superpowers? Who knows. Whatever the case, you're incredibly charming and likable in a strange sort of everyman sort of way. You can get along with just about anyone, whether superheroes, co-workers, or charming a lady friend you want to get together with. You could become best friends with one of the greatest heroes on the planet if you worked at it, especially if you met fairly often. This also applies to villainous types...though not at all against the more mindless, angry sort or the ones who hate you personally.

**Always On The Straight And Narrow [400]** - You won't betray your principles or what you stand for. That's simply the way things should be - those in power should use it for the good, those without power should do the right thing against overwhelming odds. Whatever those principles are, nothing can shake you from them - the honeyed words of villains, mind-altering substances or devices, or even a no-win situation engineered by a great enemy. The coercion fails, your willpower holds out long enough for you to break free, and the only thing that will make you ever stray is if your own values actively hurt yourself or when you give serious consideration to how you see this world. And even then? You'll find it possible to adapt your worldview to your experiences as you move on, learning from them and growing as a person even as you fight for what you hold dear.

**Hard Work Overcomes All [400]** - You may not have superpowers. Indeed, you may be dwarfed in comparison to the Kryptonian or just the many heroes of planet Earth. That's fine. Humans got where they did with hard work and dedication, not innate power. You will find efforts you make to improve your body through training, your skills and abilities through pushing them to their limits or experimentation, and more will yield results more quickly. Should you be a studious or a creating type, you will find science and studies will open the way to breakthroughs a bit more quickly than they normally would for you, as well.

**It's Never As Bad As It Seems [400]** - You have a presence about you, Jumper. An inner light that soothes those who gaze upon you, and realize - everything is going to be alright. This is a natural charisma that doesn't simply make others like you more, but inspires them to do better and to strive improve themselves. You can bring the suicidal the resolve they need to carry on

with life, you can bring comfort to those laid low by awful tragedy, and convince a lone pariah of a race of idiots to believe in his kin and use his own abilities for good. So long as it moves others towards bettering themselves and those around them, you can inspire goodness and hard work in almost anyone...except those utterly consumed by hatred or an inability to understand you.

**You're Everything Anon Isn't [400]** - It's an impulse of the egotistical and even those in power to sometimes stick up for the 'little guy'. The underdog, the pipsqueak, the modest country boy. Supervillainous types, or at least those deeply consumed by their own vices, have this tendency to unironically like you as a person - enough so that they would protect you during a prison riot and give you a safe passage, or compliment your various accomplishments. It's not enough to make them spare you if you directly oppose them, but that respect and likability will still remain. Of course, if it turns out you were actually their archenemy in disguise, that will fall flat rather quickly. If not? You may find yourself getting special treatment from some of the world's worst.

**Bottomless Resources [400]** - In his many years of being Superman's archenemy, Lex Luthor has had a habit of being able to rebuild his own corporate and criminal empire in a laughably short amount of time. While he is currently on death row, some suspect he's only there because he wants to be. In a less villainous vein, Dr. Leo Quintum is said to have a ridiculous amount of monetary resources he uses for the good of mankind. Whoever you take cues from, you'll find that you have enough business acumen and roguish wit that you can quickly build a large and lucrative corporation or criminal network within months or even weeks. Even if you've undergone bankruptcy, you'll find you can quickly rebuild what you lost, even subverting legal channels meant to bar your progress with infuriating ease. Whether it is a laboratory, a corporation, or a criminal empire, you can quickly amass the wealth and assets needed to fund it.

**Truth And Justice [600]** - Truth be told, superpowers are rampant in this world, as are those willing to use them for evil. Simply being one of the strongest or smartest beings on the planet alone means nothing - what matters is what you represent. When you fight or protect others in the name of an ideal, you will find others inspired by your actions. It starts small - citizens begin to cheer you on, crime rates begin decline, the streets become cleaner. In addition, you inspire others to follow your virtues and your example without misdirection or their own egos getting in the way, creating a new generation of heroes in both ordinary and extraordinary people. After a few more years of work, the entire planet will hail you as a hero, and all but your enemies will hold some respect for you and what you do...so long as you never turn your hand against those you've inspired, anyways. One person may not be able to save the world alone, but with you acting as a guiding light, you could turn a self-serving, selfish world into one of heroes and hope. When they look to the sky and see you, they see a brand new day on the horizon.

**Brains Beat Brawn [600]** - Every time. When you battle with the likes of the UltraSphinx or even the Man of Tomorrow himself, you don't swing at them like an angry primate and hope to come out on top. No, you have a more...refined approach. You possess a keen tactical mind,

able to predict actions minutes ahead of time using only what you know of your opponents, and can substitute combat prowess and destructive power with intellect. You will find ways to exploit the actions, habits, and 'rules' of your opponents to come out on top, whether stealing from them to gain their powers, resolving an issue diplomatically, or otherwise outwitting them. This does not guarantee you will defeat a vastly superior foe, particularly one not keen on the sort of games you play...but victory isn't always simply being stronger than your opponent, and you will be able to find ways to escape or come out on top with enough work.

**Mind of a Genius [600]** - One part of the promise of tomorrow is the advancement of technology, pioneered by great geniuses like the good Dr. Quantum and the many minds working towards the betterment of mankind. Lex Luthor himself could be counted among these, had he focused his energies differently. You are what this world considers a 9th level intellect, able to hold nine simultaneous thought processes seamlessly. In addition, you find it laughably simple to innovate and advance technology, along with possessing an almost omnidisciplinary engineering ability. You could feasibly make things like shrinking devices, robots, artificial intelligence, teleporters, gravity-manipulating guns and even things as outlandish as a storytelling robot that tells literature at such a high speed and sound frequency that it could generate an escape tunnel. And those are just trinkets compared to what you may eventually make with time and resources - the mysteries of the universe are open to you. You just have to reach out and grasp them.

**Titanic Strength [600]** - Would you believe that people who can throw down with the Man of Steel aren't as uncommon as some think? For years, Superman has battled foes capable of withstanding his super strength and hitting back with just as much force...and whether you've had a hell of a workout regimen or special genetic traits, you're among them. Like Samson and Atlas, you possess enough physical strength that you could wrestle the average Kryptonian and come out on top, your body likewise tough enough to withstand such blows, and a minor healing factor that would let you snap broken bones back into place with a little adjustment, though not enough to spontaneously grow limbs back. You may lack the versatility of a Kryptonian, but that doesn't mean you should be underestimated!

**The Great Epiphany [600]** - Everything is connected. Everything. Whether from a rush of new power and senses, or just the realization of how infinite the Multiverse truly is...you comprehend the clockwork of the universe on a philosophical level. And it does not care. These tiny points of light, these blue planets called Earth all scattered across infinity...this is all they've got. Instead of despair, this has filled you with hope and knowledge of how to use all of your powers, skills, and even influence over others to create better worlds or just put them on the path to progress. In addition, nihilistic despair and mind-shattering revelations simply hold no power over you...because you see with the eyes of both a Human and a God, and it has filled you with love and understanding, or even just enlightenment, few can dream of. Your mind is unburdened, your path and place is clear. What will you do with it?

**Jumper For A Day [600]** - Your luck is absolutely ridiculous. It's the kind of thing that makes half a planet want to be you, the other half want to kill you, and the other half to date you. The collateral damage of world-ending disasters tend to miss you by a hair as well as keeping you safe from more everyday kinds dangers. You'll tend to win over those you find attractive through a combination of earnest behavior and funny little circumstances. They might even literally fall into your arms. Even discounting romance, you also find it easy to make friends with unique and interesting individuals from all walks of life. While this luck will keep you safe from all manner of horrible demises, if you come to rely on it and only it to save you from situations it can run out in a hurry. Especially if someone hates you enough to plan around it.

**Going Nova [600]** - Thanks to the incident on the sun, Superman is now stronger and smarter than he's ever been - and it is killing him as a result. Such 'overcharging', even if beneficial, can be incredibly dangerous. So naturally, you can do it, too. You've found out how to supercharge your mind, body, and superpowers to a level unheard of, threefold their normal potency and potential. Some more 'fluid' powers could even spontaneously generate new abilities and techniques that help with the situation you're currently in, though only within reason. The downside? What comes up must come down. This state lasts for up to a day, and depending on the powers used, you may find yourself exhausted and depowered. A human but brilliant scientist who used this for an all-nighter may find themselves bedridden with a cold and a migraine the next day. A Kryptonian running around using all of their powers at once will find themselves depowered and likely comatose the entire next day. Unlike poor Clark, this won't kill you, but you'll likely be out of action and helpless once the heights of your power have burnt out, unconscious for a day or even two with your own abilities exhausted if you pushed yourself to your limits constantly. You will regain your lost or 'burnt out' powers gradually over the course of up to a full day, or no less than an hour if you used this very briefly. The backlash is measured by the amount used, not possessed.

**P.R.O.J.E.C.T. JUMPER [600]** - There is always the problem of a successor. It may not be enough to leave behind something like a mundane legacy or everyday humans to be the same symbol you were...you need an heir. Or perhaps, you need a team to work with, one that is just as brilliant and specialized as you are. Or maybe you just want some company? The benefits to this perk are twofold. First, you know how to make superpowers or traits carried by your DNA into 'exogenes', often contained within a serum. Anyone who ingests this serum receives the full power of the serum you designed, though it will wear off within 24 hours. Secondly, your bioengineering skills are second to none, able to map a genome sequence of any physical trait you possess and any knowledge within your mind, able to make fully-functional biological clones of yourself or others, and give them as much or as little of yourself as you desire, including 'exogenes' detailed above, turning them into innate traits. These clones are fully sapient and capable of learning and being their own individuals, but their base personality and purpose is entirely of your own design, should you so wish it. May Jumper live forever.

**Items:**

You may take 3 100 point items for free, and discount 3 200 point items, 3 400 point items, and 3 600 point items.

**Costume [Free]** - The world is no stranger to folks who dress up in colorful, garish costumes whether they are superhero, supervillain, or just eccentric trillionaires. This is an outfit tailored to your tastes, whatever they may be. In addition, they don't receive damage or tears from the use of your own powers. How handy is that? You may import an existing outfit of yours into this, should you so desire.

**Super Watch [100]** - Based off of Jimmy's own watch he uses to call Superman, this nifty watch has a feature. Upon activation or the user being in serious danger, it will start to beep wildly with a high-frequency sound that only you, your companions, and any allies you've personally adjusted the watch for can hear. And the sound emitted has an inter-system range, able to hear it from planets away. Never again will you be too late to realize your best pal is in trouble!

**Kryptonian Flower [100]** - A soft, golden flower from a Krypton that may be or a Krypton that never was. On its own, it doesn't do much, but leaving it at a grave or a memorial will bring a feeling of serenity and peace to the site. Perhaps the soul it belongs to is better at ease, now...?

**Green Kryptonite [100]** - Just in case, I suppose. This is a pound of Green Kryptonite hidden within a sealed box of lead, ensuring you don't accidentally kill yourself with it if you happen to be Kryptonian. You might not see much use for it since Superman himself is currently immune to the green rock's effects, but it has a funny quirk of being usable on other Kryptonians you may encounter in this world or others. Maybe it will come in handy?

**Storytelling Robot [100]** - Ever wanting to hear Moby Dick told at such a high frequency and speed that it could open a hole in solid rock?...well, why not? This is a small floating robot with the entire literary canon of planet Earth up to the 21st Century stored within its databanks. You can have it tell any story in almost any conceivable voice of your choosing, likewise at any speed of your choosing. That could be fun, right?

**Closet Full of Outfits [100]** - A closet full of custom-tailored clothes made of any mundane material of your choosing. You may have up to 365 different outfits within, or just make them all identical - your choice. These can be copies of your Costume, with all the benefits thereof, should you desire it.

**All-Star Superman/All-Star Jumper [100]** - It's a full collection of the original All-Star Superman comics, for your reading pleasure. Post-jump, it will contain a version of the comic book featuring yourself and the actions you took within this world, as well as a full volume of comics for each completed jump you've been to so far, receiving a new volume when each future jump ends.

**Daily Jump [200]** - Great Caesar's Ghost, no one appreciates good, old-fashioned journalism anymore! But this company sure does. This is a newspaper company you ostensibly own, though day-to-day operations will continue without any needed input from you if you don't want to manage it. They manage to be successful, too, adapting to any media available in the world you own - and they tend to expose scandals and supervillainy to the public eye, especially if a superhero or two gives them some coverage to work with. They can also make any news or propaganda you want them to print, as well. But you wouldn't obfuscate the truth like that, would you?

**Control Machine [200]** - If you want something done right, you may as well do it yourself...especially if you can't be there in person. Resembling a wired VR helmet and gloves, this device can seize direct control of a robot you've built or someone you've genetically modified for its use, the signal having interplanetary range (though there's a growing delay in the signal, and things beyond the solar system or dimension is out of its reach). Excellent for sabotaging astronauts or far-away foes.

**Apartment [200]** - Just a city boy, born and raised in Metropolis...oh, sorry. This is a simple one-bedroom apartment in a populated city of your choosing, with all the rent paid off by a mysterious benefactor and all the utilities you need for day-to-day living - heating, water, a stocked fridge, the works. Not bad, right?

**Security Door [200]** - When you don't want others entering your house. This is a heavily fortified fortress door you can add to any properties you own, along with blueprints to build it. It can withstand continent-cracking blows and can only be opened normally by a key...that weighs 50,000 tons in the hands of anyone who isn't you, even if you lack super strength. Pretty cool, right?

**Sunsuit [200]** - Too much radiation can bring even the Man of Steel to his knees, especially the power-draining rays of a red sun. It's good to protect yourself for this! Able to withstand temperatures in the kelvin range (though it will start tearing up after extended exposure), this radiation suit is both durable and able to block out harmful radiation with ease. Even comes with eight extra!

**Kansas Farm [200]** - Just a small town girl...wait, we did that already. It's a simple, mundane farm. You know, the family kind. Comes with a bunch of livestock and fertile soil for plenty of crops of your own choosing, plus things like a barn and a working tractor.. What are you waiting for? Get to work!

**Future Newspaper [400]** - ...that's weird. At the start of each jump, including this one, you will receive a newspaper that has the same date as the day you leave the world, or a close estimate if your departure time is unclear. The paper will have a 20-page set of articles detailing events that have likely unfolded in your wake, along with little hints and messages that can aid you or warn you within the advertisements and articles. The newspaper can give you a potential 'good

future' to work towards and tools that can help you with it...or warn you of a terrible doom looming over you, and how you could avert it. Either way, it's not set in stone - what you do with this is up to you.

**Moon Laboratory [400]** - Because why settle for a normal laboratory? While not necessarily needing to be on the moon (it can be in a mountain, underwater, or hidden in some other habitat you have access to), this is a fully-stocked laboratory for any sort of scientific discipline available to modern minds in this world. Though currently lacking in staff, it comes with a teleporter that can instantly teleport you to the lab from anywhere within the local solar system and back with a simple command. It also has a restocking warehouse of various common materials for constructing new devices or engineering marvels you wish to make.

**Fortress of Solitude [400]** - Modeled after Superman's personal retreat, like the Moon Laboratory can be anywhere within an isolated environment of your choosing so long as you're capable of easily accessing it. Instead of being a center for science, it's a fully isolated and self-sustaining living environment the size of...well, a Fortress. It has everything you need to live comfortably and an environment that is pleasing to any senses you have, whether super or even dimensional, letting you enjoy some peace and quiet...or whatever you find pleasing. Maybe with some time, you can spruce the place up? Any modifications you make to the Fortress and however you furnish it will follow you from this point on.

**Jumper Robots [400]** - Because sometimes, you just need a little bit of extra help in your projects...or just keeping your place tidy. These are about 100 robots that operate on an electronic hivemind, completely loyal to you and capable of maintaining any and all properties that you own. As a bonus, they come with interplanetary flight capabilities and the ability to access any electronics you own and wish them to. How handy is that?

**Black Kryptonite [400]** - Contained within a sealed box of lead is the dreaded Black Kryptonite. This one doesn't depower and poison someone upon exposure - instead, it twists and subverts them, making them the opposite of who they normally are. The brave become cowards, the kind become cruel and wrathful, and so forth. Upon exposure, the effects last for several hours upon leaving the presence of the rock, with the timer 'resetting' upon being exposed to it again. And strangely, this one works on non-Kryptonians as well...I'd be careful if I were you.

**Sunship [400]** - A spherical spaceship with enough to comfortably seat at least six different people. This durable vessel is capable of intersystem space travel with complete life support, and can even explore the surface of the sun or maintain a solar orbit without any discomfort to those riding within it. Good for when you want to take a dip into a hostile planetary environment or three.

**Chronovolt [600]** - Because when you need to travel across the stream of time, you need to do so in style! Looking like a cross between a sports car and a small space fighter, this ride is capable of traveling across time. Comes with design and decals of your choosing, and can

travel to the past or the future as far as you wish. Be warned - this doesn't come with paradox-proofing. While striking up a conversation with famous figures won't cause any real change (stranger things have happened, especially here), telling them things they shouldn't know or actively changing history can have...unexpected consequences. Consider that your heads-up.

**Cosmic Anvil [600]** - A gift from New Olympus delivered straight to your doorstep, Jumper! This anvil and hammer are capable of smashing atoms together to form miniature suns, and with a bit of work, even miniature planets. Potentially, you could make them even bigger, or even 'life-sized'...though this will take weeks or even months of work and it's recommended to do so somewhere within space.

**Phantom Zone Projector [600]** - The Phantom Zone. A deathless, static dimension where there is no aging, no starvation, no physical matter nor rest or release. In Krypton's time, it was used for capital punishment in place of execution. You now hold such a grim device in your hands, a handheld projector that can imprison and release individuals into the Phantom Zone, where they are unable to escape until you use the projector again. Escape is almost unthinkable. What you use this device for, that's entirely in your own hands. Just note that each world has its own 'Phantom Zone' - once you've left a world where you've banished others there, you cannot release or interact with them until you return to that world or gain your Spark.

**"There's An Infinity Sign Next To It." [600]** - Because there is no better answer to 'how much money do you have' than 'yes'. You have access to an independent bank account with unlimited funding, behind a well-guarded firewall that several smaller accounts of yours have access to. This will also convert to the most popular currency in future worlds. It also comes with an early warning system when you're about to circulate too much money into an economy, just in case you want to for...whatever reason.

**Baby Sun Eater [600]** - Aaaaw, isn't it adorable? This puppy-like mass of inky black tentacles is an infant sun eater, an alien that feeds off of...well, suns and starlight. Despite its appetite, it's relatively docile and has a bizarre mutation that lets it feed off of artificial light fairly well, though it will be healthiest if you feed it actual suns or things that emit similar radiation. As the years go on, it will eventually grow to a massive size that dwarfs most planets and stars, though it can shrink itself back down for you...and remains incredibly loyal despite its appetite. Be warned that is it's allowed to fully eat a star's size, that star will immediately go supernova...so, mind that.

**DNA Notebook [600]** - A note-filled portfolio detailing a coded genome sequence. Encrypted by a genius years ahead of this world's time, deciphering it will yield one of the greatest prizes of all - a detailed explanation of Kryptonian DNA and how to properly create a new one using the ovum of a healthy human woman. With years of study and work, you could perhaps find a way to safely add it to an already-living organism...or other fun modifications of your choosing. For an extra 400 undiscounted points, it comes with another coded portfolio with the words 'DO

NOT OPEN TIL DOOMSDAY' written in big black ink on the front. No points for guessing what's in there.

### **Companions:**

**Import [100-400]** - Do you want to bring in an old friend? Or meet some new and unknown person, never seen before? You certainly can. For 100 points each, you may create or import 2 companions with 600 points to spend and as many discounts as the Jumper receives, to spend freely.

**Canon Companion [200]** - Want to hang out with Jimmy? Want to give Lex Luthor a second chance? Want to map the multiverse with Dr. Quintum? No want Bizarro? For 200 points, you can convince a character that appeared within the All-Star Superman series to come along and join you as a companion, should you so wish it - so long as they're alive and present when you arrive, of course. Though it's unlikely you'll be able to bring Clark Kent himself with you, given the circumstances...

**Anon-Q. [300]** - Not long after your arrival, you will encounter an individual with the same species and gender as you who offers their services and wishes to help you. Something about them is eerily familiar, though they'll be evasive about their origins and where they came from. They also have 300 points to spend on perks or items of your choosing - as well as receiving the normal freebies and discounts as well as up to two perks you purchased for yourself in this jump for free. They're oddly insightful about your personality and character, perhaps to the point of blunt criticism, but they remain loyal and helpful regardless. Just who are they...?

**Superdog [400 - Discount for Kryptonian]** - Huh. I thought things like Krypto weren't really around anymore...? Well, through a strange happenstance or two, you've acquired a Kryptonian dog of your own. They have the appearance of any living Earthborn dog breed of your choosing, but have all the benefits of 'Kryptonian', though as well as all of the weaknesses. While smart enough to plan, act, and possess empathy, it's still a dog that tends to act impulsively without your direction, and don't really have much of a brain for things like superscience or whatnot on their own. Also, they can only communicate through barking. Because they're a dog. They absolutely adore you and are unshakably loyal to you, regardless. They even have 'The Softest Tap' so they don't accidentally break your spine when flying over to you. Such a good dog!

### **Drawbacks:**

**You may take as many as you can handle.**

**Jumper Am No Bizarro! [+100]** - You now talk like Bizarro. Oh, sorry. I mean YOU NOT TALK LIKE BIZARRO. ALWAYS QUIET AND SAY SAME THING. JUMP-CHAN FEEL NO HOPE YOU HAVE AWFUL TIME!

**Silver Age Silliness [+100]** - Much of this world is a throwback to an earlier, stranger era of superheroes and supervillains. That now goes double for your experiences - things like apes on the moon, variations of Kryptonite that make you behave strangely, suddenly being in confusing (but brief) conflicts with your companions and other heroes...your head is going to spin a little bit at how weird this will get.

**Paranoia, Much? [+100]** - You're jumping the gun a bit quickly, aren't you? Whenever someone is acting differently or something seems a bit off, your mind races with fear and the possibility they're out to get you or even harm you. You can be reasoned with and be proven wrong, but expect to be incredibly anxious and on a hair-trigger in the worst cases.

**The Issue of Ego [+100]** - Do they know who you are?! Do they not know the glory and worthiness that is the Jumper?! You will show them! You have a swollen ego and an easily-wounded pride. You're liable to choose petty revenge over any kind of reasonable moderation. Your mind can be changed, but only after great effort.

**Archenemy [+200]** - An old foe, or a new one? Either way, they're not dangerous because they can punch as hard as you...they're dangerous because they *know* you and your companions, and know how to compensate for the gap in power between you and them, as though they had the benefits of 'Brains Beat Brawn'. They hate you to their absolute core and will do everything in their power to make you miserable...and eventually, kill you.

**Luthor Problems [+200]** - Lex Luthor is on death row and is inbound to his execution, but in addition to luring Superman to a fatal condition, he decided killing you was on his bucket list as well. A year before your arrival, he made a long-term contingency plan designed specifically to kill you...the fate of the Earth and anyone caught in the middle be damned. You must use your smarts and any powers you possess to discover and foil Luthor's plans, and quickly, lest it claim you and your chain. Good news? Once it's foiled, it's done with. Bad news? The deadline is scheduled to be around the same time as the death of Superman himself, and you will need all of your wits and strengths to overcome it.

**Musclehead [+200]** - You're not a good problem solver. You're too quick to rely on your powers, too quick to start punching, too eager to escalate a conflict...it's like some invisible writer completely misunderstood you. Or perhaps they know you too well? You're hot-headed and quick to act on violence, only stepping back and finding alternatives when all else has failed.

**Time-Traveling Jerks [+200]** - Atlas and Samson are a pair of time travelers who like to take joyrides up and down the timeline. Challenging heroes to contests of strength, flirting with the local women, that sort of thing. They've decided you're either their new best friend or 'friendly rival', and will regularly find ways to pull you and those you value into trouble, often accidentally invoking the wrath of stronger people or forces. You must overcome their 'contests' and the consequences of their antics, and receive about a week of respite between each incident before

another follows. And no, they just won't die or disappear for good, despite your own efforts. At least they have enough consideration to not use time travel to interfere with your existence...but other time travel shenanigans are fair game.

**Where Do You Keep Getting Those?! [+300]** - Why does everyone have Kryptonite?! Your worst enemies, your friends, and more just keep getting their hands on your ultimate weakness or something that can otherwise bring you down to your knees. And yes, it is the titular Kryptonite if you yourself are a Kryptonian, and it WILL affect you. Bring friends who can rescue you or bail you out, otherwise your stay here will likely be very short.

**The Twelve Labors of Jumper [+300]** - Before your arrival, it was prophesied you would fulfill twelve great labors to earn the right to continue along your chain. Twelve trials that test your abilities, your smarts, your character, and even your value as a person to their absolute limit, and leave behind a great legacy. You only receive vague hints as to what these Trials are. Each one is more grueling or challenging than the last, and should you fail to complete all Twelve, you will remain in this world forever.

**Burning Embers [+300]** - Your body is a mess of contradictions and a collection of different, new abilities you likely could only dream of holding before now. Did you think that wouldn't catch up to you eventually? Your body is very slowly beginning to self-destruct as your contradictory nature is now being slowly destroyed by reality itself. When the process completes, you have only two choices - to dissolve into the embers of a Spark and lose consciousness forever (losing the chain and yourself), or go home as though you had lost your chain. The good news is that this dimensional cancer will take about 15 years to finish killing you. The bad news is that the more you use your fantastic, otherworldly abilities or even superpowers and knowledge from this world, the shorter your time becomes. A day of fighting becomes three days shaved off the time, while pushing your powers to their absolute peak could cost you an entire year. If your remaining time falls below ten years...well, it's obvious, isn't it?

Made it past the ten years, still in one piece? Whether Superman has disappeared into a golden light to carry on his labors, or life continues as it always has, you come to the choice that always waits for you...

**I Belong To Earth** - You, too, have a home to protect and look after. Perhaps seeing this world reminded you of all the good you can do, even before opening the doors to infinity? You return home with all you have gained, ending your chain.

**To A Bright New Future** - This is a world of ideals and the groundwork for what may eventually become utopia. And you've decided you want to see it yourself. You gain +1000 more points to spend freely as you make your legacy known

**The Jumper Of Tomorrow** - It never ends, Jumper. Not for us. Let's go to the next world, shall we?

**Notes:**

The purchasable Green Kryptonite will only work on you and Kryptonian companions in future jumps if you want it to.

If you use the Chronovolt for extensive time travel, make up your own rules and logic for it, and be aware that while it is not an uncommon phenomenon in this world, others may be less forgiving.

'Dissolving into a Spark' in Burning Embers is basically glorified loss fluff. It doesn't give you a free one if you try to exploit or recreate the process.

All properties and upgrades to such within this jump can be 'merged' to share the same space and traits together, should you wish. In future worlds, any can be settled in fitting locations or just made into Warehouse attachments.

Anon-Q is based off of the popular theory that Dr. Quintum is a future Lex Luthor, and is effectively an alternate version of your background (or a close equivalent, if you opted for drop-in) who didn't become the Jumper and, for their own reasons, wishes to join you to see the rest of the multiverse. How this ties into the mechanics or fluff of your chain is largely up to you, but they're effectively their own person, albeit one who can predict you fairly well.