



For this jump, you will take on the role of a new "super-criminal" who has been brought to Stryker's Island for trespassing in a laboratory. Luckily, your arrival coincides with Lex Luthor breaking himself and other super-criminals out.

A short while later, the **Justice League** will be deceived and trapped by a super team from Earth-3, who call themself the **Justice Syndicate**. Consisting of Ultraman, Owlman, Superwoman, Johnny Quick, Power Ring, Sea King, and Grid, the **Justice Syndicate** pretends to be heroes; however, on Earth-3, they are better known as the **Crime Syndicate**!

Together, you and other DC Super-Villains must team up to expose the **Crime Syndicate** as the frauds they are to save the world… so that you can conquer it at your leisure.



Jumpchain Mode: +1000 CP

This option will give you **+1000 CP,** and you will enter into this setting for a minimum of 10 years. At the end of the jump, you will be given the option of moving on to the next jump, staying in this setting, or returning to your original continuity. You also gain **+500 CP** to spend in the **Superpower** section.

Gauntlet Mode: +0 CP

With this option, you will not gain any **CP** from mode selection. In this mode, you will not have your out-of-jump perks, items, and companions for the duration of this jump, but you will gain twice the amount of **CP** for any **Drawbacks** you take, and you also gain **+250 CP** to spend in the **Superpower** section.

Gauntlet Trilogy Mode: -0 CP

By selecting this option, you will be locked into taking each scenario in succession as a continuation of this Jumpchain. Each Scenario will mechanically count as a separate Gauntlet, restricting your perks, items, and companions for the duration, so you can only use perks, powers, and items purchased from that Jump-Doc. You will not gain initial CP, but you can gain double **CP** per **Drawback** taken, and any time you purchase a **Superpower,** you may select another that costs the same or less and gain it for **Free**.
This is also the only way to be eligible to purchase **Fusion Boosted Perks**.



Origin: 2
Perk: 3
Items: 8
Companions: 11
Scenario: 14
Superpowers: 18
Drawbacks: 23
The End: 26

Origin:

Supervillains can be categorized by their role and motive, but what type of villain are you?

The Charlatan (Authoritarian)
You're a professional liar that no one really seems to know about. You've got a skill for making a narrative to get what you want.



The Mastermind
You rely on your intellect and charisma to manipulate allies and enemies alike in order to get what you want.

The Professional
If a job is worth doing, it's worth doing with precision; your focus and planning allow you to execute plans perfectly.

The Crazy
You are unexpected, as your actions often cause chaos and destruction while rarely being predictable.

Perk:

Discounts cost 50% of their initial price for their respective **Origin**, with any **-100 CP** or **-50 CP** Discounted Perk being **Free**.

Lego Man - Free
As you are entering into the blocky world of Lego, you will need your appearance to match. With this **Alt-Form Filter,** any active **Alt-Form** will take on the standard layout of a Lego Mini-Fig or a Lego Big-Fig, depending on the **Alt-Form's** size.

Lego Land - Free
You can use this **Narrative Perk** to alter any setting so that it becomes the Lego version of that setting.

Builder - Free
You are now able to safely disassemble Lego, Duplo, or any other construction toys into their base components and know how to reassemble them into any structure you want.

Talk about your right side of the tracks -100 CP
In most media, the environment changes to emphasise the emotions and situations of the characters. With this, you will be able to see what the situation of the location is from your surroundings. When in a dangerous area, the environment will seem darker and grittier; when in a safe location, it will seem sunnier and cleaner. You can Toggle this so that the changes are in your perspective or actually happening in the real environment.

Any landing you can walk away from -200 CP
It seems you have phenomenal luck when on board a vehicle that you're not piloting, as no matter how hard it crashes, you will safely survive unharmed. This would protect you from car crashes, bombs on a bus, two planes colliding in midair, it would even protect you on a spaceship moving at the speed of light that crashes into a black hole while the ship self-destructs, and you would still wake up on the nearest inhabitable world unharmed.

Where are the Justice League when you need them -400 CP
Sometimes you're outmatched, and sometimes you just don't want to fight, but why should you when you can get someone else to fight for you? With this perk, when you are targeted by enemies who intend to attack you, you can activate this perk to make their enemies show up. These new additions might not be your allies, but they will be more interested in fighting your enemies than you, unless you piss them off.

I think our friend here isn't from our universe -600 CP
Well, jumper, it seems your otherworldly nature is now acting as a boon for you, as you can alter any universal forces, such as the Anti-Life Equation, and warp them. This warping will cause them to function in a noticeably different way, such as a Green Lantern Ring producing Purple Light or the Anti-Life Equation making those targeted act with childlike innocence rather than making them mindless puppets.
This Perk is also a Capstone Booster.

The Charlatan

We're awesome, and we're here to help -100 CP (Free for "The Charlatan")
You have a certain knack for public speaking as you can effortlessly express yourself in a way that causes people to think of you favourably. This can be used to improve the way you say things to the public, but you will still need to find the right thing to say.

There you go, folks, nothing to worry about -200 CP (Discounted for "The Charlatan")
When speaking to a crowd, you know exactly how to calm them down. You can easily reassure a large group of people that they are safe and that any known threat is manageable, pacifying them collectively. This won't prevent individuals who plan to spread fear or deal with the threat themself but it will make it harder for them to rally nearby civilians.

I bet all this was just a distraction -400 CP (Discounted for "The Charlatan")
What is evidence or proof when you can fake it? With this Perk, you know exactly how to convince others that what others are saying is a lie, how to sabotage any evidence they might have, or how to make it look fake.

We are the Justice Syndicate -600 CP (Discounted for "The Charlatan")
You are now the master of fake backstories, as through this Perk you can design a history for yourself and your allies. This Perk will then orchestrate events so that everyone supporting the backstory will have the knowledge appropriate to support it, and anyone who were to look into it, any needed evidence will exist to support the story.
Booster
Now, rather than creating a fake backstory, this perk will act as a **Narrative Perk,** allowing you to retroactively make the backstory true. This Perk can be used either once per jump or before the Jump begins to customize your and your companions' canonical backstories.

The Mastermind

If nothing else, rookie, will be excellent canon fodder -100 CP (Free for "The Mastermind")
You now have an understanding of any allies or subordinates you have, as well as how best to use them for your benefit. From this, you gain a general understanding of what they are capable of and how they can be used to overcome problems.

Better late than never -200 CP (Discounted for "The Mastermind")
You are technically a mastermind, as through this perk you are able to set up plans months or years in advance, and it will be guaranteed that they will eventually go through even without you being there to implement them. When you set these plans out, they will always work out in the end; however, it may take some time for them to pay off.

We could see about knocking a couple of decades off your sentence -400 CP (Discounted for "The Mastermind")
There are no prisons that can lock you in or keep you out. Thanks to this perk, you will be able to enter any form of jail or prison with ease. If you are arrested or locked away in a prison, you can activate this perk to create events that facilitate your escape. Should you want to get into a specific prison, you can designate it with this perk and have events play out to get you into it.

A valuable addition to our growing forces -600 CP (Discounted for "The Mastermind")
Good help is often so hard to find, and with this perk, that won't quite be a problem for you. While this perk is toggled on, you will find yourself coming across competent or potentially powerful people whom you will be able to get to work for you.
Booster
Why recruit when you can create them? With this perk, you can either create a new person from an internal design, such as creating a Lego character using character customisation, or you can take samples of DNA from two different people and create a new slightly customisable individual at an age of your choosing. The new person will have intellectual and academic knowledge appropriate for their chosen age, but they will not have personal memories.

The Professional

I needed to test your conviction -100 CP (Free for "The Professional")
Not everyone is worth your time, and sometimes you just need to test if they are worthy. With this perk, you will be able to set up events and scenarios that test someone's. Disc is also used to pre-emptively cast if somebody is worthy of using magic weapons or equipment, such as a certain sword in a stone, without them having to touch it.

We heard some of our old stuff was up for grabs -200 CP (Discounted for "The Professional")
What's yours if yours and you don't like it when it's taken. Through this perk, you will be able to mark any possessions that you see as your own. This Mark can be activated in one of two ways: the first will be to summon the item to you completely restored if damaged, and the second will create plot armour to ensure the item is returned to you either through retrieving it or through events playing out for it to land back in your hands.

Could have seen it in your thoughts and pulled it from your mind -400 CP (Discounted for "The Professional")
Telepaths are uncommon, but they still exist, so the dangers of others looking through your mind and memories are a valid and unsettling one. Thanks to this perk, you no longer need to worry about that, as any time someone attempts to read your mind, you can activate this perk to block out their telepathic ability, making them see either something you wish or forcing them to shift through irrelevant information.

I've just finished fashioning a cold-gun out of bed springs and soap -600 CP (Discounted for "The Professional")
Some of the tools and technology you use may seem supernatural or impossible to reproduce, but through this perk, you will gain a full understanding of how any tool you own works and how to re-create it from scratch. Thanks for this, you fully know how to re-create the item using scrap and substandard materials.
Booster
You now know how to completely replace components or materials in the construction of the item, which will change its capabilities, altering or improving the tool's functions. This will also give you a full understanding of materials usable for construction from throughout the fictional worlds, giving you the knowledge of how to recreate them even in a world where they would not normally exist, and they would function in the device.

The Crazy

Taking from all those suckers who are too honest to steal -100 CP (Free for "The Crazy")
With this perk, you can target any one person or object at a time and make the concept of stealing seem alien in regard to the target. When targeting an object, the idea of someone stealing it will seem impossible to everyone who knows about it. When targeting a person, the concept of stealing itself seems to go missing from their mind.

Sounds like you're out of time -200 CP (Discounted for "The Crazy")
You seem to know the comings and goings of everyone around you, and with this perk, you will gain a mental timer telling you the next time someone will arrive at your location if you do nothing else. This will let you know exactly how long you have until someone arrives when you're somewhere you shouldn't be.

I thought we'd be knee-deep in rabbits and playing cards by now -400 CP (Discounted for "The Crazy")
Some people's powers are just open books to you; you may not know the internal mechanics of their capabilities, but just by looking at someone, you understand what abilities they possess and their point of origin.

Good thing they're too busy fighting those goofs -600 CP (Discounted for "The Crazy")
Sometimes you just need a big distraction, something to take away or any intention or to pull people to a specific spot, and with this perk, you'll be able to create an instant distraction at any location you choose. Though you won't have any control over what this distraction is or what kind of chaos it can create, you will be able to choose who it's supposed to distract and what direction it's intended to move in.
Booster
This perk now acts like an enhanced **Narrative Perk,** which will allow you to detail what kind of distraction this perk creates and what its intentions are. While this will not give you direct control over the distraction, it will to an extent allow you to depict its actions.

Items:

The first purchases of discounted items cost 50% of their initial price for their respective **Origin**, with the **-100 CP** or **-50 CP** Discounted Perk being **Free**.



Costume - Free
As a supervillain, you will need your very own costume. You can customize this costume using the options from the Lego Character Builder, which also allows you to apply the options to different types of clothing, form-fitting bodysuits, with face masks or cowls.

The Armored Roadster -200 CP
This Batmobile is reinforced with an armour-plated body with an additional "Cocoon" mode with extra heavy armor capable of being deployed while the vehicle is stationary. The internals contain a two-seat cockpit, a passenger's side monitor, a self-diagnostic system, a CD recorder, and a voice-command operation and recognition system. The vehicle also contains a wide arsenal, including side-mounted grappling hook launchers, disc projectile launchers, and bomb dispensers. In an emergency, the vehicle can enter "Batmissile" mode, shedding all material outside of the central fuselage and reconfiguring the wheels and axles to fit through narrow openings.

Darkseid's Hover Destroyer -400 CP
This floating weaponised transport is the personal conveyance of the god of tyranny, acting as a tool of entertainment rather than a true vehicle. The vehicle is a hover tripod with an open control platform specifically sized for Darkseid, equipped with a built-in cannon capable of blasting through almost any material.

The Charlatan

Animal-rangs -100 CP (Free for "The Charlatan")
You can select any animal and gain a wide variety of boomerangs-esk weapons. With this purchase, you gain 30 standard boomerangs, 10 explosive boomerangs, 3 remote-controlled boomerangs, 5 flashbang boomerangs, 6 Shock boomerangs, 2 Rope Line boomerangs, and 2 cryo-gel quick freeze boomerangs. All of the chosen boomerangs will activate on collision when thrown, and each will have the appearance of an animal that you select, i.e., bat, owl, snake.

Magic Lasso -200 CP (Discounted for "The Charlatan")
This magical, virtually unbreakable rope forces anyone bound by it to completely obey the wielder. While there are some who are able to resist it works on nearly any being, suppressing their free will and forcing them to submit to the user's absolute authority.

Magic Trident -400 CP (Discounted for "The Charlatan")
This magic Trident once belonged to Neptune, but now it rests in your hands. While welding this Trident, you can direct and control the power of the sea and the ocean, allowing you to redirect water currents, create tsunamis, and control localised water with your mind.

Power Ring -600 CP (Discounted for "The Charlatan")
This powerful mockery of the Green Lanterns is a parasitic shard of the soul of Volthoom, or at least a version of him. This ring is able to generate anything imaginable by the wearer of the ring out of green soul energy. As with the Green Lantern ring, it can grant the wearer flight and armor to protect them from harm, but unlike the Green Lanterns, it has practically unlimited power, only being limited by the one who wields it.

The Mastermind

Direct Line -100 CP (Free for "The Mastermind")
This special red rotary phone lacks any number; instead, all you need to do is pick up the Phone Handset to call anyone you are thinking of. If they don't have a phone available, a copy of the red handset will appear in their hands.

Kryptonite -200 CP (Discounted for "The Mastermind")
This special green radioactive stone contains an immense amount of power, allowing it to be used in place of fuel for almost any type of technology. It can also be used to cripple Kryptonian nuisances.

Hall of Doom -400 CP (Discounted for "The Mastermind")
This high-tech secret base is designed to look like Black Manta's helmet and is normally hidden in a swamp. The facility has a number of high-tech facilities, a cloaking system, offensive lasers, and the facility can convert into a submarine or spacecraft.

Super Suit -600 CP (Discounted for "The Mastermind")
This high-tech Warsuit is based on Superman's costume and holds most of the equipment of normal Lex-Warsuits. The suit grants the wearer flight, force fields, a wide variety of energy blasts, as well as superhuman strength and durability comparable to Superman.

The Professional

Banana -100 CP (Free for "The Professional")
This odd banana is indistinguishable from a regular banana. When holding it, you can squeeze it in order to fire the insides of the banana like a bullet from a single-shot gun. You can summon as many of these bananas as you want, but only you can fire them.

Temperature Gun -200 CP (Discounted for "The Professional")
But with this multi-point heat energy projection weapon, you would be able to easily impersonate either Captain Cold or Heatwave. This modified weapon has the capacities of a heat gun and a cold gun, allowing it to project extreme heat and extreme cold, not to be confused with a fire gun or an ice gun.

Juryridged Slideways Teleporter -400 CP (Discounted for "The Professional")
This high-tech platform is a complex teleporter that allows the user to transport to any other platform instantly, regardless of distance. Unlike the regular model, this variant has been modified to hack into any other teleportation network, allowing the user to gain in-depth information about any other teleporter in the setting and teleport there, bypassing any forms of protection.

Comic Treadmill -600 CP (Discounted for "The Professional")
This high-tech sports equipment is a speedster's best friend as it can be used to open a tear way across the fourth and fifth dimensions. This means that it speeds up travel backwards and forwards through time and across parallel realities. The device contains enough speed force energy to allow the user to use it 10 times, even without being a speedster. The speed force energy will recharge once every 10 years or once per jump, whichever is first. Alternatively, charges could be used in order to grant a user access to the speed force for approximately a month per charge spent.

The Crazy

Joy Buzzer -100 CP (Free for "The Crazy")
This novelty gadget is one of the Joker's favourite toys. While this small handheld joy buzzer looks like a regular novelty toy, it has three modes. The first mode is a harmless toy that vibrates when the trigger is touched; the second mode gives a small, sharp jolt similar to static electricity, but the third mode produces a large amount of energy powerful enough to kill a mundane human.

Penguin Bomb -200 CP (Discounted for "The Crazy")
These penguin robots are capable of following simple directives given to them, such as following a vehicle attacking certain people or exploding at certain locations. The penguins are capable of exploding because each of them contains a small bomb within them that the penguin robot is able to activate at will. Each penguin contains 15 kg of plastic explosive, and you can summon up to 10 of them per day.

Fear Toxin -400 CP (Discounted for "The Crazy")
This canister contains a powerful toxin created by Dr Jonathan Crane as a powerful hallucinogenic chemical that forces victims to experience their most terrifying psychological fears. Normally, this toxin would only induce fear, but thanks to a colour-coordinated dial on the front of the canister, you can now switch it to induce rage, greed, fear, willpower, hope, compassion, or love. The canister will automatically refill over 24 hours, but you can activate it even when it is not full, though it will not have as large an effect.

Mother Box -600 CP (Discounted for "The Crazy")
This high-tech computer system is one of the most powerful and complex supercomputer that exists within the DC multiverse. The box is of Apokoliptian origin and contains a wide variety of functions, allowing it to heal and sustain organic life, create Boom Tubes for teleportation anywhere in the universe, interface with any technology, take energy from the Source for theoretically infinite energy, and it contains the last piece of the Anti-Life Equation

Companions:

Gain **+300 CP** to spend on the companions section.

Import Companion -50/200 CP
You can import companions into this Jump for **-50 CP** each or eight for **-200 CP**.
Each companion gains an **Origin** and **+400 CP**.

Special Import - Free
If you already have a companion who is native to the DC universe, you can import them for **Free**, with them merging with the native version of themself.
Each companion imported this way gains an **Origin** and **+600 CP**.

Canon Companion - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Custom Companion -100 CP
With this option, you can gain new non-canon characters either by creating a custom character, getting a copy of a character from another DC property like Yo-Yo Harley Quinn, or picking hybrid identities like an Iris West who became her world's Captain Cold or a character who only existed temporarily like Hal Grayson the Night Lantern.

Nippy The Charlatan Crab!! - Free
This human-level intelligence crab is devoted to crime and can telepathically speak with you.

Black Archer -50 CP
Artemis Crock was kidnapped as a child by Alastor Queen, the Blue Bowman, in order to manipulate her heroic parents. She was trained to be an assassin and torturer, with her main weapons training being in the use of a bow, crossbows, and daggers.

Mothlet -50 CP
Barbara Gordon is the daughter of corrupt mayor James Gordon, and after she killed some thugs affiliated with the Court of Owls in self-defence, she realised she enjoyed the rush of danger. Following this, she stole funds from her father in order to create gadgets and weapons, allowing her to take on dangerous assignments as the assassin and mercenary Mothlet.

Talon -50 CP
Tim Grayson was the son of circus owners who, during their short stay in Gotham, refused to pay protection money, resulting in their deaths. Tim was then taken in as the ward of Thomas Wayne Jr who performed numerous methods of brainwashing in order to shape Tim into a superior Talon, one worthy of being his protégé and pet assassin.

Ocean Lad -100 CP
Kaldur'ahm, also known as Ocean Lad, is a Half-Atlantean soldier picked out to be the Sea-King's royal guard. Even though Kaldur was trained to be a warrior within the Atlantan army, he was only chosen because he was secretly the son of Sea-King's archenemy, the hero Sting-Ray, and plans to reveal that deal only after Sting-Ray kills the child.

Kid Quick -100 CP
Waldo East is a ruthless speedster who gained his powers when he broke into an abandoned laboratory to perform vandalism. While smashing beakers, he was struck by lightning, granting him super speed, which he used to perform a petty crime spree. This spree caught the attention of Johnny Quick, who found the idea of having a mini-me hilarious, dubbing Waldo as Kid Quick and taking him into Johnny's crime family.

UltraViolent -100 CP
The illegitimate son of Ultraman and Dana Luthor, he was hidden away from Ultraman for most of his life while his mother tried to teach him how to curb his violent and psychotic tendencies. Unfortunately, one day he came across a fragment of Kryptonite, which he absorbed, giving him incredible powers that he used to go on a rampage. His actions got the attention and interest of Ultraman, who was more than happy to show his surprise son how to express his violent feelings to benefit both of them.

Wild Bitch -100 CP
Kareli Logan was a runaway who escaped her abusive parents, but due to where they lived got lost in the desert, where she was attacked by wild coyotes. During the attack, she unlocked her metahuman gene, which dyed her skin pink and allowed her to transform into a pink version of any animal she ate. The powers enhanced her animalistic mindset and gained the attention of the Paradise Society, which thought she would make a novel enforcer.

Crow -150 CP
Cordelia Claw is the result of a drunk teenage goth performing a ritual from a fake Satanist book. The ritual resulted in the daughter of an angel and a human; however, via her empathic powers, Cordelia became deeply influenced by the sins, pleasures, and emotions of those around her. When she finally tapped into her celestial heritage, she had already become a fallen half-angel who indulges in the desires of others.

Sterling -150 CP
The daughter of a corrupt U.S. Senator, Toni Monetti was handed over to the “Human’s First” extremist group when she was sixteen, and her skin turned silver. Shortly afterward, she realised that she could project offensive blasts of silver plasma, which she used not only to kill the “Human’s First” group but also her father, a number of unrelated politicians, and a wide variety of organisations that she felt had wronged her in some way.

Mistress M'gann -150 CP
M’gann Tyr'ahnee is a Black Martian and daughter of the Queen. Hating the boredom of her royal life, she went to Earth for her entertainment. Using a combination of her cunning, telepathy, and shapeshifting, M’gann quickly set herself up in a position of power in Happy Harbour. She takes great joy in pushing people’s boundaries through her razor-sharp wit and by taking on forms to arouse, disturb, or manipulate the people she interacts with.

Terrorfire -150 CP
Terrorist and aspiring Tyrant Princess Koriand'r attempted a violent coup on Tamaran but was defeated and exiled by her family. Being excited to Earth, she intends to build an army of metahumans in order to take her homeworld for herself. To this end, she created Team Tyrants, who are often mocked as the teen tyrants. Though she views Earth merely as a staging ground for her to conquer Tamaran, she has found the world entertaining.

Scenario: Marvel



For this jump, you will take on the role of a new "super-criminal" who has been brought to Ryker's Island for trespassing in a laboratory. Luckily, your arrival coincides with Norman Osborn breaking himself and other super-criminals out.

A short while later, the **Avengers** will be deceived and trapped by a super team from Earth-619, who call themself the **Ultimates**. Consisting of variants of Sentry, Wolverine, Captain Marvel, Spider-Man, Iron Patriot, Hawkeye, and Ares, the **Ultimates** pretend to be heroes; however, on Earth-619, they are better known as the **Thunderbolts**!

Together, you and other Marvel Super-Villains must team up to expose the **Thunderbolts** as the frauds they are and save the world… so that you can conquer it at your leisure.



You can not select this Scenario if you have previously used the **Lego Marvel Super-Villain Jumpdoc,** and can not use the **Lego Marvel Super-Villain Jumpdoc** as a Jump in the future of your Jumpchain.

If you take this scenario, you will have to utilise the **Lego Marvel Super-Villain Jumpdoc** at the end of the main jump and use it as though starting a new Jumpchain.

Using this scenario will gain a bonus +**300 CP** to spend in the **Lego Marvel Super-Villain Jumpdoc,** but you can not purchase any perks, items, or powers you have already purchased in this Jumpdoc.

Mechanically, the jump document will not count as a separate Jump but instead as a scenario extension of this Jump.

If you have taken the **Super Famous** drawback in this Jumpdoc, you must take it for this Scenario.

Scenario: Amalgam (Requires Gauntlet Trilogy Mode)



For this jump, you will take on the role of a new "super-criminal" who has been brought to Stryker's Island for trespassing in a laboratory. Luckily, your arrival coincides with Alexander Osborn breaking himself and other super-criminals out.

A short while later, the **Judgement League** will be deceived and trapped by a super team from Earth-206, who call themself the **Ultra-Society**. Consisting of Golden Dawn, Night Claw, Marvel Woman, Lightning Bug, Power Patriot, Sea Hawk, and Hephaestus, the **Ultra-Society** pretends to be heroes; however, on Earth-206, they are better known as the **Thunder Syndicate**!

Together, you and other Amalgam Super-Villains must team up to expose the **Thunder Syndicate** as the frauds they are to save the world… so that you can conquer it at your leisure.

This section will function as a new Jump and will have almost all the Perks, Items, and Drawbacks from the **Lego Marvel Supervillain Jump** and the **Lego DC Supervillain Jump,** except any duplicate options and the options costing **-600 CP** will be removed.



You will retain both the Origins chosen in the **Lego Marvel Supervillain Jump** and the **Lego DC Supervillain Jump**, but will not be able to purchase any perks, items, or powers that you have previously purchased in this Jumpdoc or the **Lego DC Supervillain Jumpdoc**.

If you have taken the **Super Famous** drawback, you will be a fusion of both options in this Scenario

Named Companions can be purchased in this document; however, each named companion is a fusion with their corresponding counterpoint, such as **Nippy The Charlatan Crab!!!** and as **Sticky The Thieving Tarantula!!!** would become **Snippy The Scoundrel Scorpion!!!**

By selecting the **Amalgam** Scenario you will be eligible to purchase the **Fusion Boosted Perks** listed below If you have previously purchased their corresponding perks.

Requires "I think our friend here isn't from our universe" and "This Stone is from another universe":

I Bring Universes with me and force reality to kneel -600 CP
The nature of reality bends to your will as the laws and rules of each reality you visit stay with you. All powers and items that you designated, even your own Non-Fiatbacked powers can be shifted so that they function the same as they would in any reality that you have visited. Battling the Iron Lantern, you could change the universal laws around them to the world of Undertale, warping them into a monster, to the world of Captain Planet, converting the light into roots, or even to a mundane world, making the power suit a powerless metal cage.
This Perk is also a Capstone Booster.

Requires "We are the Justice Syndicate" and "Are you supposed to be the Sinister Seven?":

The Past is malleable and mine to control -600 CP
You can now customize and set up a fake past for anyone you target. This will let you learn their true history and change the details in the process, altering and creating evidence so that the story you create seems true.
Booster
This perk will now act as a **Narrative Perk,** allowing you to completely customize any selected character's backstory either at the start of the jump or once per Jump per target as a retroactive retcon.

Requires "A valuable addition to our growing forces" and "We prevent our enemies from existing?":

Drawn to be as though by fate -600 CP
You now seem to have a toggleable bubble of fate that you can control. Thanks to this, you can use cause/effect and random happenstance to manipulate events so that you either meet the chosen people or so that you never meet, even when right next to each other.
Booster
Why simply repeal or attract fate when you can simply steal it? Thanks to this perk, you can copy or steal the fated encounters of others, such as meeting true love, a moment of success, or even the awakening of a mutant ability, and give them to as many people as you wish. Through this, you could create an outbreak of super soldiers, prevent anyone from dying from specific happenstands or even bestow the circumstance of that death on another.

Requires "I've just finished fashioning a cold-gun out of bed springs and soap" and "I've got more than a cave and box of scraps":

I can forge anything -600 CP
You are now a supernatural technological master as you now gain a complete understanding of how to create any technology or craftsmanship from any work of fiction from scratch. This also gives you a full understanding of any components and resources utilised during their creation. With this, simply by thinking about the starship enterprise, a lantern battery, a magical wand, or medication, you will know how to create them. This will also indicate what components and principles are compatible with you and the local setting, meaning that you will know if you are capable of creating the selected technology and if they will work in the jump you're in; if they don't, become Fiatback.
Booster
You no longer need to actually create the items you plan to make, and now, by merely having the resources available, you can instantly transform them into the finished product. You will gain the knowledge and experience from performing each step of construction, but you will get the final result instantly.

Requires "Good thing they're too busy fighting those goofs" and "An annoyance but only a minor one":

This world is designed to match my Intentions -600 CP
You seem to be more than a prophet, as you can now mentally read the events that are going to take place in the future as though reading a work of fiction. This allows you to learn the events relevant to you, plan out your responses to those events, and see how the world reacts to those choices.
Booster
This boost makes the perk more than just prediction, as it can rewrite history. When this perk is activated, you will be able to view the records of the history of the world you are in as a story and can rewrite it as you see fit. Anything you rewrite will change history, creating a knock-on effect that changes reality. You can also choose to isolate a change in the past so that the events afterwards do not change, but the history is recontextualised to allow those events to have taken place in the current history as far as events relate to you.

Special Import - Free
If you already have a companion who is native to the Amalgam universe, you can import them for **Free**, with them merging with the native version of themself.
Each companion imported this way gains an **Origin** and **+600 CP**.

Fusion Import - Free
You can choose to fuse 2 companions so long as one is native to the Marvel universe and the other is native to the DC universe. The fusion can be imported for **Free**, with them making the native version of themself canon.
Each companion imported this way gains an **Origin** and **+600 CP**.

Superpowers:

Comic book worlds often contain a myriad of Superpowered characters, and in this section, you will be able to purchase a wide variety of powers.



General Powers:
This section contains powers that can be purchased in each scenario and the main jump.
Absorption - Free (Mandatory, Incompatible with "Famous Hero")
This is a story-based power specific to your initially created character, aka "Rookie". With this power, you can stand in front of glowing generators and absorb whatever is inside them. Doing so will add a specific power to your set for the duration of this Jump.

Acrobat -50 CP
Your body is now incredibly physically fit, matching that of Olympic-level athletes. This gives you exceptional flexibility, balance, bodily coordination, speed, reflexes, strength, and endurance. From this, you can spin on horizontal poles in order to launch yourself up into the air. You can also launch yourself off walls that are placed close together and use them to wall-jump up to greater heights.

Buff -150 CP
You can now double in size, enhancing your muscle mass to make the muscles in your arms, legs, and chest far more pronounced.

Deflect -50 CP
You are now able to create a mirror-like surface in front of yourself. This surface will allow you to deflect incoming lasers, either back at the caster or at another point, useful if you don't have such beams on your team.

Dig -100 CP
Possibly through the use of claws or other implements, you are able to dig up what's beneath you mechanically. This can be used to dig up treasure, but can also be used to quickly create a hole or tunnel.

Electricity -200 CP
You are now able to generate and project electricity as an attack. You are also able to charge up electrical devices and generators.

Electricity Immunity -50 CP (Free with "Electricity")
You are now immune to electricity, as the energy passes through your body, it causes no negative effects.

Explosives -100/150 CP
You can now summon explosive balls of energy that you can use as weapons or for demolition. Silver LEGO objects in the environment require explosions to be broken and used.
For **-100 CP,** you can toss your explosive balls as though they were grenades.
For **-150 CP,** you can also launch your explosive balls like rockets by targeting something and willing them to fly to it.

Flight -200 CP
You now possess the capability to enter a "flying" state, where you can fly, moving up, down, and around. You can accelerate while moving to increase your speed, and it goes without saying, but with this, you can feasibly get to any spot on a map that's out of a normal person's reach.

Giant -300 CP
You are now able to grow in size, increasing your strength and durability. You can grow up to ten times your normal height proportionally to your regular appearance.

Glide -50 CP (Free with "Flight")
While this won't give you the true power of flight, you are now able to gently lower yourself towards the ground from any height without harming yourself. This will allow you to gain extra distance out of your jumps.

Heat Beam -200 CP
You are now able to fire a beam of heat that would allow you to destroy Gold LEGO objects. Objects will heat up before being destroyed, but you can also use the heat beam to trace a line around a wall in order to cut out a particular shape from it. The heat beam also works well against enemies, since it's a constant damage flow.

Heat Immunity -50 CP (Free with "Heat Beam")
You are now immune to fire and extreme heat, as it can not burn your body or cause negative effects.

Ice Blast -200 CP
You can now create blasts of icy clouds and ice beams, which can be used to put out fires or freeze enemies. It can also be used on certain bodies of water to form them into ice structures.

Ice Immunity -50 CP (Free with "Ice Blast")
You are now immune to ice and extreme cold, as it can not freeze your body or cause negative effects.

Mind Control -300 CP
You are now able to tap into the minds of others, allowing you to assume control of those who are weak-willed or susceptible to your mind control. While controlling someone, you can use their body and all their abilities as if they were your own.

Plant Growth -200 CP
You are now able to manipulate plant life either by creating some kind of plant life that will affect the area or by directly manipulating plants that are already alive and in bloom.

Shrink -100 CP (Discounted with "Buff" or "Tiny" Free with Both)
You can now halve in size, allowing you to enter into smaller spaces, such as traveling through vents. This can also be used to make it harder for others to strike you by quickly reducing your size in combat.

Smash -150 CP
You are now able to perform a charged strike attack, allowing you to hit enemies with enhanced force or break down walls in a single punch.

Sonic Blast -100 CP
You are now able to release a sonic blast that will break all those glass LEGOs, as well as cause damage to anyone in the area.

Stealth -50 CP
You are now able to render yourself invisible to security cameras and other non-living recording devices.

Super-Strength -200 CP (Discounted with "Smash")
You now have the ability to pull and pick up large and heavy objects with ease. This also allows you to pull on objects with LEGO orange handles attached, either by moving the object around, picking it up, or ripping it off its mounting.

Super-Speed -200 CP
You now have Super-Speed, allowing you to move at hyper-velocity, build objects instantly by auto-assembling bouncing LEGO bricks, and run up walls.

Target -50 CP
You can also now target anything with this power, making it so that any Projectiles you fire always hit the target you have marked. This is used to fine-tune where you send your projectiles, and when throwing a single weapon, it can hit multiple targets.

Tech Support -100 CP
You are now able to hack into any technology; depending on the panel, you may have to implement further interaction, either tapping a button or even manipulating a small puzzle. When technology is damaged, such as having smoke and sparks coming off it, you can use this power to have the item completely repaired.

Telekinesis -100 CP
You are now able to pick up people and objects at a distance. This can be used to move or build objects without touching them, including the LEGO pieces with colored sparkles on them.

Teleport -150 CP
You are now able to perform a short-range teleportation with focus or preset locations. You can use this to teleport to distant locations.

Tiny -300 (Discounted with "Giant")
You are now able to shrink in size, down to one percent of your normal height, proportionally to your regular appearance. This allows you to enter tiny spaces such as fuse boxes and under doors.

Toxic Immunity -50 CP
You now have a passive resistance to toxins, as you can walk through toxic gas or toxic goo with no ill effects.

Tracking -50 CP
You are now able to track anything, as long as you have something in mind and are at a location where they have been recently, you will be able to make some colored footprints appear. Follow these prints in their trail to reach the endpoint, to find what you are tracking.

Transform -100 CP
This ability allows you to shapeshift, allowing you to effectively change your appearance into that of a different person.

DC Powers:
This section contains powers that can only be purchased during the DC Jump or DC Scenario.

Boomerang -50 CP
You are now able to throw any object and have it return to you like a cartoon boomerang, even after striking something.

Bubble Shield -100 CP
You are now able to create an indestructible energy shield around yourself and anyone near you, but you will not be able to move the bubble shield while it is active.

Detective Mode -100 CP
You are now able to activate a special perception ability that allows you to find hidden things in the environment. The important items you'll need will be highlighted with information about the abilities you will need to access them.

Earth Control -200 CP
You are able to manipulate and control earth, allowing you to fire boulders with your mind and movements. When touching the ground or stones, you will also be able to move them within a certain radius in order to open secret passages or dig holes.

Hallucinate -100 CP
You are now able to force others to feel the effects of toxic substances used by various supervillains. When you activate this, you can make yourself seem to be a horrific monster or apply it to someone else to cause them to have a temporary laughing fit or fear-induced hallucination.

Illumination -50 CP
You are now able to light things up as you can produce light from any part of your body and switch it off at will.

Lantern -200 CP
You are now able to mimic the powers of the Lantern Corps. This allows you to make hard light constructs out of clear-colored light. While this will function like a lantern ring, it will lack the reinforcements the rings gain from the emotional spectrum.

Mirror Portal -200 CP
You are now able to open a portal at any reflective surface, allowing you to travel through the mirror world in order to get to locations usually out of normal reach.

Drawbacks:



Blocks-Be-Gone - Free
Normally, this world and jump setting would be compromised by various forms of LEGO, the children's construction toy. With this drawback, you can change that, making it so that the world is no longer plastic but instead a regular DC world of organic people and plants.

Famous Hero - Free
Rather than being the custom player character known as the "Rookie", you can instead select any canon DC character and replace them.

I'm his biggest fan +100 CP
There is an immortal weirdo who seems to know everything about your in-jump powers, abilities, and history. They also seem desperate to share this information with anyone who will listen.

Who designed your costume? +100 CP
Your costume will no longer be designed by you and will now be the result of using the random function on the LEGO DC Super Villain character builder. You will automatically be equipped with the costume whenever action takes place and will be unable to remove any part of it unless you are in your downtime.

This one doesn't say anything +100 CP
You are now mute, incapable of speaking, and any attempts to communicate with others audibly will fail miserably.

Get the clowns +100 CP
Whenever you get into a battle, your enemies will prioritise attacking you over everyone else there, even if your allies are a bigger threat.

No, I'm not a ghost +100 CP
It seems that you have an extra superpower, as now you can glow in the dark; well, you will glow in the dark regardless of your intentions. Post-Jump, you will be able to toggle this.

That's enough TV +100 CP
You know, parents used to say that watching TV would give people square eyes, but that's not really the case for you. Whenever you are watching television, your eyes will start to burn; the longer you watch TV, the more painful it becomes.

I can locate a vessel to get us there +100 CP
It seems you have a bit of trouble when it comes to transport, as anytime you need to get somewhere you can't under your own power, you will not find any legal method of transport; this will often require that you steal a ride.

Abraca zebra +100 CP
You have no clue how the power sets of others work, but for some reason, you are confident that you know exactly how they work.

I never had Aquaman pegged for a golfer +100 CP
It seems that everyone you know has an obscure hobby that they are obsessed with. They also seem to have an obsessive need to pester you about their hobbies, seeming to want you to know all about their favorite pastime.

Your prisons couldn't hold us +200 CP
Whenever you manage to capture someone, they will always seem to slip out of your fingers. The first time in a day you capture them, they will easily escape when you're not looking.

I still don't see why we have to sneak around +200 CP
Although you may have some skills in the art of stealth, you have no appreciation for it. If a plan has a need to sneak, you will find it annoying and often not bother following the stealth aspect of the plan.

So much Ocean +200 CP
You can not complete this jump until you find a small, durable box that has been placed somewhere on the ocean floor. You will gain a compass that, once every 24 hours, you can press a button on, and it will point in the direction of the box.

I detest this playing at being a hero +200 CP
It seems all the good intentions in the world only exist to make you feel ill. Anytime you do anything good or kind, you will get a disgusting feeling about it.

Have you ever seen what a surprised ape can do? +200
There is just something about you that animals don't like. Any time you are within 30ft of a non-sentient creature, it will go out of its way to attack you.

Your helpers got stuck in a cosmic rock +200 CP
Whenever you are working alongside others and must enter into battle, they will always seem to find something else to do, leaving you to fight alone. In most situations, it will be because they have something else to do while you are battling, but sometimes they just can't be bothered to fight alongside you.

Not without an eyewitness or evidence +200 CP
Whenever something is disputed between you and someone else, your words will be disregarded in favour of the other person unless you have proof or others to back up your statement.

Someone stole my doughnut and my uniform +200 CP
You have a terrible sense of perception, as anytime someone walks up to you I, you will be completely oblivious until they say something to you or physically touch you.

What a hideous corruption +300 CP
There seems to be some terrible corruption making its way around the world that replaces mundane people with hideous knockoffs that disgust you in ways you can't quite express. In the Lego world, people will be replaced by Mega Blocks, Pantasy, Lumibricks, Cobi, and Duplo figures. In a mundane world, this would be akin to people being replaced by manikins, homunculi, patchwork people, and zombie-like living corpses. While these people won't be any more dangerous than ordinary humans, they will be disgusting to you.

I'm an ice cream stealing bad person +300 CP
Your sense of good and evil is very childish, as your perspective on heroes is that they always represent pure altruism and patriotism, while villains are goofy and harmless, being motivated by simple greed. You completely lack any moral ambiguity; to you, anti-heroes are villains, and you will try to wrap everything up with black-and-white moral lessons that don't fit the real world.

Big sea monster roaming the sea's +300 CP
It seems a deep and terrible creature of Satanic rage has been unleashed. Bursting from its sunken cave upon the ocean, seeking to end you at any cost. Its voice may also sound like that of Brian Wecht.

Reports of a breakout at Arkham have been greatly exaggerated +300 CP
It seems you are on your own, as none of your in-universe villainous allies will have managed to escape their imprisonment, and it seems that they will not be available to help you regardless of what you do.

You really think you can stop me +?00 CP
Whenever you are facing a group of enemies, they will always get reinforcements and additional support. When fighting superpowered foes, they will gain additional support from other powered individuals whose powers are not as powerful.
For **+100 CP,** you will always have to face twice the number of enemies you otherwise would.
For **+300 CP,** you will have to face ten times the number of enemies you otherwise would.
For **+500 CP,** you will have to fight twenty times the number of enemies you otherwise would.
For **+1000 CP,** you will have to fight fifty times the number of enemies you otherwise would.

The End:

You have completed this jump so what is your next great adventure?

Remain:
You want to stay in this world long term? Ok as a consolation prize you gain an extra **+1000 CP** to spend in this Document however you wish.

Move On:
On to the next Jump and the next adventure!

Home:
No more Jumps? Have you finished with your jumpchain adventure? I hope you enjoy going home but as a bonus you gain a **Warp Gate** item that will allow you to travel between your home continuity and this Jump setting once per day, have fun.

A Little Bit of Everything: (Requires Gauntlet Trilogy Mode)
Well it seems you got all the benefits as by completing all 3 **Gauntlet's** you gain the following:

- **+500 CP** to spend in each Gauntlet.
- You can continue onto your next jump and if that jump was created by **DeverosSphere** you gain **+100 CP** to spend in it.
- 3 **Warp Gate** items one to each setting that will allow you to travel to and from your current continuity and the corresponding setting. Time when you use the gate to leave each setting meaning no matter how long you are away no time will pass.