



Legion of Super Heroes Jumpchain - CYOA V1.0
By Some Bored Guy On The Internet

Welcome Jumper, I am certain you have heard of the DC Multiverse. For the next decade, you will be sent to DCUAOM.

Like almost every DC Universe, this one has metas, aliens, magic, and billionaires dressing up as bats to beat up mentally ill people- oh wait, that was back in the 21st Century. That's not when you begin your journey.

Welcome to the DC Universe in 31st Century. Where teenagers that are too young to shave or even drive seem to be the first line of defense against everything evil.

You'll be here for the next ten years. To help you on your journey take this:

+1000cp

ORIGINS

Outsider [Free]: You are not from around here. Maybe you are from a planet that is not associated with the United Planets, or come from a different time. Regardless, you do not have much history in these parts. If you want, you can take this origin as Drop-In.

Legion Reject [Free]: You have tried to enter the Legion in the past, however, you were rejected for one reason or the other. It is up to you whether to apply in the future, create your own group of heroes, or turn to villainy.

Legionnaire [Free]: You are a member of the Legion of Superheroes. This is a diverse group of heroes, so where you are from and how you came to be is dependent on further purchases on this jump.

Fatal Five [Free]: You are on the other side of the law abiders. You may be a lone villain, or even a member of the Fatal Five with a history going up against the Legion. In which case, you replace one of the existing members of the villainous organization.

Age: Roll a 1d6 + 12 to determine your physical age

Gender: Keep your previous gender

Or pay 100cp to determine either of these yourself

RACE

Human [Free]: You are an ordinary human or a humanoid alien that only has minor cosmetic variations to humans.

Carggite [100cp]: Carggites have the ability to split into three distinct humanoid bodies, but with a single mind linking them as one. They share thoughts, memories and feelings once they are merged as one. However, if one of the three bodies is separated, they die for good while the other two remain.

Thanagarian [100cp]: Thanagarians are humanoid beings born with wings. Thanagarians are also credited with creating anti-gravity technology by utilizing a natural element called Nth Metal. You start our basic knowledge of that technology.

Bgztlia [200cp]: Like all natives of the planet Bgztl, you now have the ability to turn intangible or "phase". Bgztl is connected with the extra-dimensional space known as the Phantom Zone. While phased, you are immune to physical harm, can maneuver through solid objects and fly under your own power. You also have the ability to disrupt the workings of electronic devices by moving through them while phased.

Braalian [200cp]: You are from planet Braal. Like all Braalian's you have the natural ability to lift and manipulate metal. Cosmic Boy can produce a number of effects. He can manipulate, repel, or attract metal objects of varying sizes. Naturally, the more metal is in an object the easier it is for him to affect magnetically. His super-magnetism has only a slight effect on the metallic particles of smog. He is able to juggle smaller metal objects. Cosmic Boy has pulled large iron meteors and satellites down from space with minimal effort, as well. He can use his magnetic power on rocks that contain iron ore. He once exerted "every bit" of his power to draw thousands of iron chunks upward into space. Cosmic Boy can protect himself from physical harm, can stretch his fields to protect a large group, and can suspend persons or objects in the air.

Titanian [200cp]: A humanoid race that was originally experimented by Dominators, genetically enhancing them with various super-powers. You have great psionic talents, including telepathy and mental manipulation. Not only that, when you are physically and/or emotionally weakened you can (at will), put yourself into a deep sleep to let your mind rest and heal at an accelerated rate, enough to heal from minor injuries in minutes, and life threatening ones within a few hours.

Naltorian [300cp]: You are from planet Naltor. An ancient colony of Earth. Like all natives of Naltor, you have the power to see the future and experience visions in dreams. Even while awake, you can glimpse seconds into the future.

Bismollian [300cp]: You are from the planet Bismoll, an ancient colony of Earth. You can eat any substance in any amount at super-speed. You can consume an unlimited amount of matter in any form - solid, liquid or gas. Can even hollow out a large meteor in a matter of minutes.

Coulan [400cp]: You are a Coulan, born on the planet Colu, where the residents are 95% robotic. Even an average Coulan possesses a Level 10 Intellect, which would make you one of the smartest men or women in the Universe. As a nano-based cybernetic organism, your human-like form can alter its shape to create tools and weapons or even transform into a large, battle robot form.

Kryptonian [500cp]: Wasn't Krypton destroyed back in the 20th Century? Why are there still Kryptonians in the 31st Century? Maybe you are a descendant of Kal-El, or maybe you are from Kandor, who knows? Doesn't matter. You now possess the traditional powers of a Kryptonian under the effects of yellow and blue sun. You possess the ability to fly under your own power, incredible strength and near invulnerability. Your eyes can emit bursts of heat, while vision ranges from the microscopic to the telescopic. Your vision is also capable of a broader spectrum than human eyes, able to see x-rays and radio waves. You can hear faint sounds amongst a bustle of noises by concentrating. Your lungs are capable of holding air for long periods of time in environments without oxygen, and the ability to compress this air and exhale it in a freezing capacity. However, being a Kryptonian comes with myriad of weaknesses. Kryptonians will rapidly lose their powers under red stellar radiation. Kryptonite radiation is deadly to you. And magic can have unpredictable effects on you.

For an **additional 100cp**, like Superman X, your DNA has been laced with Kryptonite, granting you an immunity to the element's radiation unlike other Kryptonians.

For an **additional 100cp**, this also gives you the ability to summon crystal structures that can surround and bind your enemies, project an energy beam from your hands that crystallizes whatever it hits, or even shoot green eye beams that outright trap opponents in Kryptonite structures.

Zeroxian [1000cp]: Arguably the most dangerous race in the Universe. Zeroxians originate from the planet Zerox, its inhabitants were originally from Earth, however, due to their magical capabilities they faced unjust prosecution during the middle ages and left for a different dimension called Gemworld. In the 30th century, the dimension shifted and Gemworld became a planet. It was renamed Zerox or the Sorcerers' World. As a Zeroxian you are one of the most powerful beings in the Universe, capable of magical feats that can bring down the entire Legion of Superheroes by yourself.

Hybrid [Variable]: It seems you are not a member of any one race. Instead, you are a hybrid of two. You appear to possess all the powers and weaknesses of both your races. The cp cost of your race is variable: The More Expensive Race + 200cp.

LOCATIONS

Roll 1d6 to determine your starting location, or you can pay 100cp to determine it yourself

1. **Legion Headquarters** - The headquarters of the Legion of Super Heroes. Currently they are in a turmoil about the Fatal Five. You appear just outside the headquarters.
2. **Superman Museum** - The Superman Museum was founded in the 21st century by the famous explorer, Stefan Andriessen in honor of Metropolis' resident hero. It contains replicas of props, allies, and super villains associated with Superman. You appear just outside the museum.
3. **New Metropolis** - The city that the Legion of Super Hero operates the most. You start anywhere of your choice in the city.
4. **Olympus 12** - Olympus 12 is home to the Intergalactic Games, an Olympic tournament of the best athletes. It takes advantage of the planet's diverse geography to offer grueling contests, such as foot races through volcanoes, hovercraft races, and diving. Currently, there is a couple of months until the Intergalactic Games.
5. **Zerox** - The magical dimension of Gemworld shifted and became a planet. It was renamed Zerox or the Sorcerers' World. Still feudal in nature, it evolved to use bureaucracy to limit the abuse of magic. Due to its adherence to these rules, Zerox was at odds with the United Planets and all ties were severed. The planet cloaked itself and hid from the rest of the universe. If you are not a Zeroxian, you will be given a one way ticket out of the planet to a chosen location... after going through months of bureaucracy that is.
6. **Free Choice:** It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

Super Looks [100cp]: Wow... Wow... Wow... That's what Phantom Girl/Lightning Lad would say the first time they saw you (depending on your gender). You are incredibly good looking, you are at least an 8 out of 10.

Telepathic Immunity [200cp]: As with many superhero settings, there are telepaths in this verse. This perk gives you immunity to telepathic abilities, however, you are still susceptible to magical and/or technological attacks on your mind.

How Does This Thing Even Work? [400cp/Free]: Time travel is a complicated matter. Especially in this Universe, where Superman X and Imperix can come from the 41st Century into the 31st Century, and change the timeline as much as they want without accidentally erasing themselves. Like them, changes to the timeline do not affect you. For this jump, this perk is free, however, to keep it you will need to purchase this perk for **400cp**.

Meta [Varies] (Discounted for Human): You possess a unique gene that separates you from the rest of your race. This perk can only be purchased once as most metas only have one power.

For **100cp**, you possess a meta power that would normally make you a reject of the Legion, although some were accepted. The powers in this range include turning your body into a bouncing ball (Bouncing Boy), having prehensile hair (Wave), turning your body into immovable stone (Stone Boy), and color changing (Color Kid).

For **200cp**, you possess a meta power that could make you a common member of the Legion. The powers in this range include Wolf Hybrid Physiology (Timberwolf), Size Shifting (Colossal Boy), and Organic Iron Transformation (Ferro Lad).

For **400cp**, you possess a meta power that could make you one of the more integral members of the Legion. The powers in this price range include Electrokinetics (Lightning Lad), Anti-Matter Touch (Mano), and Gravitokinesis (Star Boy). Some powers in this range can potentially cause planetary threat if the user is strained enough or empowered through outside factors.

For **600cp**, you possess a meta power that could make you one of the most powerful members of the Legion. The powers in this price range include Speed Force Conduit (Impulse), Ultra-Energy (Ultra-Boy), Adaptive Evolution (Doomsday) and Power Negation (Nemesis Kid).



Drop-In Perks

Brainy [100cp]: You have an eidetic and photographic memory, allowing you to recall any event you have witnessed, heard, or any book you have read in an instant. (Free for Coulans and/or with Smartest Girl In The World Perk)

Magica Absistus [200cp]: Even the biggest dummy could learn this basic counter spell, and use it on Magical planets like Zerox. But now, you can use it even on Earth or planets with no innate magic. Also, do not look down on this spell just because it is simple. It is capable of undoing/blocking even Mordru's spell, arguably the most powerful magical from the planet Zerox.

Trials [400cp]: On Zerox, even the most heinous criminals are believed to be redeemable. And now, regardless of your crimes, you can get a full pardon if you were to go through a series of several trials that is to provide you with some degree of challenge.

Smartest Girl In The World [600cp]: Despite your apparent age, you possess one of the greatest minds your world has ever seen. As a species with intellect comparable to humans of the 31st Century, you would be a Level 10 Intellect, rivaling the average Coulan and Alexis Luthor (Descendent of Lex Luthor and the current Smartest Girl In The World), however, as a Coulan even Brainiac 1.0 would have to admit you are an intellectual peer to him.

Note: The average Coulan in the Comic Universe possesses a Level 8 Intellect, however, in this Verse, they possess a Level 10 Intellect, and even humans in the 31st Century possess Level 6 Intellect, so even without this perk you would be much smarter than an average person from the 21st Century.



Legion Reject Perks

If At First You Don't Succeed... [100cp]: Try and try again. You handle failure better than most. If you were to fail, you can get back up and try once again without being discouraged due to your initial failure. Although this does not stop you from learning from your mistakes.

Anti-Cloning [200cp]: Why would anyone want to clone a reject? I do not know. Doesn't really matter I suppose. Now, thanks to this perk, any attempts to clone you will fail, and the clone will quickly die, that is unless you were the one who attempted the process of cloning.

Power Negation Negation [400cp]: No that was not an error, I meant to write two 'Negation'. You are now immune to having your powers be suppressed or removed unless you allow them to be. Although I have no clue why a Legion Reject would need something like this in the first place.

Karate Jumper [600cp]: The Legion has a policy of not accepting individuals without super powers. They even rejected the greatest martial artist in the Universe, Karate Kid. A 'mere' human that is capable of sparring against a Kryptonian. And now, you are the only person in the Universe who can rival him in terms of hand to hand combat. Like him, you have mastered every documented form of martial arts to have been developed up to the 31st century.



Legionnaire Perks

Pilot [100cp]: This is the 31st Century, there are countless vehicles capable of intergalactic travel, and now, you are an expert driver of any vehicle. This, however, might not allow you to operate a vehicle if you are either physically incapable, or there is a prerequisite requirement (ie. only a Coulan can operate this ship).

Collateral Damage [200cp]: When heroes and villains fight, it is the common people that suffer. But thanks to this, you are highly skilled at keeping collateral damage to a minimum. This, however, isn't perfect as at the drop of a hat, villains can still decide to destroy a building full of people to create a moment of opening.

Awesome Kids United [400cp]: Believe it or not, that was the original name of the Legion of Super Heroes... I know, not the most creative bunch when it comes to name stuff, but they are a loyal bunch. Even though they may argue, they almost never backstab each other. And like them, when you give someone your loyalty, they return it.

Elections [600cp]: The Legion seemingly holds an election every once in a while to decide on a leader. Somehow, Bouncy Boy, arguably the weakest and least capable member, managed to win the election even though he didn't even vote for himself. And now, like him, you find it simple to win any election you enter. Who knows, you might want to run for President Wazzo's office.



Fatal Five Perks

Betrayal [100cp/200cp]: It is the iron clad rule that villains will eventually betray each other. And you have a supernatural sense to know when someone is about to betray you. This, however, is not perfect, as it does not tell you who it is, just gives a brief idea on who it is..

For an **additional 100cp (undiscounted)** you will know who is betraying you.

Saving the Boy [200cp]: Heroes are a peculiar bunch. They would travel a thousand years into the past just to have a shot at taking you down, but once the innocents are in trouble, they are willing to forget about previous grievances in order save them, even if it means saving you in the process. And now, thanks to this perk, these kinds of situations occur to you far more often than you would expect.

Powerful Artifact [400cp]: More often than not villains in this Universe seemingly do not have any super powers. Instead, they are in possession of powerful artifacts, or advanced technology. Like them, you find it easy to acquire objects of power. And once per jump, it is guaranteed you will encounter an item that can empower you enough to make you a challenge for the strongest hero in the setting. If you are already more powerful than the hero in question, you can decide which item you will encounter.

Evil Does Not Die... It Evolves [600cp]: Once per jump, if you were to die. You will seemingly resurrect in a relatively safe environment and come back stronger than before. Imagine this to be a 10 percent increase to your overall capabilities. Can be purchased multiple times, however, only the first purchase is discounted to Fatal Five origin.



ITEMS

Item trees are discounted to the origin, General Items are non-discounted, and 100 cp items are free to the origin.

General Items

Costume [100cp/Free]: You have in your possession, a super-suit. While not offering much protection, it is of a design of your choice, and does not inhibit your usage of powers. The first purchase is free for everyone.

Dark Circle [200cp]: You are in charge of a group of elite mercenaries that are capable of challenging the core group of Legion of Super Heroes- without Superman that is. They are all deadly loyal to you, and will follow you to the end. In future jumps, the mercenaries follow you as followers.

Nth Metal [400cp/Free]: You are in possession of a metric ton of Nth metal. This metal has unique properties as it can be used in anti-gravity technology, and seemingly capable of disrupting magic. Once per jump or 10 years, it is replenished. The first purchase is free for Thanagarians.

Time Bubble [600cp]: One of the more dangerous items in the world. A time travel bubble that can take you, and a few others to the past or to the future. And don't worry, it somehow protects the travelers from accidentally erasing themselves from the timeline.



Drop-In Items

Fake Papers [100cp]: Living in a world where everything requires an id can be difficult. With this item, you will have fake papers despite just appearing out of nowhere. It would take someone like that detective from the 21st Century looking into your case for a couple of weeks to find out they are fake.

Robot Butler [200cp]: A robot butler that is completely loyal to you. By default it is named Alfred, and has a British accent, but you can change that if you want. The robot itself is capable of giving a challenge to most Legionnaires although someone like the Boy of Steel could easily dismantle it.

Science Police [400cp]: lame name, I am aware. Most things in the 31st Century have lame names. However, these are the law enforcement agents of the United Planets, and now, they are in your pockets. In future jumps, think of this as having the local cops in your pocket.

Richest Girl In The Galaxy [600cp]: You are now one of the richest people in the galaxy, your wealth is nearly endless. In future jumps, such as worlds similar to your native one, this would make you roughly as rich as Elon Musk or Jeff Bezos, rich enough to not know what you want to do with all that money.



Legion Reject Items

Mom's Car [100cp]: Your mom has a car that is capable of interstellar travel. And she is willing to give you a ride if it is on weekends. Once you come of age (16 or 18 depending on when the driver licenses are issued by the United Planets), she will give you the keys of the car.

Allowance [200cp]: You still live with your parents, this means you get a certain allowance. Your family appears to be rich, and gives you the equivalent of a full time minimum wage job without having to do any work. They will sponsor you until your time is up here, and in future jump, you receive the equivalent of minimum wage every month from a random benefactor.

Starfinger Gauntlet [400cp]: You are in possession of a Glove, each finger produces a different effect such as Cyrokinesis, Pyrokinesis, Sound Manipulation, Hydrokinesis, and Dimensional Summoning; which releases a small creatures nicknamed Furies which over time grow into monstrous creatures and a potential threat to an entire planet! Use this glove wisely.

Planet [600cp]: Your very own planet. By default, this is your home planet, this item will make it so you are the leader of that planet. However, if you want to design the planet, the population has to be the same as your chosen race in this jump. In future jumps, you can insert the planet into the verse as you see fit.



Legionnaire Items

Legion Ring [100cp]: A special ring that signifies you as part of the Legion of Super-Heroes. With this not only are you now a full member of the Legion (even if you are a Drop-In), but you can also fly while wearing it and survive in environments such as space and the bottom of the ocean.

Cloaking Belts [200cp]: Some Legion members were given Brainiac 5's cloaking belts that can turn the wearer invisible, and make them undetectable to radar. You were one of the lucky ones, and are in possession of such a belt.

Phantom Zone Projector [400cp]: You are in possession of a Phantom Zone Projector, it only works for you and those you allow to use it. It is capable of opening a gateway to the prison realm that can imprison beings that are unkillable and/or threats to Full Grown Kryptonians. The only known way to release someone in the Phantom Zone is from this very same projector.

Brainiac 1.0 [600cp]: You have in your possession the program of Brainiac 1.0 as an AI helper. This AI is as smart as the original Brainiac, however, does not have its murderous and psychotic personality, instead, it is completely loyal to you. If you want, this could mean the original Brainiac will never return, as it is now your loyal AI. In future jumps, this can be a companion or a follower depending on your choice.



Fatal Five Items

Mask [100cp]: While most villains in the 31st Century do not seem to have a secret identity, I am sure you would agree with me when I say having a secret identity could be very useful for a proper villain. Now, you have a mask that perfectly hides your identity while worn. Even the likes of Superman and/or Brainiac 5 cannot figure out your identity as long as you are confronting them while wearing this mask.

The Persuader [200cp]: Atomic Axes were created in the 27th century to adapt to heavy gravity mining colonies. The most famous of these axes was named "The Persuader." Its blade was outfitted with disintegration technology thus allowing it to cancel molecular bonds and cut through anything, even energy fields. Now you are psychically bonded with this ax, and even separated, it will find you. Although, some beings such as Kryptonians have been shown to survive blows from the axe. If you want, this could be the perfect replica of the original, or the original.

Emerald Eye of Ekron [400cp]: An ancient artifact controlled by you. The eye's supernatural powers allow you to fly and give you the ability to survive in space, enhanced physical abilities, and flight. At your command, the eye can project powerful energy blasts, cast illusions, generate energy constructs, form bubbles to imprison or protect others and large groups, affect matter, put others under mind control, and teleport herself and others anywhere in the galaxy. If you want, this could be the perfect replica of the original, or the original.

Imperiex Enhancement [600cp]: Imperiex is the perfect fusion between interface technology and flesh. And now, like him, you have been enhanced with interface technology, enough so that even a normal human could keep up, and even defeat a Kryptonian under the effects of a yellow sun. Who knows how powerful a Kryptonian would be with these enhancements?



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 600cp to spend on perks, and items.

For an **additional 300cp**. Import up to 8 companions, each gain an origin of their own and 600cp to spend on perks, and items.

Cannon Companion (Legionnaire) [100cp]: You can choose to recruit any canon character that has joined the Legion of Super-Heroes at some point. You'll eventually meet them at an opportune time (which may or may not involve time travel). You have to reveal your jumper nature to them, and if they agree, they can follow you in your journey.

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DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Justice League vs. the Fatal Five [+0cp]: Do you wish to start in the world of Justice League vs. the Fatal Five? If so, this is for you.

The Legion of Super-Heroes (Movie) [+0cp]: Do you wish to start in the world of The Legion of Super-Heroes (Movie). If so, this is for you. Alternatively, if you want, you can have Superman bring Supergirl to the future in the series timeline.

Physical Mutation [+0cp]: You possess an unusual physical feature that sets you apart from others. This is an aesthetically pleasing, minor mutation, such as red eyes.

For an **additional +100cp**, this could be more severe, like unusual skin color, pitch black eyes, or wings (non-vestigial unless you have a source of power for flight). This mutation cannot be hidden with any perk, power, item, or ability for more than an hour a day.

For an **additional +100cp**, you possess a very unusual body that makes ordinary humans frightened of you at sight. You could look like a Werewolf, or someone with 6 eyes and pale skin. This mutation cannot be hidden with any power, item, or ability for more than an hour a day.

Stay Extender [+100cp]: Your stay in this verse has been extended by 10 more years. This drawback can be purchased as many times as you wish, however, only the first purchase gives you cp.

Just A Reject [+100cp]: The other heroes and villains look down on you, they think you should feel lucky to even be on the team and do the dirty work if they say so. Maybe this is due to your looks, powers, or even your race. This, however, does not make your enemies underestimate you.

No Killing Rule [+100cp]: The iron-clad rule of DC Heroes, even in the 31st Century. Thou Shall Not Kill. Doesn't matter if it is a mass-murdering lunatic like the Imperiox or someone that threatens your life. If someone does die while fighting you due to an accident, you will feel horribly conflicted and saddened by it. The only exception to this rule is during large-scale alien invasions. During those, heroes seem to completely disregard this rule.

You Are Brainiac [+200cp]: You are now related to a notorious criminal from the 21st Century, who is it you ask? That is dependent on your purchases in this jump. For Coulans, this is Brainiac 1.0, and for Kryptonians, this could be General Zod. Regardless, most heroes will treat you with a certain degree of scrutiny. Some may even attack you on spot.

21st Century Farm Boy [+200cp]: You are not from these parts are you? That shows by the fact that you are incapable of operating any machinery that is more advanced than what you would expect to find in the 21st Century.

Amputee [+200cp]: You have lost a limb, either an arm or a leg, dealer's choice. But unlike what Lightning Lad might get in the future, you currently have a primitive replacement, either a peg leg or a hook, but I am sure you can find a better replacement.

Note: No regrowing your arm or leg.

Locked Away [+300cp]: No out-of-jump powers, perks, items, nor warehouse. If this is your first jump, feel free to take the +300cp, DC is rough, to begin with.

Legion's Nemesis [+300cp]: The Legion of Super-Heroes has deemed you a threat to the Universe at large, and will stop at nothing to get rid of you. The Legion is aware of your nature as a Jumper and all the powers and abilities from your previous jumps. They are not above using time travel to bring heroes from the past if they believe they need additional help.

Jumper X [+300cp]: There is a clone of you out there. This clone of yours possesses all your powers, and perks from the previous jumps as well as this one, and is further enhanced to be immune to any weaknesses you might possess. This clone's primary goal in life is to ensure your demise. If you, by some miracle, convince him or her to give up on this quest, he or she can join you as a Companion.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.