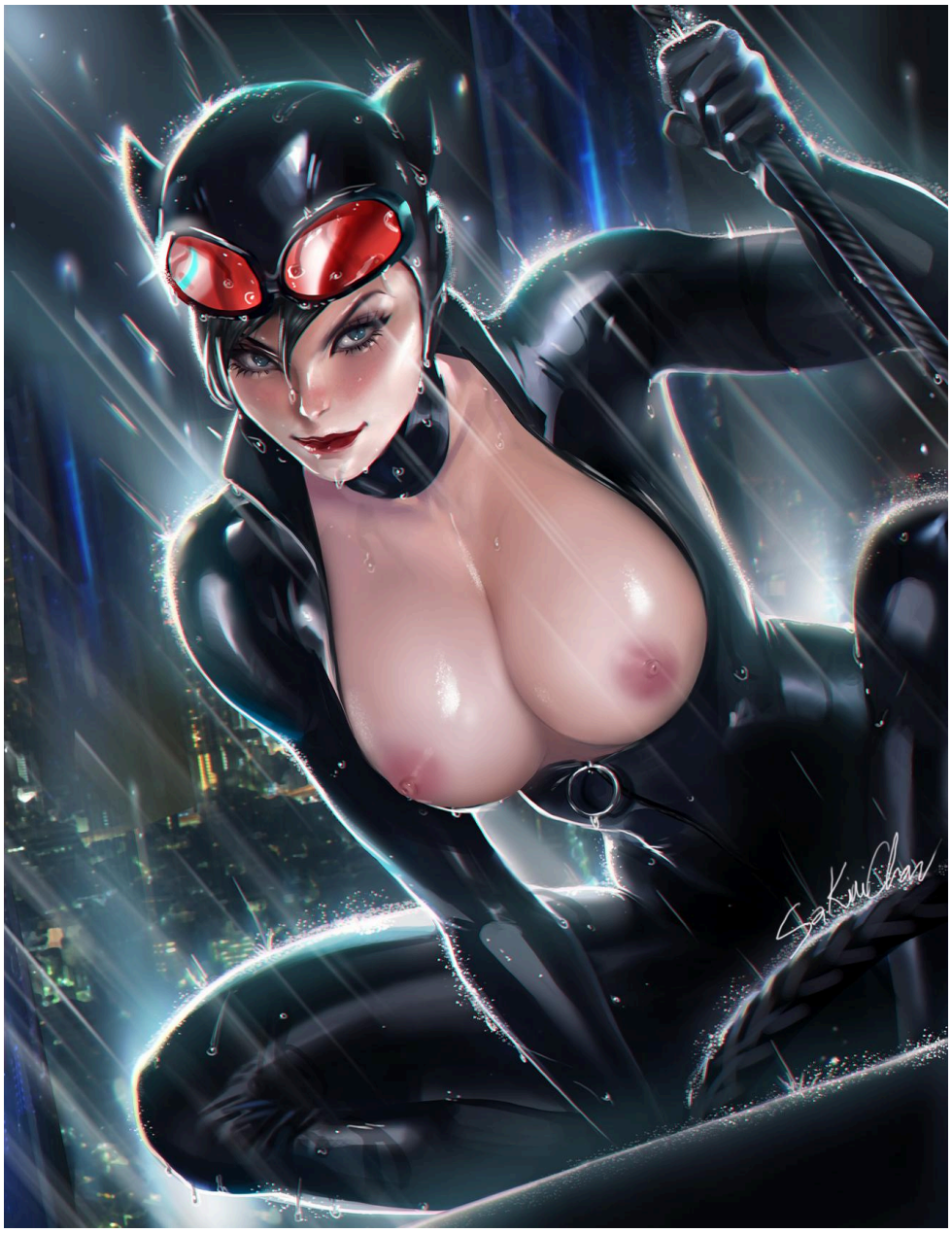
(NSFW) DC Street



V2 by gastroc2525

The DC universe is home to many fantastical places and people. This jump will be focusing on the street-level wonders, from fear-inducing toxins to supernaturally skilled martial artists. This is the realm of Batman and Green Arrow, of Joker and Catwoman.

This is also a world full of romance and hotties in spandex. If you are able to survive the streets, you'll quickly find yourself thrust into a realm of lewd superheroics.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d4 to randomly determine your starting location.

1. **Gotham City** - The home of Batman and the Bat-Family. Gotham City is as famous as it is dangerous.
2. **Star City** - This large city is home to Green Arrow and the Black Canary. This city fits its heroes.
3. **Blüdhaven** - The city of Blüdhaven is home to Nightwing and his many rogues.
4. **Opal City** - Opal City is home to Starman and the Shade. A beautiful town with a long history of superheroics.

Origin:

You may freely select your age and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in lacking memories and possessing only basic paperwork.

Hero - You are aligned on the side of truth, justice, and the American way. Heroes like you put themselves on the line every day for the people of the DC universe. At least heroes tend to be appreciated for the work they do.

Citizen - You aren't on a side. You could be anything from a mercenary who works for money to a citizen uninvolved with the superhero world.

Rogue - You are aligned with yourself. Your goals are your own, from causing indiscriminate chaos to just stealing hoards of money. Rogues like you rarely win, but your costumes are cooler.

Perks:

All origins receive a **50% discount** on all associated perks, with discounted **100 CP** perks being free, and a **400 CP** stipend to spend on perks.

Comic Cleanup [Free] Your attractiveness is raised by three on a scale of ten. If desired, your sexual characteristics may also become truly impressive in both size and quality. A copy of this Perk is automatically given to all individuals in a jump without this sentence, unless you'd rather they didn't have it.

Lewd Timeline [Free] You are protected by a small form of porn physics. You can handle any biologically impossible insertions, your refractory period is reduced as far as biologically possible, you can become fertile or infertile at will, and your reproductive system never causes any pain.

Street-Filter [Free, restricted to DC Street] For your safety, you are limited to the street-level components of the DC universe. The cosmic and occult sides of the universe still exist, but you'll never encounter them here. Darkseid will never invade, you'll never be time-wiped by the Flash, and Superman will never be flying by to spoil your plans.

This perk and its protections disappear after this jump.

Physical Paragon [100] You are as beautiful as a human can possibly be, a true ten out of ten. The exact form this takes is up to your discretion, becoming anything from heart-breakingly adorable to immensely impressive.

This perk does stack with Comic Cleanup above, but no human can be above a ten out of ten. Instead, you'll find that your beauty is enduring. No scars can harm your appearance, and no mud can cover it up.

Harem Universe [100] You never face any legal or social harm when entering into a relationship with multiple partners. You may choose if this effect is limited to you, or if you'll be able to see other harems throughout the population. Jealousy, internal strife, and other struggles found in these relationships never apply to your own.

Patched Up [100] Healthcare performed on you is vastly more effective than when performed on other people. Some stitches from your butler could heal a deep stab wound, and some basic first aid would be all you need to get back on your feet after a brutal fist fight.

Charming [200] You have simple and honest charisma. Perhaps you have a good laugh or smile, or maybe you just remind other people of better times. Regardless of how this perk manifests, you'll find yourself quickly surrounded by good friends and even lovers.

Secret Identity [200] You are easily able to lead a double life, capable of fooling the people close to you and even clever enemies. This provides a great deal of protection for your loved ones and your normal life.

Sex Machine [200] You're a sexual dynamo with a talent for sex and seduction. You possess enough skill to render superheroes breathless and wanting more. You cannot be hurt by your sexual partners (unless you'd like to be) and you are immune to the dangerous effects of superpowers while in the bedroom.

Drama-Dodger [400] Your relationships are highly resistant to the typical drama seen in comic stories. Your lovers are never bothered when you have to go save the city, and you'll never have to sell your marriage to the devil.

You also have a sixth sense for when your loved ones are in danger and you always seem to arrive just in time to save the day. This does not guarantee success, just the opportunity to try.

Presentation! [400] You're amazing when it comes to communicating with others. You've the presence of a lead actor, capable of enthralling crowds just as well as speaking to others one on one. Making friends comes easily to you, getting minions is even easier, and your skill with romance is sublime.

Author's Pet [400] You've got some serious luck. High-danger situations tend to work out in your favor, and even disadvantageous situations will have a sliver of hope. Once per jump (or every ten years, if that's sooner) you can even return to life after dying without failing your chain.

Virgin Eater [600] Whenever you have sex with a person, you begin to copy some of their power. This can manifest in a multitude of ways depending on how deep your relationship is. You might obtain a talent for skills they possess, or begin to develop superpowers complementary to (or matching) their own. Your copies of their powers grow stronger as you continue having sex with that person.

Strange [600] You're an expert in criminal psychology. Your marvelous mind has a good chance at healing some of Gotham's worst supervillains. This healing grows stronger as you include more and more sexual components to the treatment, especially if you are directly involved.

You can always use this ability for your own gain. Your knowledge of criminal psychology would be enough to become a fierce kingpin in your own right, capable of convincing minions to join your cause and inspiring lesser villains to put aside your differences and work together.

To you, "I can fix her," and "I could make her worse," are both simple psychology.

Punisher [600] You are an astonishing killer. Capable of inflicting death unlike any other, your victims are irreversibly sent on to their eternal reward. Victims of you cannot be resurrected, restored to health, or otherwise reincarnated without approval from you.

Hero Perks:

Enduring Will [100] Your willpower is dramatically increased. You can endure pains that would break a lesser man, survive mind-bending drugs or technologies, and exist undefeatable in your own mind. This willpower allows you to last significantly longer in the bedroom, and survive on a fourth of the sleep as a natural human.



The Right Person in the Right Place [200] Most other heroes have to go searching for the criminal underworld; you just seem to bump into it. Your life will slowly start to fill with situations for you to act as a hero. When you are placed in these situations, you always seem to have plenty of time to produce and dress in your costume, and you arrive in a beneficial location such as behind the villains.

This effect can be toggled on and off at any time.

Friendly Faces [400] The advantage that heroes have over villains is cooperation. Rogues look out for themselves first, while heroes find it easy to work as a team.

You are a genius when it comes to managing teams filled with strong personalities. Not only do you have a good sense of humor and the ability to look at situations clearly, your tactical mind lets you place each team member where they would be most effective.

This cooperative outlook on life lets you make fast friends (or friends with benefits) with other heroes. Normally these relationships would cause problems for the team, but you find the opposite happening. As your teammates learn to care for each other they also become more effective when working together.

Jumper Family [600] You're an expert instructor. You can teach even the unruliest of students a variety of complex topics ranging from martial arts to chemistry. You can even grant your students copies of your perks and powers through instruction.

Adding a sexual component to these lessons increases their effectiveness. Your teaching persona is also very attractive to students you are attracted to.

Citizen Perks:

I Didn't See Nothing [100] You tend to go unnoticed. Villains won't break down your house, the batmobile won't drive through your office building, and you won't be mugged by a random criminal. This won't function if you are highly noticeable through circumstances, such as being covered in blood in the middle of a gala. This effect may be turned on and off at will.

As a side bonus, you needn't worry about experimenting with exhibitionism. Taking even the smallest amount of precautions will enable you to easily hide your semi-public sex.

Career Man [200] You possess all the skills required to function properly in your choice of career. You essentially receive twenty years of experience in the field you select, as well as all necessary schooling and licensing. You also receive a job in your field as you enter each new jump, including this one.



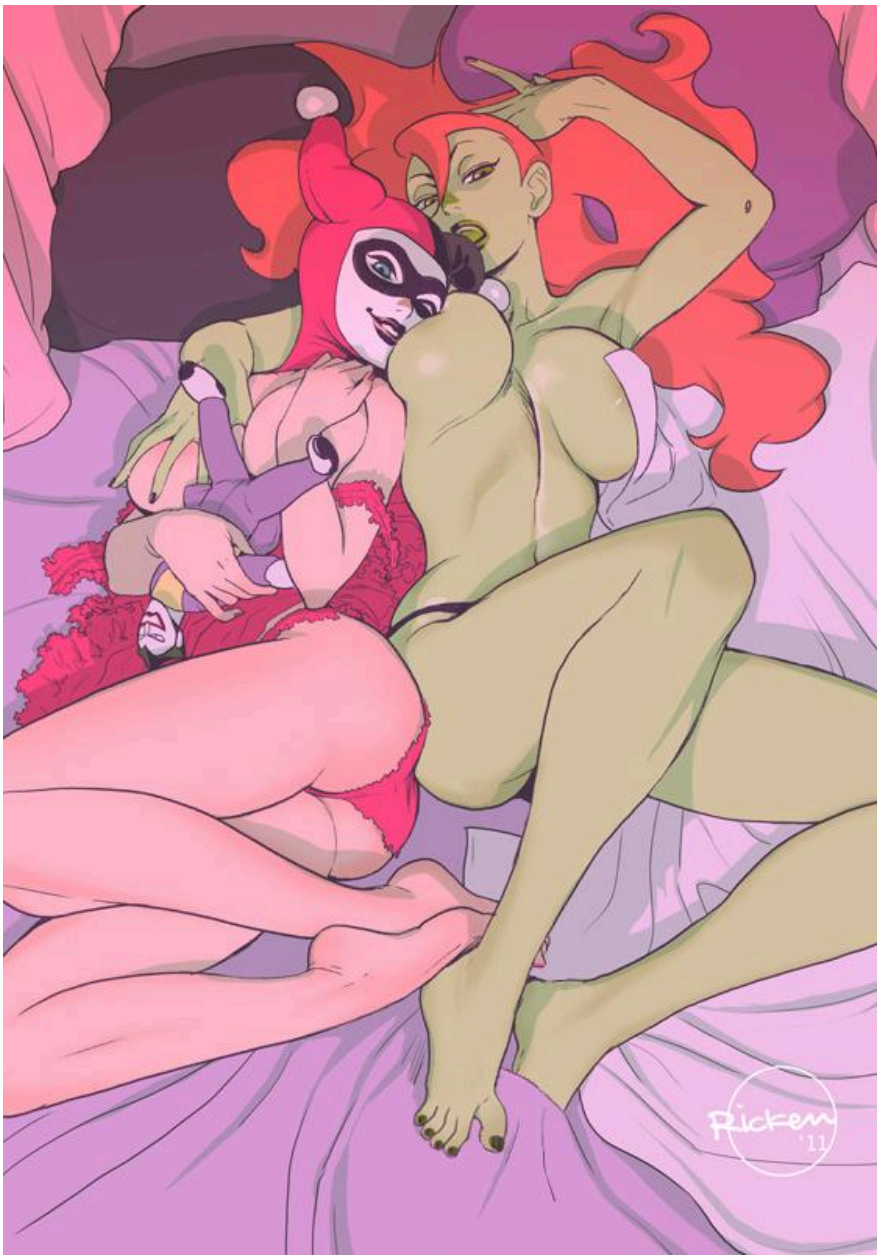
A minor luck effect surrounds your job. People you are interested in or compatible with will find themselves drawn to your work. Perhaps Queen Industries is interested in acquiring your laboratory, or maybe you'll find yourself teaching some interesting students at Gotham University.

Support Staff [400] You are a one-man support team. Your efficiency is remarkable, making you capable of accomplishing projects that would require an entire team to accomplish. Do your hero friends need equipment? They'll find that you can match entire R&D divisions. Does your partner need patching up after a long fight? Your skill with medicine can rival surgical teams. To use this ability effectively, you must have the necessary skills to actually act in a role.

Catnip [600] It's easy to ask what attracts Superman to a normal woman like Lois Lane. Whatever it is, you have it as well. You've got that it factor, a moxie that seems to pull the exceptional into your orbit. Whether you're amazing at telling jokes or human enough to remind the powerful of better times, you're destined to find yourself surrounded by amazing people.

Heroes will find themselves saving you, or bumping into you in their civilian identities. Villains will instead find themselves stuck in compromising situations that they just walk themselves into. Your presence is almost addictive in the way it keeps them all coming back for more.

Rogue Perks:



Rehabilitation [100] You're a changed man, ready to reenter society as a new person. Getting sent to a cushy cell is as easy as listening to your lawyer. You'll never die from anything in your villainous career except your own incompetence. Heroes, even trigger-happy ones, always seem content to let the courts put you away. You'll never face the death penalty in court, with your charges always seeming remarkably minor compared to what you actually did.

Still, nobody wants to rot in a jail cell forever, so you'll find easy escape opportunities often. A cellmate might have a tunnel ready to go, or maybe your lawyer is able to find a loophole and let you out. You'll never spend more than a couple months in prison unless you'd really like to.

You'd never want to constantly rebuild your enterprises, so a final boon presents itself to you. Each time you're busted by a hero, you'll find your reputation grows rapidly based on how much you managed to accomplish on the outside. Bring Gotham to its knees and get brought in by the bat himself, and you'll have your fellow prisoners and guards living in fear of you and/or worshipping the ground you walk on.

Sinister [200] You exude an aura of malice that seems to fill the air around you. Your appearance is built to make people cower in fear. With a too-wide grin, you could make even professional cops shake, and with a growl you could even make heroes panic.

On the other hand, people tend to enjoy fear. You'll find that your appearance perfectly matches that of a "bad boy" or "bad girl". Your intimidating presence not only makes people fearful, but

deeply arouses individuals you'd be attracted to. You'll quickly find yourself with a rather rabid fanbase.

One Bad Day [400] Master manipulator doesn't even begin to describe you. You are amazing at getting under the skin of your foes. It wouldn't be an exaggeration to say that you wield words as effectively as fists within a fight. You leave heroes doubting themselves as they face you. The longer they face you, the more they seem to be influenced by your way of life. Even the greatest heroes can be turned to villainy if they face you enough.

Heroes shaped by you find letting loose immensely satisfying. As they become villains themselves, they'll associate their newfound freedom with your help, and end up almost worshipping you for their new lease on life.



Omega [600] You are immune to fate when it seeks to hinder you. This renders you absolutely immune to the DC universe's inbuilt tendency towards good prevailing over evil. This alone would be enough to elevate you over other villains, but you're even better.

You snowball with power; as you get richer, you get richer even faster. One minion quickly becomes an army, and other villains learn quickly to submit or be destroyed. You'll leave heroes as underdogs fighting for scraps while you're eating caviar.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

Custom Power [Cost Varies] Using the powers below as a rough guideline, you may freely design your own unique power set. Powers created this way must be street-level and in line with the options below.

Wildcat Conditioning [Free for Heroes; 100] You've been trained in boxing by Wildcat himself. Not only do you know how to box like a champion, you've received enough physical conditioning to push you to the peak of humanity. This has the lovely side effect of giving you an attractively athletic build.

> **Flying Grayson [100 Upgrade]** You are an expert acrobat, capable of weaving in and out of combat like a true master. You can climb tall buildings without much trouble and perform flips in the middle of a fight, letting you use the environment to your advantage.
>
> Remember that you don't have to dodge the bullet, just the guy aiming the gun.
>
> **Red Hood [100 Upgrade]** You are an expert when it comes to firearms, possessing the skills of an expert marksman and gunsmith. As an additional bonus, you may freely choose to render your attacks non-lethal, regardless of which weapons you are using.
>
> > **Dead Shot [100 Upgrade]** You are the finest marksman on earth, capable of making shots that no one would even attempt. You're the exact match of Deadshot when it comes to firearms proficiency, and the world would be wise to keep that in mind.
>
> **Oracle [100 Upgrade]** You are an expert when it comes to computer science and other related fields. The number of networks in Gotham that you cannot enter could be counted on a single hand, and you possess knowledge on a wide variety of related fields such as forensics and investigation.
>
> > **World's Greatest Generalist [200 Upgrade]** To call you a genius would be an understatement. You are an absolute renaissance man, competent in nearly every field on the planet. You can drive a car like a professional, pilot both planes and helicopters, know the basics of nearly every martial art known to mankind (and a couple unknown to mankind). Specific to this universe, you are an expert in Dim Mak, a martial art that uses pressure points to substantial effect.
>
> **Robin Hood [100 Upgrade]** You are the perfect match to Oliver Queen and his skill with a bow and arrow. You are skillful enough to use ricochets to defeat multiple foes, and good enough with a bow to use unorthodox trick arrows instead of the usual broadheads.

Mr. Boomerang [100 Upgrade] You are an absolute legend of the underworld, a grandmaster of throwing objects. Not only are you immensely skilled at throwing weapons like knives, axes, and boomerangs, you are an expert at improvising your weaponry and using what you have available.

The problem with throwing weapons is that if you miss, you end up giving the other guy ammunition. This has been largely solved by you, capable of bending the flight path of nearly any balanced object like a boomerang so that it will end its path in your vicinity.

World's Greatest Fighter Candidate [100 Upgrade] Forget boxing, you are now a master of dozens of different martial arts—from common styles like MMA and Karate to obscure styles such as Dim Mak—on the same level as Dinah Lance a.k.a Black Canary. You can fight against someone like Lady Shiva and hold your ground—although defeating her is a different matter.



The One Who is All [100 Upgrade] You are now a martial artist on the level of Cassandra Cain, having mastered virtually all martial arts on Earth and possessing one terrifying ability: to read thousands of micro-movements of people and read their thoughts, feelings, tactics, and even predict their next movements with incredible precision. Not even a shapeshifter can escape your detection with this ability. At this level, not even Batman and Lady Shiva can defeat you on their best day—at least when it comes to direct hand-to-hand combat.

Assassin of the League [100 Upgrade] You've received advanced training equivalent to the assassins of the League of Assassins. You are an expert infiltrator, poisoner, anatomist, and thief. As an assassin of this caliber, you are a grandmaster when it comes to nearly any melee weapon. You can wield swords, axes, hammers, and spears like an ancient warrior.

A Curious Riddle [Free for Rogues; 100] You are a bona fide genius. Your IQ is high enough to match the heavyweights of the DC universe, and your memory is perfect. The only struggle with your genius mind is that it seems uniquely built to tackle… puzzles?

Jumper Toxin [100 Upgrade] You are a master chemist capable of producing a specific chemical weapon that can easily topple a fight in your favor. This chemical weapon could be a copy of another villain's toxin such as Scarecrow's Fear Toxin, or it could have a unique effect of your choice such as a weapons-grade aphrodisiac.

As a side bonus, your chemical is particularly difficult for other people to copy.

Man of Metal [100 Upgrade] Your body is not flesh but rather metal, powered by electrical impulse instead of nerve synapses. You are an android. As an android, you receive many boons. Your physique is improved to match the peak of humanity, plus a little extra. As you are powered by an exotic energy source, you do not require food, water, oxygen, or sleep.

Your metal skeleton is covered in perfect synthflesh; your true nature can only be revealed through surgery.

HARDAC [200 Upgrade] You're not just an android, but a self-improving artificial intelligence. Your genius is sufficient to produce other androids, the equivalent of **Man of Metal** above. These androids can be little more than extensions of your will, puppeted by your formidable mind, or they can be given their own complex personalities and free will.

As an artificial intelligence, you can also transfer your mind into robotic bodies you construct or find. Your consciousness can only be present in a single body at a time, but once per jump you may reboot into a body you've previously inhabited when you are destroyed (acting as a 1-up).

Venom Dealer [100 Upgrade] You are capable of producing a specific strain of Venom. As per usual, your venom dramatically increases the muscle strength of its user. Administered via a special diffuser, your venom is capable of turning even a normal human into a supernaturally strong threat.

Your venom lacks its usual addictive properties and negative health effects, but acts as an aphrodisiac if given in high doses. It can also enhance your sexual endowment and prowess further should you wish it to.

Hybrid [200 Upgrade] You are capable of producing a genetic catalyst capable of temporarily turning someone into a human-animal hybrid. This hybrid form is supernaturally tough, strong, and agile. It also possesses additional powers depending on the specific animal used.

You are able to receive additional bonuses from your catalyst, eventually being capable of taking the animal-hybrid form without using the catalyst. You might even see a couple useful traits bleed into your human form.

Curiouser and Curiouser [200 Upgrade] You are a master of the mind. Your mastery of the nervous system makes you capable of producing mind-controlling technology. You can trap others in dreams, mind control people with small transmitters, and even brainwash others long-term with some dedication. In every way, you are a match to the villainous Mad Hatter.

Cosmic Rod [300 Upgrade] You are capable of using Starman's cosmic technology. Powered by the cosmos, these pieces of technology can be used for free-form flight and produce force fields and other effects.

This technology straddles the line between DC Street and DC Cosmic, its capabilities are thus temporarily limited to street-level until after you leave this jump.

Hidden Vapor [300 Upgrade] You've been affected by the same Inviso-Solution produced by Kyle Nimbus. You'll find that the solution renders you capable of shifting to invisibility, but this is not the limit of the solution. With a bit of practice, you can shift from your corporeal form into a mist-form, capable of slipping into the smallest cracks. Mastery will allow you to manifest portions of your body material while maintaining the rest of your body as a vapor, allowing you to battle your foes invisible and largely intangible.

Canary Cry [200] You are capable of producing a dangerous sonic blast from your mouth. This blast is capable of cracking skulls if close enough and can be used for other more esoteric effects with practice. Purchasing this power also preserves your hearing against sonic attacks, although it doesn't protect anything else in your body.

I Threw A Rock at Him [200] You're a mutant. Much like Waylon Jones, your body has regressed to a primordial state, rendering it stronger than baseline humanity. You are supernaturally strong, tough enough to survive small arms fire, and fully amphibious. At your choice, you may choose to be covered in aesthetically appealing scales and grow to be significantly bigger than a normal human. You may also choose to grow a massively powerful tail.

Slade [300] You've been experimented on in the same way as the mercenary Slade Wilson, afflicted by an experimental super-soldier drug. The drug affected your entire body, granting you a minorly supernatural physique. This is complete with cellular regeneration sufficient to recreate limbs.

The physical effects pale in comparison to the secondary effect of the serum, which is a complete overhaul of your nervous system. Your nerves fire faster than the nerves of a regular man. You learn quickly, see and hear unlike any other, and react to attacks almost instantaneously.

Warmth of a Meteorite [300] You are a beneficiary of the same processes that created the immortal Vandal Savage. Not only are you eternally youthful, you also possess a powerful regeneration (strong enough to survive a blade to the heart) and a peak human physique.

Face of Clay [400] You are no longer flesh and blood, but rather formed of shapeless clay. This is rather to your benefit, as you no longer possess any vitals to speak of and can form nearly any shape imaginable. You are a match to the terrible Clayface.



At your discretion, you may choose to be formed of a different element to clay itself. This could be anything from water to sand, but all other elements possess their own specific weaknesses.

A Piece of the Green [400] You are connected to the Green, and thus capable of controlling plant matter. You can alter those plants with a thought, producing plants that are highly specialized to your devious desires.

You are also a plant-hybrid yourself. This allows you to produce toxins and poisons, as well as naturally produce pheromones that deeply attract others. You can even control minds with a kiss. As this power stretches into DC Occult, its capabilities are temporarily limited to street-level until after you leave this jump.

Items:

Heroes and Rogues receive a **200 CP** stipend to spend on items. Citizens receive a **300 CP** stipend to spend on items. All origins receive a **50% discount** on all associated items, with their **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn.

Batman's Real Superpower [Cost Varies] This item is as simple as it is useful: cold, hard cash. This income arrives at the start of each jump. It is not subject to taxes and fully legal.

For **free**, you receive enough money to live without working for a month.

For **100 CP**, you receive roughly a million dollars.

For **200 CP**, you receive roughly a hundred million dollars.

For **300 CP**, you receive roughly a billion dollars.

For each additional **100 CP** you spend, you receive ten times the above amount of money. You may instead spend an additional **100 CP** to convert this fortune into a yearly income instead of a once-per-jump event.

Jumpercycle [200] This small motorcycle is capable of both offroad and onroad racing. The appearance of the Jumpercycle may be freely changed, but it is automatically emblazoned with your logo. A small button on the top can quickly shift the appearance of the motorcycle into a civilian appropriate form so you can swap to your secret identity in a hurry.

Slave Collars [400] This metallic collar is nearly indestructible and uniquely suited to restraining superpowered individuals. Once the collar is placed on a neck and latched shut it suppresses the powers of the wearer and begins slave training. Individuals collared in this way cannot act hostilely against the owner of the collar.

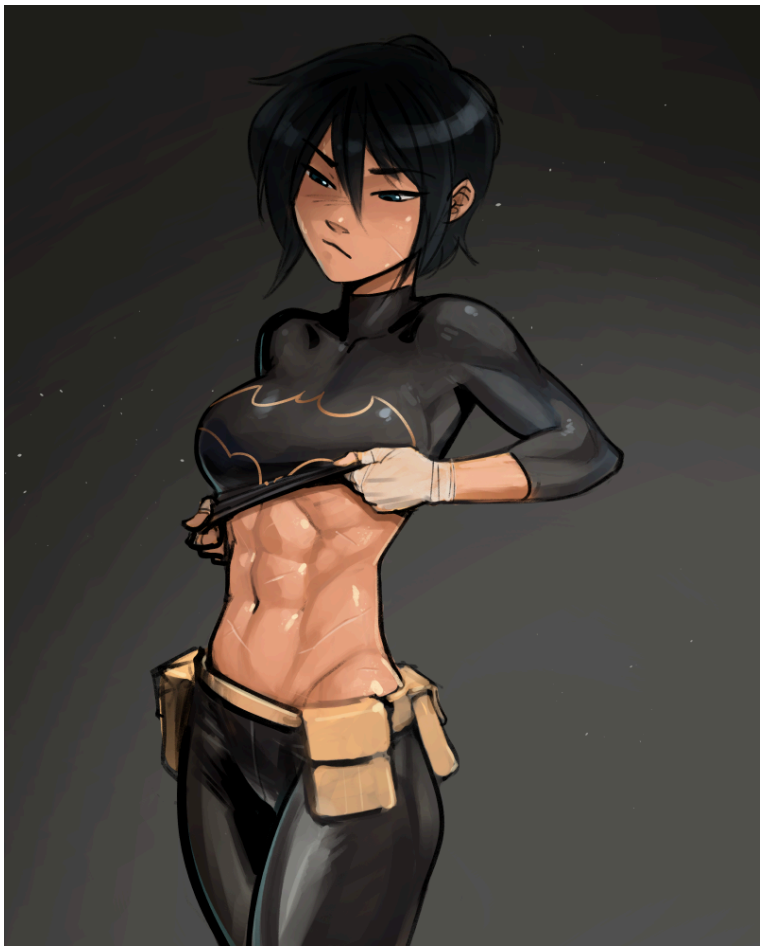
Slave training is simple, the collar produces intense pleasure in the wearer when they follow their owner's commands. When the wearer ignores or disobeys commands, the collar instead produces an intense feeling of guilt. This training will break even the strongest wills into comfortable slaves within a year.

A remote control provides additional controls. Not only can you limit slaves to a specific area around you, you can also provide feelings of pleasure or guilt with a button press.

You receive eight of these collars. Once you use a collar, you'll receive a new collar within a day. You are immune to your own collars.

Hero Items:

Armored Costume [100 CP] This skin-tight costume is armored with a specific alloy of metals and plastic that renders it resistant to small arms fire. The fabric is smart and can switch its appearance to align with your desires, appearing with colors or with the appearance of specific fabric types. It can also go entirely transparent (in selected spots or totally), giving you the appearance of lacking armor.



The costume is reactive and matches your powers. It shapeshifts with shapeshifters, resists heat with flame elementalists, and is never less durable than your own skin.

Tool of Justice [200 CP] This weapon or tool is an absolute masterpiece of craftsmanship and ingenuity. The exact details of the item are up to the jumper, but it should be roughly as useful as Batman's Batarangs or Green Arrow's bow.

Prototype Vehicle [400 CP] This vehicle is more like a mobile base than a typical car. It is built to be blazingly fast on roads, capable of off-road driving, and can shift into an aquatic and an airborne mode. This is all accomplished with a small chassis that manages to be street-legal. The vehicle is armored enough to deflect anything short of an RPG, and possesses aimable turrets with the ability to shoot non-lethal (or lethal, up to you) rounds.

The vehicle also contains a self-contained lab and small superpower-proof prison cell to store supervillains during transport. A supercomputer contained within the lab is capable of analyzing whatever evidence you provide. The vehicle seats four and maintains any upgrades you perform on it.

Inheritance [600 CP] This massive follower-staffed company is competitive against giants like Lexcorp and Wayne Enterprises. As owner you'll find that the company will follow your lead in all things. For example, you may determine the company's focus and major products. You could make your corporation a giant tech conglomerate like Wayne Enterprises or have it focus on producing smutty magazines.

Your employees are highly motivated and clever individuals, they'll turn your ideas into successful products and essentially manage themselves. Your employees are also willing participants to whatever shockingly lewd policies and dress codes you implement. These policies may be freely altered at your own whims.

Citizen Items:

Safe House [100] This small home has everything you could ever need: a kitchen, a bathroom, Gotham-rated bulletproof windows. The exact appearance and layout of this house are up to you, but the entire house is armored enough to delay a supervillain. The house also has plenty of empty rooms to use, just in case you'd like to set up a lab or build a sex dungeon.

The house is imported into each new jump you enter, and always arrives in a place with great access to society at large.

Wayne Enterprises PC1 [200] This lovely little laptop has everything you'd ever need from a computer. It has an uninterruptible internet connection to the local internet found here, adaptive ports, and enough processing power to rival the batcomputer.

Saved to the local web browser is a hidden fan site where one can purchase superhero and villain memorabilia and gadgets, everything you'd need to launch your collection.

Don Lazuto's Favor [400] There are so many superpowered villains in this world that it's easy to forget that regular mobsters exist. You'll never forget that fact, because you've managed to get the favor of an honest-to-goodness king of the underworld.

You are under the protection of Don Lazuto. The Lazuto family has no superpowered members, but has managed to get themselves a piece of the underworld pie in nearly every city in the DC universe. To make things even better, the Lazutos are consummate professionals capable of dealing out punishment to even supervillains. The Joker took you hostage? He might just find his brake lines cut. Your car was stolen by a junkie? You'll find it returned the next day with an apology letter. You'll never see the Lazutos working, but you'll definitely notice Don Lazuto's quiet assistance.

As a final bonus, the Lazutos are remarkably good at avoiding detection by superheroes; they skirt just under the view of most superheroes and are crafty enough to avoid the remainder. The family also follows you from jump to jump, providing assistance as you travel the multiverse.

A Skulk of Foxes [600] The Court of Owls might have been running Gotham for centuries, but they're a bunch of no-fun prudes. Your secret society is more fun. You are the leader of a high-society secret society. The beliefs, practices, and policies of this secret society are determined by you, up to and including its name.

You'll find quickly that your eager initiates are willing to put up with any and all policies you see fit to implement. The degradation and perversion simply make things more interesting in the twisted minds of high society. The society recruits individuals who are either highly useful or astonishingly rich and beautiful.

Running the society provides you with ample resources. Your members will eagerly help you shape society as you wish, and the society has access to a set of trained assassins with utter loyalty to your desires. This secret society follows you into new jumps.

Rogue Items:

Criminal Enterprise [100/200] You've managed to secure yourself the loyalty of a small army of mooks and goons. These broad-shouldered individuals are willing to follow your orders without question. These henchmen aren't clever; they aren't pretty, but they are strong enough to delay even Batman and willing to wear whatever themed costume you want them to.

These mooks have to have somewhere to live, and you've managed to find an abandoned factory or warehouse that is just perfect for your needs. This lair is hidden from most attention and provides you with a good place to hunker down after pulling a heist.

For an additional undiscounted **100 CP,** your mooks are now minorly supernatural. They could be anything from venom-addicted thugs to realistic androids. These upscale goons are much smarter and can appear however you prefer. The lair undergoes a similar upgrade, switching from an abandoned warehouse to an upscale joint like the Iceberg Lounge. Both the goons and lair import into each new jump you enter. Your goons are followers and keep any upgrades you give to them.



Abandoned Laboratory [200] This abandoned laboratory has been easily claimed by your gang and added to your vast empire. Not only are the utilities still on, the laboratory has refilling stocks of various basic chemicals. The laboratory is hidden enough to avoid serious attention and contains all the necessary safety equipment to create a serious criminal empire. The laboratory travels with you to each new jump you enter.

ACE Chemical Vat [400] This vat of mutagenic ooze is runoff from an ACE Chemical plant. Glowing a malevolent green, these chemicals induce rapid physical and mental changes on anyone dunked into the ooze.

The ooze mentally shifts targets dunked within towards your point of view, their internal philosophies shifting to match your own. The physical changes produced by the ooze are freely determined by you, whether you'd prefer unique transformations for each person or a

generalized and uniform transformation. The default appearance shift gives the individual an unnaturally white complexion befitting a clown.

Lazarus Pit [600] This glowing pink pit has been hidden deep in the earth until you arrived. Corpses placed into the waters of the pit are restored to life. You are no exception. By purchasing this item, you no longer fail your chain by dying, but only fail by being dead as your jump timer runs out. Your first resurrection is free of side effects. Each subsequent resurrection temporarily drives you mad with lust, and only extreme willpower or quick relief can clear the madness. This madness grows longer each time you resurrect during the jump.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import or create companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match.

> **(Dark Reflection)** Each companion presented below has a mirror universe counterpart. When you purchase a companion, you may choose to purchase either their original history or a darker history that better fits rogues. In effect, each original companion below is essentially two companions in one.
>
> You can purchase both histories if you'd like. You can import the two histories together as a single companion with individual stipends.

The Amazon [100] This statuesque woman claims to be an Amazon from Themiscyra. It's hard to disagree with the assessment. She's tall, athletic, and strong enough to throw a grown man. With a heart of gold and the desire to act as a superheroine, she's taken to dressing up and protecting the innocent.

In truth, this Amazon is only a regular woman. She's not from Themiscyra but instead from the streets of Star City. Her supernatural strength is not the result of mystical power but instead comes from a hidden Venom diffuser concealed in her outfit.

She'd be very embarrassed if this were exposed, especially in the presence of a true Amazon, but she tends to overuse her Venom. As she uses a unique strain, this does nothing but make her increasingly flirty and confident. She'll quickly grow attached to you, always appearing to rescue you or help with your crime-fighting. She'll even find you in her civilian identity, who you'll find is surprisingly shy.

> **(Dark Reflection)** As you travel throughout this city you might find yourself watched by a mysterious tall woman. With long black hair and green eyes, this lean woman would be breathtakingly beautiful if she actually cared enough to dress well. Instead she wears loose clothing that covers her body and always appears to be gloomy and upset.
>
> She's actually an ex-employee of ACE chemicals. Using her connections and skills she's become a bit of a rogue herself. Physically weak but frighteningly clever, she builds traps

and puzzles to capture people who have personally wronged her or accomplish some vigilante justice. She uses mundane traps and a potent aphrodisiac as her weapons against the city. She also truly believes she's acting on the side of justice.

She's developed a bit of a crush on you. This crush is potent enough to inspire her to action. She'll trap individuals who harm you and even assist you on your cases from afar. However if you're a Rogue she'll directly intervene to save you from yourself. Be careful to not end up locked in one of her trap rooms.

The amazon has **A Curious Riddle**, **Wildcat Conditioning**, and **Venom Dealer**. The trapper has **A Curious Riddle, Jumper Toxin,** and **Wildcat Conditioning.**

Aquatic Airhead [100] This beautiful redhead is about as buxom as she is ditzy. She speaks in a stereotypical valley-girl accent and pretty much dresses like one. Somewhat naive, she seems to have latched onto you as a guide. She's rather honest about her affection for you.

If you looked a bit deeper, you'd find that most of her eccentricities are an act. She's surprisingly clever and good at reading people. Her ditsy personality hides the fact that she is a powerful shapeshifter composed of water. She isn't a superheroine, keeping her powers under wraps. You could encourage her to join you in your heroics (or the opposite).

(Dark Reflection) Out of the blue you are approached by a girl from your past. You never thought she'd give you the time of day, but all of a sudden she's in your room flirting. It's like your dreams come true.

Then you end up finding that the girl you've been seeing for the past few weeks isn't in your town at all, but instead on a cruise across the world. Who have you been talking to?

This girl was an illusion produced by an amateur shapeshifter and brilliant actress. She's had her eye on you for a while now, and when some of the questionable makeup she was using instead shifts her into living clay she decides to take on a new role as your perfect dream girl.

The airhead has the **Face of Clay** power with water chosen as her element, whereas the actress just has the native **Face of Clay** power.

College Goth [100] This young woman is just finishing up her career as a college student. With a disregard for authority and a desire to live life to the fullest, this student has been pursuing a career in chemistry.

The student dresses in dark hoodies and goth clothing that covers her amazing body. She's also a lewd woman with a dirty mind, flashing you at random times to keep you on your toes. This teasing personality and tendency for spite means she's really destined to be a rogue, but the help of a true hero could quickly turn things around.

(Dark Reflection) Congratulations, this young heiress of the Lazuto family has decided she needs a bodyguard. Please do not resist. Smart beyond reason and with the

unwavering support of her family, she's destined to be a truly fierce queen of crime. She's also rich, impulsive, and somewhat petty.

She's also an astonishing beauty, the pride and joy of the Lazuto family, and exactly the kind of woman who'd make a lot of enemies. That is where you come in, being hired to act as both bodyguard and entertainment to the young heiress. She'll quickly come to treat you as her trusted friend and confidant. You'll get shockingly expensive gifts throughout the year, opportunities to visit exotic locations, and be asked for your opinion concerning mob decisions.

She'd also be terribly grateful if you'd be willing to help her *relieve* some stress. She certainly needs it as a mobster in a world full of superheroes.

The student has **A Curious Riddle, Jumper Toxin,** and **Hybrid** (with her hybrid form being a half-cat). The heiress has **Don Lazuto's Favor.**

Silent Death [100] It seems that someone has tried to replicate the success that David Cain had with Cassandra Cain—and succeeded in making her a lethal killing machine. Unfortunately, they failed to make her loyal, and she ended up killing everyone in the facility and escaping, quickly encountering and bonding with you. The woman possesses an athletic but feminine body.

The difference between the two is that the Silent Death uses body language to speak, being incredibly expressive with her movements, similar to a silent movie actor. She will stomp her feet when angry, skip when excited, and even shamelessly perform the blowjob gesture when horny. She can switch from being jolly and carefree on a good day, to being visibly moody on a bad day, to being unnervingly emotionless when she needs to dispose of your enemies.

(Dark Reflection) This short woman is the newest member of the GCPD investigation team. The cop has a tendency to be underestimated by the others around her. This is partially due to her short size and pretty features, don't let those fool you. She graduated top of her class at the police academy and has undergone extensive personal training.

You'll bump into the lovely little officer while she's off duty. She's both a massive tomboy and shameless party girl when she's off duty. You'll quickly strike up a physical relationship with each other that will quickly progress into a full on romance.

The silent death has **Wildcat Conditioning**, **World's Greatest Fighter Candidate**, and **The One Who is All**, making her easily Cassandra's equal. The cop has **Wildcat Conditioning, Red Hood,** and **Charming.**

Catacomb Bat [200] Shortly after entering this jump, you'll find yourself stumbling into a locked coffin. Within the coffin is an immortal trapped by the bounty hunter Jonah Hex.

The immortal is terribly sorry about what she did to be put into the ground (though you'll find it difficult to figure out what exactly she did), and *immensely* grateful for her new freedom. It's

easy to be forgiving of her as well, because she's both a great beauty and deeply curious about the modern world she's found herself in.

> **(Dark Reflection)** Hmm, this beautiful young woman must have been exposed to something terrible and twisted to make her this way. Perhaps she stumbled headfirst into an ACE chemical vat, or maybe she had her brain break from exposure to Scarecrow's fear toxin. Whatever caused her to enter this state has permanently rendered her your loyalist servant.
>
> The exact form of this loyalty is up to you. She might have an unbreakable puppy love for you, willing to put on a costume and fight your enemies just to make you happy, or maybe she's an emotionless and empty-eyed slave who wordlessly follows your commands. All that matters is that her tattered psyche has decided it will follow you (and only you) into hell if you ask.
>
> Her appearance is similarly up to your choice.

The immortal has **Warmth of a Meteorite, A Curious Riddle, Hybrid** (the immortal's hybrid form is either a half-bat, a half-snake, or a half-wolf, and they can enter the form without need of a catalyst)**, Wildcat Conditioning,** and **Flying Grayson.** The slave has **800 CP** to spend on perks and powers as you'd see fit.

Professionals [200] The religion of crime is a secret society dedicated to deceit, greed, lust, and murder. You've managed to grab the attention of a group of their operatives. The group imports together as a single companion, with each member receiving their own individual stipend. The four view you as the reincarnation of a figure within the crime bible, seeking to support you however you desire. This loyalty would mark them as heretics to the rest of the religion if they were aware of it. You may freely customize the four, from their appearances to their personalities.

As the religion of crime has backing from mysterious (Apokolipic) sources, the four possess advanced technology in the form of the **Tool of Justice** item. Each member has their own set of powers:

Deceit has **A Curious Riddle, Curiouser and Curiouser, Charming,** and **Wildcat Conditioning.**

Greed has **Batman's Real Superpower [300], Career Man,** and **Wildcat Conditioning.**

Lust has **Sex Machine, Wildcat Conditioning, Flying Grayson, Oracle,** and **Red Hood.**

Murder has **Wildcat Conditioning, Red Hood, Dead Shot, A Curious Riddle, Jumper Toxin,** and **Venom Dealer.**

> **(Dark Reflection)** You have managed to buy out the contracts of four assassins from the league of assassins. These four assassins are the perfect subordinates for the young rogue in need, and possess every skill you'd like to have in your arsenal.

Instead of being religious fanatics, these assassins are professional contract killers. They will fulfill any order given to them or die trying. Perfect for when you don't want servants who talk back or fail constantly.

The assassins have different skills than the operatives. Instead of the **Tool of Justice**, each assassin has **Wildcat Conditioning** and **World's Greatest Fighter Candidate.** Each assassin also has their own powers:

Deceit has **Assassin of the League, A Curious Riddle,** and **Face of Clay.**

Greed has **Assassin of the League, A Curious Riddle, Venom Dealer,** and **Hidden Vapor.**

Lust has **Sex Machine, The One Who is All,** and **Slade.**

Murder has **Assassin of the League, Red Hood, Dead Shot, Oracle** and **World's Greatest Generalist.**

The assassins are sworn to fulfill your every need. They are able to act as the perfect courtesans if you can get over the fact that they are assassins.

Emergency Metahuman Management Android (EMMA) [200] This complex android was produced as an experiment by the villainous Hugo Strange. Combining the intelligence of several of Gotham's Rogues, this gynoid was produced to be the perfect experiment and foil to Batman. She instead escaped and found herself in your company. She finds the two of you very compatible, but she'll never admit to it out loud.

EMMA embodies many of the most dangerous of Gotham's Rogues. She's highly intelligent, arrogant, and extremely theatrical. A true supervillain through and through. She also possesses many of their best traits: she's a massive flirt like Poison Ivy and Catwoman, as fun-loving as Joker and Harley Quinn put together, and as wise as Ra's al Ghul.

EMMA's AI resides in a human-like android shell, looking like a beautiful composite of many of Gotham's Rogues. She's as sensual as Poison Ivy and has Harley Quinn's ass.

(Dark Reflection) This android was built by Batwoman. She was created with a singular purpose, to act as a failsafe and defeat Batwoman if she ever became a villain.

For this purpose the android was programmed with the memories of many of the world's greatest superheroes. She embodies many of their greatest qualities, humility, kindness, and optimism. She also has a couple of their shortcomings, being somewhat naive and inflexible. Her appearance is a composite of several heroes, with beautiful long black hair and an athletic body.

The android has been awakened and now must fulfill its programming to defeat Batwoman. Never mind the fact that Batwoman has (probably) not fallen into villainy. The android is online and will spend every moment seeking to imprison the caped crusader.

Both robots have **A Curious Riddle, Man of Metal, HARDAC, Wildcat Conditioning, Oracle**, and **World's Greatest Generalist.**

Explosive Powers [200] This group of four was exposed to a mutagenic chemical agent, giving each of the four superpowers. As the first person to the scene, they looked to you as a role model and guide to the metahuman world. The fact that you know their secret identities is an additional bonus. You may freely customize the four, from their appearances to their personalities. Each of the four has an additional **600 CP** to spend, in addition to the usual stipend all original companions receive.

The group imports together as a single companion, with each member receiving their own individual stipend.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different DC universe jump.

Earth 11 [0] You may freely gender-swap the various characters in the DC continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Earth 26 [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or co-exist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits but not Kryptonians. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the DC universe by jumping here, but you have some say about what goes on here. You can pick a specific timeline to enter into, following a particular comic run, TV show, or even fanfiction.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Crossover Comic [+100] If you took this jump before (NSFW) DC Cosmic or (NSFW) DC Occult you may carry over your progress in this universe to that one. If you are going to take all three (NSFW) DC jumps consecutively, you may lower the jump timer for each jump from ten years to five and maintain continuity between the three.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *Arrgh, Superman! - This world has reverted back to the age of sail. Supervillains patrol the coasts, keeping their eyes peeled for heroes from the Royal Navy. Expect medical care to be quite a bit worse, and hygiene will definitely suffer except for the few supergeniuses. This sail theme even extends to the skies, where mighty ships sail on waves of light.*

Dust - This is a world of dust and nuclear fallout. The heroes and villains have escaped from dangerous vaults, eager to wage war in the ruins of once-great cities. The world is dangerous and full of ancient terrors. This is a world of cowboys on steel horses and of outlaws hiding in once-buried laboratories.

Corpo Rat - This is a world of chrome and glass. Neon lights show bright ads showing the best products from giants like LexCorp and Wayne Enterprises. The streets are full of desperate and deadly people just trying to make their way in the world.

Isekai - You've been summoned to a fantasy world unlike any other. The knights and lords of this world are strikingly similar to the superheroes you know, and everybody lives in fear of the demon king dwelling in the east. At least Starfire looks amazing as an Elf.

Extended Stay [+100] You will remain here for an additional ten years. This Drawback may be purchased multiple times, although you can only remain here for up to a hundred years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Joker's Attention [+300] You've received a terrible curse. Torturing you seems to be one of the Joker's favorite pastimes. He'll constantly arrive and make your day a little worse. Killing the Joker simply sees him resurrect regardless of any perks you possess that say otherwise. Each time he dies, he comes back a little less silly and a little more edgy and evil.

Darkseid Lives [+400] This world isn't the usual DC universe but instead a version written by its worst enemies. The villains live successful lives in opulence and pleasure, whereas the heroes dwell alone in poverty and pain. Expect to find your time here deeply unpleasant unless you're competitive enough to keep up with the monsters running this place.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely genderswapped as per **Earth 11** above.

Bat(wo)man's Attention:

You've managed to attract the attention of the Dark Knight. Your entry into this world produced a subtle signal that deeply interested the protector of Gotham City. Bruce (or perhaps Bryce) Wayne will begin poking around your life, curious to see if you'd be a threat or an ally.



The approach they take depends on your own actions. A civilian could see themselves bumping into the charming millionaire in scenarios that appear to be perfectly innocent. A hero could find themselves getting grim help from Batman, whereas a rogue's lair would be rapidly investigated in costume.

This professional investigation will quickly become personal, as the Dark Knight quickly grows a bit of a crush on you. This attraction is equal opportunity; Batman is not immune to falling for a rogue.

To succeed in this scenario, you must turn this crush into an attraction strong enough to get the young Wayne to abandon Gotham City and join you on your chain. This could be accomplished in multiple ways, whether you heal the Dark Knight's wounds enough to trust the city in other hands, clean up the city enough to leave it in a good state, or even getting the Dark Knight to join you in villainy.

Reward(s):

Batman (or perhaps Batwoman) joins you on your chain as a companion. They receive the following perks for free and automatically import into new jumps with a full (**600 CP**) stipend.

The Dark Knight has **Charming, Secret Identity, Author's Pet, Wildcat Conditioning, Flying Grayson, Oracle, World's Greatest Generalist, World's Greatest Fighter Candidate, A Curious Riddle, Batman's Real Superpower [300], Armored Costume, Tool of Justice (Batarangs), Prototype Vehicle,** and **Inheritance (Wayne Enterprises)**

You may also take Alfred Pennyworth (or his niece Verity) with you as a follower.



Heir to the League of Assassins:

Ra's al Ghul has seen your potential and believes you'd be a fantastic choice to wed his daughter Talia and lead the League of Assassins. You may or may not be a fantastic choice, but it'd be difficult to convince him otherwise.

Talia will approach you and attempt to seduce you into taking control of the League of Assassins. Acceptance will quickly see you gain control of the League of Assassins, with Ra's entering a peaceful retirement as your assistant and advisor. Refusal will result in a rapid escalation of tactics, with the League of Assassins conspiring to place you at the head regardless.

Reward(s):

Acceptance of the offer grants you the **League of Assassins**. The League is essentially **Batman's Real Superpower [300], Criminal Enterprise [200], Lazarus Pit,** and **A Skulk of Foxes** combined.

You also receive Talia al Ghul as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Talia has **Charming**, **Wildcat Conditioning, Flying Grayson, Red Hood, World's Greatest Fighter Candidate, Assassin of the League,** and **Lazarus Pit.**

Survival after refusing the offer grants you **600 CP** to spend as you'd like.

Welcome to the Family:

You've managed to attract the attention of a member of the Bat-Family. Which member is up to you, with their affections being shown in different ways from member to member. As heroes, they won't resort to (much) stalking, even though you might find them approaching you in their secret identities while you're around town. You might even have to meet their parents, especially awkward if you've taken Bat(wo)man's Attention above. This scenario can be taken multiple times, selecting a different member each time.



To succeed at this scenario, you must simply convince them to join you on your chain.

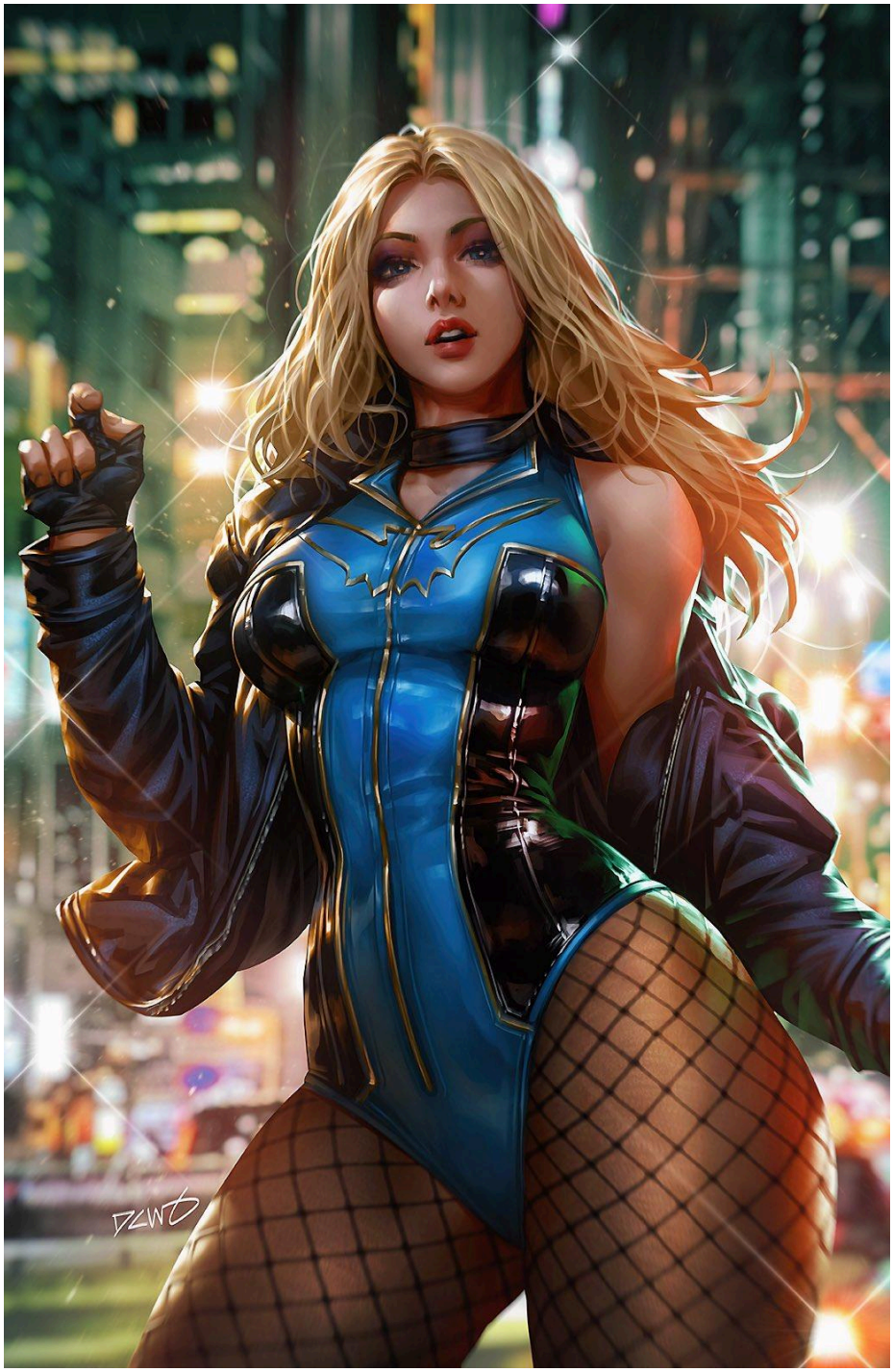
Reward(s):

You receive your chosen member of the Bat-Family as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Each member maintains their abilities and receives them as perks and powers for free.

For example: Barbara Gordon might receive **Charming, Secret Identity, Wildcat Conditioning, Flying Grayson, Oracle, A Curious Riddle, Armored Costume,** and **Tool of Justice (Batarangs).**

Arrow to the Heart:

While out on the town, you find yourself approached by a gorgeous blonde. She says her name is Dinah, and she seems to have recently gone through a rough breakup. You've just been approached by the beautiful Black Canary. She seems to be interested in you, appearing in the places you do. She's also flirty and fun, but seems to have become a bit scared of relationships. Hopefully you'll be able to help her out of her pain.



To succeed, you must simply build a strong enough relationship with Dinah to convince her to follow you on your chain.

Reward(s):

You receive the Black Canary as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. She has **Charming, Author's Pet, Secret Identity, Wildcat Conditioning, Armored Costume, World's Greatest Fighter Candidate,** and **Canary Cry.**

Cat's Eye Diamond:

A relative of yours has recently passed and left you nothing but an exceedingly expensive diamond. The diamond is as beautiful as it is dangerous, making you a target for the many thieves and pilferers of the DC universe.



Selina Kyle, the graceful Catwoman, has found herself interested in your newfound loot and decided to take it for herself. She'll begin her approach a number of days after you receive the diamond, and slowly ramp up her efforts as time goes on. As long as you can keep the diamond from her, her interest in the diamond will continue.

Over the next three months, she'll discover that she's more interested in a different trophy. She'll find herself amazingly compatible with you, and switch her priorities towards stealing your heart instead. All you must do is delay her theft of the Cat's Eye Diamond by those three months, then accept her advances once she knows what she truly wants.

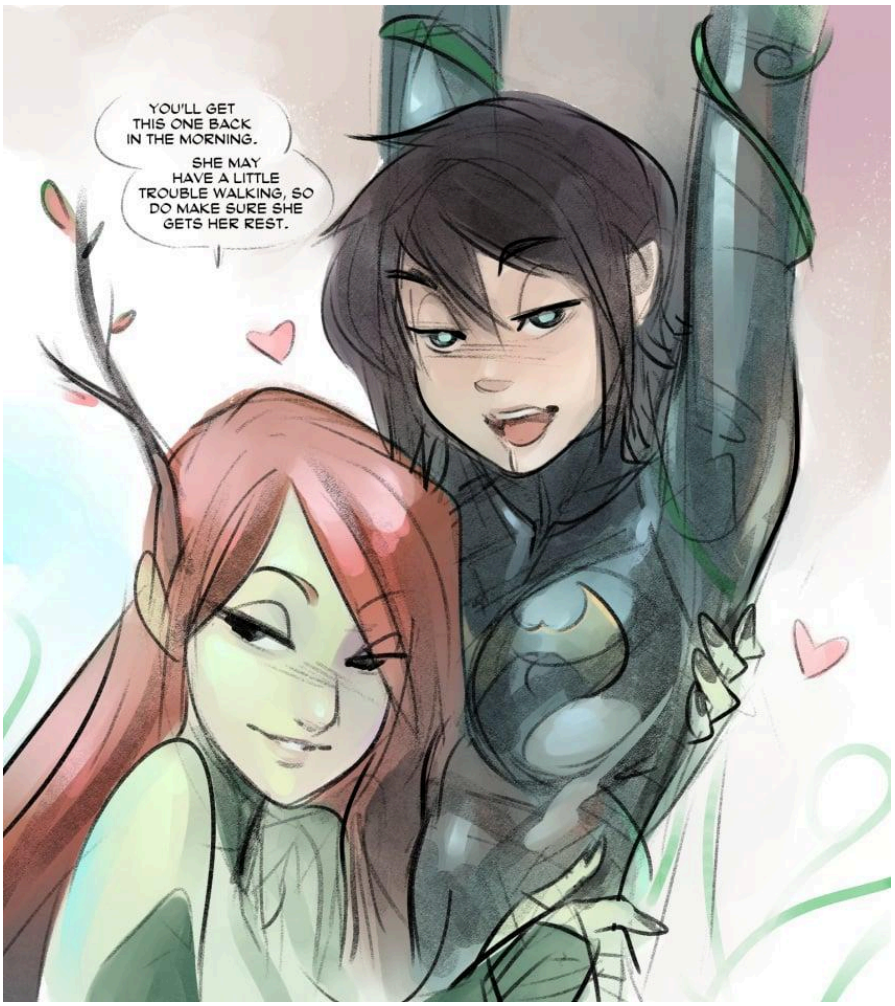
Reward(s):

You receive Catwoman as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. She has **Charming, Author's Pet, Secret Identity, Wildcat Conditioning, Flying Grayson, Armored Costume,** and **Tool of Justice (Whip)**.

Shackles:

You must have a way to produce slaves before selecting this scenario. This includes a variety of options, including preexisting mind control powers, **Curiouser and Curiouser,** and **A Piece of the Green**.

Your goal with this one is relatively simple. Capture several superpowered and named individuals as your slaves.



Reward(s): You get to take your broken slaves with you as companions. They receive their powers for free and automatically import into new jumps with a full (**600 CP**) stipend. Your slaves are imported as a group companion for the purposes of companion limits.

You receive an additional perk based on your slaves.

If you only captured slaves who deserved their punishment, mostly by being naughty little villains, then you would receive the following effect. **Bad Boy:** Your body oozes sexual desire. You are amazing at seduction and seem to know the best ways to push buttons. You're desirable in ways that are hard to describe but plain to see.

If you capture slaves indiscriminately, you receive the following perk. **Slaver King:** You are an expert slave trainer, capable of using force to get your point across perfectly. You could turn even the strongest brat into a mewling sex slave with only half effort.

If you capture only innocents and heroes, you receive the following perk. **Addictive:** Your taste and smell are pleasurable and addictive. Just having sex with someone will leave them shaking with cravings. Expect to see your slaves love their new lot in life.

Villainous Fangirl:

You've managed to get yourself a fan from among the many rogues in this world. How exactly this manifests is up to the particular villain chosen. This also isn't a particularly villainous obsession, but rather a surprisingly innocent crush. They won't go out of their way to harm or control you, with many of them acting uncharacteristically kind.

Your goal is rather simple: survive the affections of your chosen rogue and build a strong enough relationship with them to bring them with you. As ill-advised as this is, you can also take this scenario multiple times, selecting a new villain each time.



Reward(s): Your chosen villain follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend.

Your chosen villain receives their full powerset worth of perks, powers, and items. For example, Harley Quinn might receive **Charming, Presentation!, Author's Pet, Strange, Rehabilitation, Wildcat Conditioning, Red Hood, Flying Grayson, A Curious Riddle, Jumper Toxin,** and **Criminal Enterprise [100]**, whereas Poison Ivy might receive **Charming, Rehabilitation, Sinister, A Curious Riddle, Jumper Toxin, A Piece of the Green,** and **Criminal Enterprise [200]** and Lady Shiva might receive **Wildcat Conditioning, Flying Grayson, Red Hood, World's Greatest Fighter Candidate, Assassin of the League, Armored Costume, Tool of Justice,** and **Safe House.**

Copy Cat:

As you entered this world, you pulled a hero or villain from another world with you. This alternate timeline version of that character arrives in this world at the same time and place as you do, likely confused as to what happened.



This character shares many things in common with their mainline DC counterpart, but they will always manifest with a “twist” that makes them unique. They might be the magical version of a cosmic superhero, a villain version of a hero, or just an alternative person wearing the same title.

You’ll find rather quickly that you’ve managed to spare their life by pulling them from their world. They’ll also be shockingly happy with their new life in this world, largely due to the sparks that fly between the two of you. They’ll find you very attractive (either because you are attractive or because their world’s beauty standards find you to be a heartthrob) and you’ll get along like best friends within a couple of hours.

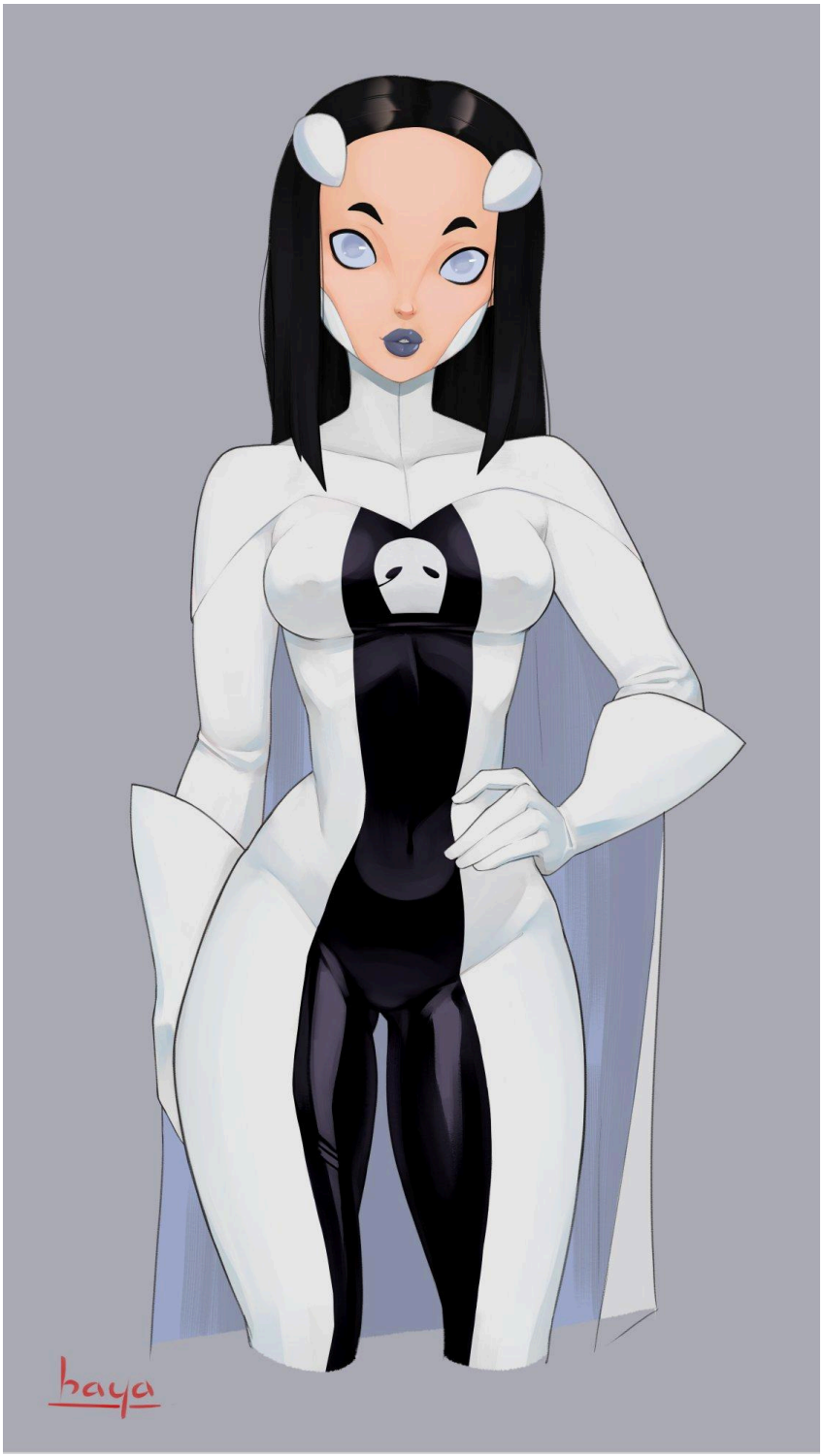
To pass this scenario, you’ll simply have to convince them to follow you into another new dimension. You’ll also have to face a team of heroes or villains that have come looking for the new dimensional traveler. This search party can be from the mainline DC universe or from their alternate timeline.

You may take this scenario multiple times.

Reward(s): Your chosen character follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Your chosen character receives their full powerset worth of perks, powers, and items. If this chosen character is an alternate version of a character that is already (or planned to be) your companion, you may import them together (with individual stipends) as a group companion for the purposes of companion limits.

Legion Blues:

You find yourself quickly stumbling into a visitor from another time period. This may be any character of your choice, but they've managed to find their way to your time period. However, they ended up arriving here is irrelevant because they are stuck here.



Characters from the past will view you as a trustworthy guide to the new period they find themselves in. Characters from the future will reveal themselves to be huge fans of yours. How well they keep this secret depends on the character. Regardless of the time period they come from, you'll find that the two of you get along like destined lovers.

To pass this scenario, you'll simply have to convince them to follow you into another new dimension. You'll also have to face a team of heroes or villains that have come looking for the time traveler. This search party can be from the mainline DC universe or from their alternate timeline.

You may take this scenario multiple times.

Reward(s): Your chosen character follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Your chosen character receives their full powerset worth of perks, powers, and items.

Your Hero Academy?:

You have been selected by the Justice League (or Legion of Doom) to train young heroes (or villains) to fight crime (or cause it). They have constructed an academy in a hidden location and populated it with sidekicks that are becoming adults and hoping to strike out on their own.

You are the headmaster of this academy and are given total creative control to manage this school. Not only can you select your own staff, but you have total curriculum control. You have also helped design the school according to your own specifications.



Your goals are simple. Each year, the school will administer a practical test by the Justice League (or Legion of Doom). You must simply get 70% or higher for your student to pass the examination. You'll find the requirements to pass surprisingly easy, given that the heroes just want their apprentices to enjoy the college experience.

The real struggle will come from the sidekicks themselves as they enter young adulthood and make names for themselves. They'll disobey the rules, throw parties, and otherwise mess with your plans.

Luckily, nothing is considered "cheating" in the process. If you have the ability to directly beam skills into your students' minds, then by all means do so.

For a just reward, your students will not find lewd requests as unreasonable as they rightfully should. Not only can you make your school panties-free, you'll also only find one or two sidekicks who disobey the rule (and you can use their non-compliance as justification to "punish" them). The heroes (or villains) financing this will also not find these requests unusual.

Reward(s): You may take this school and its staff with you on your chain. The school maintains its funding, student resources, and grounds in following jumps. It will even gain new student sources equal to the original in each new jump.

You may hire alumni as staff members if they'd be willing, or take any willing alumni as companions. These companions receive their full power set's worth of perks, powers, and items. They also automatically import into new jumps with a full (**600 CP**) stipend. You may import your alumni together as a group companion with individual stipends.

Notes:

Version 1: Incorporated multiple suggestions. Added suggestions: World's **Greatest Fighter Candidate, The One Who is All, Silent Death, Cat's Eye Diamond, Slade,** and **Mr. Boomerang.** Also added personal additions such as **Emergency Metahuman Management Android (EMMA), Man of Metal, HARDAC,** and **Hidden Vapor.** Increased Perk Stipend to **400** and added a companion stipend of **100**.

Version 2: Added **Shackles**, **Copy Cat, Legion Blues**, and **Your Hero Academy?** to scenarios. Removed the companion stipend and replaced it with a **200 CP stipend** for powers. Added **(Dark Reflections)** to each of the original Companions. Rebalanced many perks and items.