



By Valeria

Introduction

What is light without dark? How can you know the measure of a man without a proper foe to pit him against? Can there truly be something as inspiring as a Superhero without a being vile enough to be a Supervillain? Is anyone able to handle the power of a Super Man? There are innumerable answers to each of these questions but the world you find yourself in is one that has taken just one approach to each question. A world where there is light and heroism that exists, often in great concentrations, but only by struggling against great darkness can those heroes succeed.

This world is the world of the Superman, of Batman, of Wonder Woman and many more heroes to come. The familiar heroes of DC take on a new interpretation in the DCEU, a world based on the cinematic universe created in the 2010s.

As of this moment, the world appears normal to most of the population. Supernatural beings live in the world but only in isolated fortresses and hidden away civilisations, aliens live in the stars and hidden amongst the people but do not reveal their presence and those few humans possessing strange abilities of their own keep it to themselves. But soon that will change. In a years' time, a prison ship from a dimension known as the Phantom Zone will arrive on Earth carrying an organisation known as the Sword of Rao. Composed of rogue Kryptonians, superhuman alien warriors from a dead planet, they will seek to transform the world into a replica of their own lost home, regardless of how many humans die. But a Kryptonian raised on Earth, soon to be known as Superman, will rise up to fight against them and stop their wretched plan.

But the world continues from that battle. New heroes will appear and new villains will arise to fight against them and parties in between both sides will seek to take advantage for their own schemes and goals. The world you are entering will become more and more chaotic, with ever larger threats looming on the horizon. But how can a hero make a name for himself without a proper threat to punch out?

You begin at the end of 2012, a year before General Zod will arrive with the Sword of Rao to invade the planet and Superman takes the world stage by storm. You will spend the next ten years in this world, so take 1000 Choice Points (CP) to assist you with advantages from the following document.

Locations

Roll a 1d6 to decide which location you begin in. You may pay 50CP to choose.

1- Metropolis

The shining jewel of America some say. Metropolis is a grand city if there ever was one and it will soon be the place where Superman makes his main home, working as a reporter known as Clark Kent. Before that though, it'll be the site of a battle between two very powerful Kryptonians, in which case you may want to stay out of the city if you don't have powers of your own.

2- Gotham

Just across the bay from Metropolis lies Gotham City, a dark reflection of Metropolis. Plagued by crime and corruption, the city is home to many crazed monsters and criminal masterminds. The one man fighting back directly against this sickness is the Batman, a violent vigilante willing to do anything, even kill, for the sake of his home city.

3- Smallville

A small farming town in the US state of Kansas. It's here that Clark Kent grew up and learned the morals that would serve him well as Superman. It's not much to look at but if all you want is peace and quiet, it's not a bad place. As long as you make sure to not walk into any tornadoes.

4- Atlantis

The underwater kingdom of Atlantis has ruled the seas for many thousands of years now, even if they have retreated from the affairs of the wider world. It is missing its' king at this point in time, as he's off wandering the world, so Queen Mera rules in his stead. As the kingdom is entirely underwater, if you are unable to breathe or survive underwater, you will start on a nearby fishing village instead.

5- Themyscira

The secret island of the Amazon race, created in ancient times by Zeus himself. Here is where Queen Hippolyta rules over her Amazon warriors, though the princess Diana has long since left the island to live in the wider world of mankind. They are not too welcoming of strangers here but they will not kill you for such a thing.

6- Free Choice

Destiny smiles on you and has given you the chance to choose any location from the above list as your starting point in this world.

Origins

Bystander

Not a hero, not a monster, something in between perhaps. You were an ordinary person until the world started changing before your eyes. That was the moment you knew you had to do something about it. You might be a reporter looking for a way to give the public the real truth or the opposite, someone serving power that seeks to control the truth and the powerful beings that will come to populate the world. You may not be that special but that doesn't mean you can't change the world.

Wealthy Man

It's been a long time since you found yourself wanting for anything material, if you ever did. You're a very rich man, through birth or your own hard work, and you've really grown quite bored with your life. Perhaps you could devote all that money and power towards a cause? Saving the world maybe, as you see it should be saved.

Criminal

Was it the money? Was it the power? Was it the cute girl egging you on? Hell, maybe you have all three and you think life is fan-fucking-tastic. So it is for the dangerous but financially rewarding life of a hardened criminal like yourself. You either were raised into crime, made into a monster or just got into the business for your own reasons but you're real good at whatever it is you illegally do. Just hope you don't get caught, since I hear they've started sending people like you to a special place in the States.

Saviour

Some men become heroes when the call of duty comes to them. Some men never need to be called. From the moment you first started to think, you knew what you wanted to be. You grew up idolising heroes in comics and doing your best to do good deeds for your friends, family and even strangers. A simple country boy like yourself might have never gained the chance to realise those dreams but you just hit the lottery. Now that you have the power to right the wrongs of the world, how will you manage the weight of that responsibility?

Invader

There are people out there who seek to control others and use them for themselves. Alien invaders who want to take the planet and its' population for dark purposes, greedy businessmen who see citizens as nothing more than tools and wallets, eternal warriors who seek only the greatest of battles and care not for any collateral damage. You were born into a family of high status in your community and raised for conflict and dominating others, one way or another, and now it's time for you to set out to prove it.

Accident

Not every hero means to become one. Neither is every man of power born into it, racially or through inheritance of riches. Sometimes it's just an ordinary guy that gets lucky, or unlucky, and decides to make the most of his newfound gifts. Whatever makes you special, it happened by chance. Something you may perhaps already be familiar with. You were an ordinary person here with an ordinary family but now the world just got a whole lot more open to you.

Foreigner

You're not from around these parts. It may be as simple as growing up a wild child out in the few areas of true wilderness that remain on Earth or as strange as being an alien visitor from outer space or warrior from a hidden island civilisation. The world of men is strange to you and filled with many unpleasant things but...it's not all bad. Certainly not with some of the kind people you've already met. Perhaps you should turn your own natural gifts to defending these few worthy souls?

Your age is 14+4d8 and your gender is the same as it was previously, though either of these may be changed to any possible result for 50CP a piece.

Races

You can buy more than once race and make yourself a hybrid of the races you have bought if you wish.

Human- Free

Just another bloke on Earth. You're an entirely ordinary example of the Homo sapiens species. That's not to say you won't end up special later on or that Homo sapiens aren't quite the impressive race on their own, just that you have no innate advantages over any other human right now.

Amazon- 200

You are a member of the Amazon race, an isolated race of warrior women who live on the island of Themyscira. You possess superhuman physical abilities, though not to the level of the Olympians or beings of similar power. You could lift up and throw another person into the air with one hand or launch yourself over a small house but you won't be flinging boulders or knocking over mountains. You do however have a natural affinity for all things relating to combat and war, the ability to heal from anything short of a lost limb or organ in a few hours or days and the power to speak, read and understand all human languages. And of course, you do not age as an immortal Amazon, allowing you to live for thousands of years without issue.

Olympian- 800

Or at least, eventually. You are a demigod, a half-god scion of the Olympic pantheon. Divine energy suffuses your physical form, granting you incredible powers. You are superhumanly strong, enough to cause islands to quake with your blows, and fast enough that you could easily block an entire volley of machinegun fire with a single shield. You're tough enough to withstand blunt force trauma and extreme temperatures on the same level as you can dish out but you are significantly more vulnerable to cutting or piercing attacks, so try not to get shot. You'll still rapidly heal from most wounds, so even bullet holes will disappear within a day, and you are effectively immune to toxins and poisons. You have heightened senses that allow you to accurately take in sensory information even from several miles away and you have an immortal body, allowing you to never age past your prime.

As a burgeoning demigod of the Olympic pantheon, you also possess a domain and a source of divine energy within you, though to see those at the level of a full grown God may take many years of practice. Your domain covers a single defined concept, such as War or the Sky or Art, and will in time allow you to draw strength from the presence and strength of your concept in the world, manipulate it in the world and people around you and induce it as well. Your divine energy however, may be put to use in a variety of ways, from creating and manipulating the elements or flying or moving objects with no more than a thought and more. Your divine energy will only grow with practice and unlocking more than basic enhancement of yourself or blasts of force will take many years of work.

Atlantean- 400

You are one of the underwater citizens of Atlantis, empire of the sea. An Atlantean is a human adapted for the ocean, though in the process they gained superhuman abilities and powers that went far beyond mere adaptation. You've got incredible physical abilities, far above any human. While you cannot harm a Kryptonian, you are at least strong enough to knock them back with your blows and fast enough to outpace any human invention, including swimming at many times the

speed of sound when underwater. You have the ability to breathe and survive underwater with ease, including heightened physical senses to better navigate the underwater world, and even have the power to telepathically communicate with sea life. However, you are unable to survive outside of the water for very long, as you need constant hydration to stay alive. If you happen to be a hybrid of a Human and an Atlantean, this weakness will become much less intense and only require you to drink water regularly to survive above water. If you are willing to spend an additional 100CP, you are also able to gain access to hydrokinetic powers, allowing you to manipulate and even create water around yourself, with the power and control you have over water growing in time.

Kryptonian- 1200/1800

Kal-El was not the only child to hail from Krypton when it met its' end. Back on Krypton you would be only as strong as a normal human. But when in the atmosphere of a planet like Earth or near a yellow star, you gain truly incredible abilities. Your cells have the ability to absorb solar radiation and to store it, allowing you to take in energy from a yellow star which powers your abilities.

A kryptonian is incredibly strong, fast and tough. They are strong enough to make immense shockwaves with their blows or to shift entire tectonic plates across the Earth. Fast enough to come close to the speed of a Speed Force user, at many thousands of times the speed of sound and with the ability to fly through the air freely at these speeds by manipulating your own gravitational field. Tough enough to withstand the same amount of force that they can put out as well as easily take on all kinds of temperature extremes, chemicals and even radiation, not to mention possessing almost limitless amounts of energy and stamina to continue fighting. You are able to hold your breath for hours at a time or breath out with enough force to knock down buildings or to instantly freeze objects with cold breath. The solar energy in your cells allows you to heal wounds at an incredible pace and remove non-lethal injuries in mere moments when in direct sunlight.

Kryptonians like yourself possess an incredible array of sensory abilities, allowing them to see things over great distance, zoom in their vision to see things at a sub-atomic level, see through any object short of lead and see any wavelength of light and their hearing is both good enough to hear sounds from across the globe as well as to hear almost any sound or frequency possible. You are also able to emit destructive beams of heat and radiation from your eyes, even making these invisible to the human eye with practice. Finally, so long as you have yellow sun energy in your cells, you will not age and you will be immune to any kind of mortal disease.

There is a weakness to Kryptonians however. Kryptonite, a substance that came from the exploded planet Krypton, removes the powers of Kryptonians when in their presence and can grievously wound and even kill Kryptonians with relative ease. Despite being able to take blows that could shake entire cities to their foundations, a blade made of Kryptonite can pierce through a Kryptonians chest with ease and slay them just like that.

But despite being one of the most powerful beings in the universe, there is yet more beyond what a Kryptonian can obtain. With the spending of an extra 600CP, you can become a Mutated Kryptonian, similar to the horrific creation that Lex Luthor will one day name Doomsday. While your speed will not increase, you become tremendously stronger and tougher, so much that even other Kryptonians appear weak before your might. Your body will be covered in bony protrusions that can slice through beings as tough as Kryptonians like a hot knife through butter. Your healing factor is incredible, allowing you to restore lost limbs in moments and heal from even the worst of wounds in seconds. Better yet, your body constantly mutates and evolves in response to trauma, making you stronger,

tougher and more as you get hurt more. Your energy absorption abilities grow as well, allowing you to absorb any kind of energy to make yourself more powerful overall, such as the kinetic energy from the blows of those that try to put you down with brute force. You've also gained the ability to create and manipulate electricity, usually to an incredibly destructive degree in the form of bolts or massive bursts around your own body. Lastly, your heat vision has also grown much stronger than a normal Kryptonians, allowing you to fire off much more intense amounts of heat and radiation, as well as firing your heat vision over much larger areas at once.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Bystander

Early Warning- 100

You're feeling good, feeling big, bad and almighty. You've got things under control...or do you? It's easy to get in over your head when dealing with the powered freaks that populate this world. Threatening them when they have nothing to lose, handing them blackmail on a silver platter or even revealing the location of the one thing that lets you control them? You've got a sense now for when you're about to do something incredible stupid like those above examples. You might not know quite why something is feeling stupid to you, only that it's going to result in a lot of danger or failure for you and that another solution would be best pursued. Hopefully you'll live a bit longer now that you're not running around doing stupid shit.

Bringing Together a Team- 200

What one can't do, five can. You're a great team leader, with skills at getting people that don't like each other to work together and at getting those same people to work with you, even when they don't like you. If it's bad enough, you might need to use some threats or blackmail, but you'll still be able to use that stuff in a way that doesn't expose yourself to danger. What's more, you even have great abilities at recruitment, making it much easier for you to find people with the right skills for any job you have in mind and just as easy for you to get them to accept. Whether that acceptance is to get out of a problem you make to force them to accept or not...well, that's just for you to know.

Saved By the Superman- 400

There's no need for powers of your own when you have such powerful friends. Especially when those friends are seemingly always nearby when you need them. Your friends and allies, so long as they would help you out in your current situation, almost always arrive just in time to save you when you get into trouble. Even if they should be too far away or have no idea where you are, you'll have at least one of your capable allies appearing to help you out. Sometimes more than one of your friends might arrive, though in these cases this ability usually draws more of the weaker allies you have made. Once they've met up with you, you'll need to win together, as this provides no guarantee that your friends can save you, just that they'll arrive in time to have a chance.

The Wall of Plot- 600

Legs crippled, trapped beneath a crashed helicopter, surrounded by an army of demons, the world about to end and your only possible allies are a bunch of criminals you personally made hate you? You've been through worse and you'll go through worse in the future, cause like fuck is this taking you out. You have a truly unnatural amount of luck in surviving all kinds of lethal and nasty situations that should take you out. Helicopter crashes end with you barely scratched, assassination attempts often just mean an extended hospital stay and even the end of the world might just mean you escaped on a shuttle to another world. You've got a level of plot armour that can only be broken for certainty by someone personally taking the time to kill you and watch you die nice and close. Anything else and you're much more likely to survive, albeit sometimes in rather bad shape.

Wealthy Man

Old Charmer- 100

Men like you shouldn't be trusted in the slightest, given how easily your sort can turn that little bit of trust into a wide open hole in someone's defences. You've got an easy charm and are an effortlessly skilled liar, letting you charm your way into almost anything, from getting into a guarded building to getting into the pants of some lady that caught your eye. You're far from without failings and those with an equally sharp wit can catch you out on a lie but hopefully, you'll be able to turn that into a new friendship instead of jail time.

Way of the Bat- 200

Gadgets and powers can work on their own but adding in martial training will multiply their effectiveness several times over. You learnt since childhood the ways of beating other men into the dirt and making sure that they don't get back up. You've become extremely skilled in several forms of martial arts, covering both unarmed combat, weapon usage and how to effectively use any devices or powers you have gained here in combat. A super strong brawler might be scary but that's nothing compared to a super strong master martial artist.

Leading Light- 400

You've got the brawn already, now it's time for you to get some brains. There are few minds like yours on Earth, as you're smart enough to produce an incredible array of advanced technology if you put your mind to it. You've got an in depth knowledge on almost every field of science there is and know how to turn that knowledge into working technology, such as the devices and vehicles that Batman uses to fight crime with. You're even able to, with a lot of time and effort, reverse engineer alien technology. It'll probably take a few months to do so without some seriously high tech laboratories but it's not out of your reach. If you just want to figure out how some alien tech works, it shouldn't take you more than a few minutes though.

Prep Time- 600

For a man to bring down a god, he can't assume he'll win with his own raw power. The difference is too great. To kill a god, a man must rely on tricks, traps and dirty moves, along with planning everything far ahead of time. You've already gotten all that down pat though. You have the curious ability to always be prepared for everything, the only exceptions being things that should not be possible to happen from your point of view. Ambushed at home by assassins? You already set up traps along the routes they're going along, even if you might not quite have done so without this ability. Get the chance to pick a stage for your fight with a virtual demigod? It's already laid out with traps and tricks for you to take advantage. Effectively, you and the places you are at will always be set out to your advantage, as if you'd spent a few hours setting them up, if it was even slightly possible for you to have done so.

Criminal

Head Shot Dead Shot- 100

Little bit above the common criminal, aren't you? Few men have an eye for sharpshooting like you do and the ones that do are mostly dead, in prison or have long since passed into legend. You're one of the greatest gunfighters the world has ever seen, vastly experienced with a huge range of personal firearms and able to pull off shots that would look unbelievable even on a movie set, much less in reality.

The Worst of the Worst- 200

Every crime spree comes to an end sometime and more often than not, you'll find that end comes in the form of a jail cell, possibly even on death row too. But girls like you have the special skills that even those in the government would love to have on hand. You're able to get out of even the very worst of crimes by selling your services to those in power in return for a stay of your sentence and, if your crimes were not truly horrific, potentially even freedom after enough service. You'll likely be called on to do their dirty work and be monitored and collared as you do so but it's a chance to make up for your crimes...or just to escape from punishment once they let you out. If you abuse this chance once, the same people won't give it to you a second time though.

Slipknot- 400

Criminals are like rats. They'll find a hole in any prison to get their way out eventually. You're a bit of a rat yourself, considering there isn't a hell hole on the planet or out of it that can keep you forever. Any method of imprisoning you, tracking you or otherwise leashing you will eventually reveal a way for you to slip out of it. Maybe after a few months in prison, an old flame comes and busts you out to freedom. Maybe that explosive collar in your neck has a controller that you could get your hands on if you act obediently for a few days. The more complex and impressive the method of controlling or imprisoning you, the longer it will take but you're very rarely kept down for more than a year or two at once. There are crimes to commit!

For My Family- 600

There's a terrible thing inside of you, that you were scared to let out for a good long while. It wasn't until you found someone to protect that you realised all that scary stuff inside was just the real potential of your powers. You have the ability to push any of your powers, one at a time, into an impressive transformed state, turning yourself into a special, often monstrous, form based on what power you've picked. The power in question will be greatly enhanced and your body will also grow much stronger, gaining properties based on the power. A person with the ability to control fire might turn themselves into a giant, raging Aztec devil with even greater pyro kinetic abilities. These forms are tiring and unless you train them individually, you'll run out of juice for them after a few minutes.

Saviour

Let's Have A Clean Fight- 100

When two living gods go to war with each other, can the little people really expect that they will escape unscathed? At least when it's you fighting, they apparently can. Any fight you take part in, the participants will never cause collateral damage unless they specifically intend to. Even if you are hitting with the force to shake entire countries, you won't crack a single window or even knock a bystander over from the shuddering blows you deliver to your enemies. They too will be under this effect, preventing them from doing collateral damage unless they specifically aim to destroy the people and objects that are around your battle. Hopefully you finish fast enough before they decide they only want to make you miserable.

I'll Be There- 200

Wherever you may be needed, you always happen to be there. You just might not always know it. You've got the good fortune to always end up in places where you'll have a chance to protect the things and people that you care about, even if you didn't know they were going to be in danger in the first place. At times, this may be due to being specifically warned that they will need your help in coming times. At others, you won't even know you need to fight until the battle begins around you. But if your world is threatened or your friends are in danger, you'll always get a chance to help them. Might not be a good chance but you're a hero, doing the impossible is what you were born for.

Death of Jumper- 400

And the rebirth as well. A true hero knows that their work is never done, not even when they've died. You're the same, whether you feel the call to heroism or not, and will find that even when you've been killed, you will rise again in time. Once per ten years, after you have been killed, you will find that your friends, allies or just people who need the help of a hero manage to resurrect you within a year's time. The methods they use will vary, generally being stuff that only works once, and if you die before ten more years, or the jump you are currently in if it lasts more than ten years, have passed from your death, you won't be coming back with this at least. After your chain has finished, this time limit before this ability can be used again is removed. A Superman will return as many times as needed from death.

More Than a Man- 600

And close enough to a living messiah. There is something about you, an inherent quality, that makes people look up and wish that they could kneel at your feet. People look at you and see a genuinely good person, a heroic titan and a messiah that they want to believe in and be with. Whether you live up to how people see you or not doesn't matter, as you're likely to become a massive sensation once people start to gather around you. If you actually decide to pay attention to all these people that look up to you, you could easily inspire them to do incredible things and become heroes themselves, forming great men out of ordinary folk.

Invader

I Was Made This Way- 100

Much as they may sometimes think otherwise, a super hero is not a soldier just because they fight. All the training, learning and living through war that you did is what makes you a soldier, not that you can throw a punch. You learnt the merits of keeping yourself calm and focused, no matter what happens. Even against terrifyingly powerful alien gods or after you've just lost everything you ever cared for with no hope of saving them, you'll be able to keep yourself on task without even a flinch.

Seeing Through- 200

The endless years of combat have shown their results well in you. Or you may just be a particularly successful genetic project done by your species. The results are the same, from biology or experience, as you are an ice cold killing machine in a fight. It's impossible to confuse, disorient or trick you when in combat. Attempts at feints or bluffs fall entirely flat, though you are still vulnerable in purely social situations, and you are able to adjust in mere moments to any amount or kind of sensory overload to your system, making yourself immune to that same source of sensory overload from that point onward.

Alien Locator- 400

To accomplish the master plan, you need just that one last precious piece. A lost fragment of a magical artefact, the third part of a set of alien technology or even a lost alien child. You want it, you need it and now you're going to find it too. You have an uncanny ability to find anything you're looking for, so long as you've at least got the right planet that it's on. Even if it should be hidden away or lost long ago, you'll be able to find whatever it is you're looking for in just a few days at most, so long as you're on the same planet. Once you've found it, you may need to deal with getting through any defences or guards on your own, but you'll be able to track it much more accurately from that point on too.

War Stallion- 600

Truly there few beings that can claim to be as innately talented with war as you are. You are a master of your own body and how to use it to break the bodies of others, a mastery that seems to extend to all you try your hand at, at least in relation to combat. You are able to learn and master combat related skills, abilities and the natural abilities of your own body in just minutes, whereas a normal person might take years of work to reach the same level of skill. Even newly added abilities to your body, so long as they are actually part of your biology and not separate supernatural powers, can be mastered in this way, such as if you suddenly develop superpowers on an alien world.

Accident

Life Changing Experience- 100

The accident, as most accidents do, happened without any warning. One moment you were ordinary and the next you were extraordinary. It might have sounded great before the change but more and more you might find yourself struggling to adjust to your new life. With this, you won't experience those issues. You're able to quickly come to terms with changes to your life and body, letting you get used to them mentally and come to terms with anything you've lost, gained or changed. Perhaps with that out of the way you can really make some progress towards physically mastering yourself as well.

Quick of Thought- 200

Something of a child prodigy you were. Always smart for your age and you remained quite the genius even now. You're not going to be heading your own corporation but you're definitely a few cuts above the normal people. Speaking of, those normal people won't have a problem getting along with you, since you don't experience the problems that come from an incredibly powerful mind. You find it just as easy and satisfying to spend time with even the most moronic of people in comparison to your own mind and you can live without any difficulty, even if you experience life with reflexes a few million times greater than everyone around you.

Access Denied- 400

When it comes to your body, is it really any surprise that your will takes precedence over that of an alien invader? Your physical form and those powers connected to it are yours alone to command, granting you full control over those aspects even when it should be controlled or at least influenced by another. It is impossible for another to puppet your body, even if you were an entirely robotic being you would be protected from attempts to hack into your body and control it, and any powers you have that are directly rooted or bonded to your body are also protected from control from outside sources.

I'm a Man, Motherfucker- 600

And this man says no. No to all this alien bullshit, no to all these dark gods and hell fucking no to some robotic box taking away your free will. You've got a will that shines bright, bright enough that there isn't anything in this world or any other that can extinguish your will, so long as you still desire to stand strong. As great as your willpower is, your sense of self is just as unbreakable. Who and what you are is as set in stone as the commandments themselves, making your identity immutable unless you desire for it to be able to change. This doesn't protect you from someone transforming your body but it will stop anyone from being able to change who you are and who you see yourself as.

Foreigner

Timeless Wanderer- 100

The world of man is ever changing. As the years go by, mankind alters itself faster and faster, becoming more radically different than the young species you once knew. But you changed along with them, when you went to visit at least. Unlike many of your kind, you find it effortless to adjust to different cultures, times and places. Even in the strangest of societies compared to your own, no one ever finds you out of place. You naturally fall into the expected roles and seem to fit in, unless you consciously decide to act out and break the rules and expectations of society.

Holy Clay- 200

Perhaps the Gods themselves truly did craft you from their most divine clay because you've got a body that can inspire men to become artists of legend. You have a divine beauty, as a man or as a woman, and exemplify every aspect of beauty you yourself could find attractive. Given the source of this beauty, it takes no effort from you to maintain and you will remain as gorgeous as ever even when in the midst of a brutal knockdown battle. You're not just easy on the eyes either as people find you very easy to get along with, even if you have a gruff and naturally hostile personality. You can still drive people away if you try but now people will be naturally drawn towards you.

To Slay A God- 400

You've got the training fitting for a being raised to kill gods. Thousands of years of practice in every kind of warfare, strategy and weaponry, short of the modern firearms of mankind. This skill is such that you can keep up with people tens of time stronger and faster than you, making up for your lack of strength and speed. You're the greatest fighter on the planet, with only a single equal in the form of the Amazonian princess Diana. At least in terms of raw skill.

Gordian Way- 600

Men get too caught up in their own over complicated conflicts and problems. Humanity has forgotten the simpler solutions to their so-called great problems. Solutions that still work for you at least, given you are able to solve any problem with brute force, a good heart and a clear mind. No matter what the issue at hand is, you'll now be able to solve it so long as you possess the above three things. Some tasks may still be nigh-impossibly difficult for any normal person but for a superhuman, you can bring world peace through just beating the crap out of all the bad guys with good intentions in your heart and using your clear mind to see who is bad and who isn't. And while normally, just beating up the bad people wouldn't cause world peace, it does for you now.

Powers

Animal Hybrid- 100

You were born, or made, as a hybrid between man and beast. You share the abilities of a specific animal, such as a crocodile or tiger or spider, which have been taken to superhuman levels. The exact abilities may vary depending on your chosen animal. A crocodile hybrid gained enough strength to toss full grown men across large rooms with one hand, have a body tough enough to take a shotgun blast and keep going, incredible swimming ability and underwater breathing, along with enhanced senses of smell, sight and hearing, so that he could operate in dark sewers perfectly. Perhaps a spider hybrid might focus far more on speed and agility, along with webbing and venom abilities, whereas a tiger might lose some toughness in exchange for more agility, lethal claws and fangs along with a dangerously loud roar. You can buy this multiple times for more hybridised animals.

Elemental Control- 200

You have the power to create and control a physical element. This may be something simple, such as fire or lightning, or something a little stranger like sound or poison. It may not be a supernatural element nor one that is not commonly found on Earth. Whatever you choose, you have an incredible degree of control and power over it. Someone with the power over fire could create firestorms capable of instantly incinerating dozens of people around them at once or control the fire so precisely as to create tiny, defined dancing figures of other people in their hand or writing words. Those with this power are also able to briefly take on a demonic form of larger size and strength, greatly increasing their elemental power while in that form. You may buy this multiple times for more elements.

Cyborg- 600

A terrible accident and an alien device combined to make you into something more and less than a man. You've become a Cyborg, due to the hyper advanced technological device known as a Motherbox. The device transformed you into a constantly evolving and adapting machine, leaving very little flesh aside from a few bits on your face. You've got superhuman strength, such that you can stop an oncoming semi-truck with a punch, and enough durability to take a few blows from even Superman himself. You never tire, need sleep, to eat or drink or even to breathe anymore due to your artificial nature. Your mechanical body will slowly repair itself from any damage and even improve itself over time, granting you enhanced or entirely new capabilities such as new weapon systems. You are able to interface with, hack into and control other technology, on such a level that you could search through and monitor all of the Earth's internet at the same time while hacking into even the most advanced human systems with effortless ease. Lastly, you have the ability to actively shapeshift and transform your body, taking control of your self-improvement systems to change your shape or add on new designs and technology that you have available to yourself.

Dimension Magic- 800

You're only partly human, really. The other part? You hail from a magical race of beings from another dimensional, allowing you to use powerful magical abilities and spells. This magical energy empowers your body, letting you kill a human with a single blow or shake off small arms fire with ease. But the real power comes from your manipulation of the immense magical energies within you, something that will grow in power and uses with time and practice. Even at the start, you are able to teleport around the world with impunity, turn people into monsters with a touch, manipulate and change matter with your mind, read and control and harm the minds of other beings

around you, change your own shape and even set up large rituals to magnify your power and range so that you can affect entire countries at once. Your magical nature also allows you to live without aging.

Speedforce- 800

You've gain a connected to an extra-dimensional source of energy known as the Speed Force which, strangely enough, makes you go really, really, really fast when you want to. When you want to, you are able to move at thousands of times the speed of sound and this speed will only grow with time and practice. You've got the reactions and agility to keep up with that speed, even when not moving at your full speed, and those combined with your speed allow you to run over water, walls or even the ceiling. Your incredible speed allows you to heal from wounds at a much faster rate, including fully healing bullet wounds in just minutes, though this does mean you use up calories very quickly and will be hungry after using your speed. When using the speed force, you'll be able to manipulate your own momentum, allowing you to generate incredibly powerful blows when moving at high speeds yet also being able to stop on a dime and avoid any negative side effects of moving at the speed that you do. This momentum control is also accompanied by control over vibrations, which allows you to disrupt the molecular stability of other things or to make yourself go intangible. In time you may even figure out how to use this vibration control to cross over into other dimensions or become fast enough to travel through time. The speed force also allows you to generate electricity with your speed and while it will take practice, you can learn to utilise and even weaponise this electricity generating power.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Bystander

Reporter Outfit- 100

The basic set that any up and coming reporter would be glad to have. A top of the line mobile phone, a fantastic film camera for snapping those award winning shots and a high power, long life laptop for the on-the-go work you'll be doing. Just need the skills to use it all well. Which you have too. Handy.

The Daily Jumper- 200

He who controls information, controls the world. You're a long way off from worldwide coverage but this up and coming media company is a good first step. It's no old titan like the Daily Planet but your media company, which can be anything from a newspaper company to a purely online network, is still a major provider within the state or similar area of your starting location. It's filled with skilled employees and so long as you manage it properly, you could see it quickly grow into being a true force in the industry. It will follow along with you to future worlds.

Super Prison- 400

A place that only the worst of the worst get sent. You own a private prison, a sizeable and state of the art one when it comes to keeping people in. Not so much when it comes to comfort and human rights. Purely as a business venture, it's quite lucrative and you may find it worth your while to build more prisons like it. But your prison has a habit of attracting inmates with special skills and even superhuman abilities. With the right kind of person, one could take advantage of these inmates in secret. No one seems to come looking to inspect the prison or the prisoners without some seriously strong reasons to do such a thing, so you could very well get away with all kinds of nasty experiments. The prison will appear in future worlds in your name as well.

Task Force J- 600

With all these alien and supernatural threats appearing in the modern world, the governments of the world are starting to see the need for someone to handle this stuff personally. They chose you as the head of a new division of government in your starting country. You've been given a huge amount of influence and power over the country, so long as your actions are in the interest of protecting the country from supernatural or extra-terrestrial threats. You could take out a dozen super powered criminals from prison and have them authorised to go into a populated city on missions for you or give trusted advice to the head of your country on these matters too. Make too many big mistakes and you might get kicked off the job though. You'll retain this position in each starting country in future worlds you find yourself in.

Wealthy Man

Rangers- 100

You've got a limitless supply of small but well-made throwing knives, taking on a shape and style of your choice, decided when you buy them. You could choose to copy the batarangs used by Batman himself or have something with a different theme altogether. Sharp and excellent at close and longer ranges, you only need to reach into a pocket or behind yourself to pull out some more.

Power Suit- 200

A device to hopefully allow ordinary men to compete with flying alien gods. This set of powered armour is not quite as effective as hoped but still an amazing piece of technology. The powered armour you've received, in a design of your choice, is given the same specifications and technology as the one the Batman utilises. You'll have enough strength to break concrete walls and run as fast as car, along with protecting you from large blunt impacts and small arms fire. Voice changers, HUD systems and a wealth of minor gadgets all come together in this suit. For an extra 100CP, you can upgrade it with Kryptonian technology that allows the suit to be entirely self-sufficient for days at a time, even giving limited flight for a few minutes at a time and allowing the wearer to survive in space. You may import an outfit into this option.

JumperCorp- 400

A vast business empire that has been passed down your family line for generation after generation, finally ending entirely within your lap. This corporation is one of the biggest and most profitable in the world, focused on a field or fields of your choice that are present within this world. Just normally it'd make you one of the richest men on the planet but you can always abuse your ownership of the company to turn its resources into creating weapons and technology for your own personal usage. Whether that be for the better or worse for the world is up to your morals and goals. The company will appear in future worlds, optionally changing focus so as to be built around something present in those worlds instead.

Kryptonite Blade- 600

Achilles had his heel, Superman has his kryptonite and you have something even more special. This sturdy metal case contains a large hunk of pure Kryptonite, enough to craft a large sword or spear entirely out of the substance. The mere presence of the material weakens and sickens Kryptonians while actually being harmed by it can allow even a human to slay a Kryptonian. However, the case you've received is special. At the start of each future jump, you may designate one species within that world for the Kryptonite to shift focus to, thus weakening and harming that species instead of Kryptonians. Sadly, the special material is unable to be replicated or synthesised and you may only change it once each world as you enter. You may import a melee weapon into this option.

Criminal

Stylish Gear- 100

It might not be a superhero costume but what you have here is just as iconic. You've got an outfit, even including some light armour if you want, and a basic personal weapon that exemplifies you perfectly. It's stylish, repairs itself when out of sight and looks good even when covered in blood and dirt. The weapon won't be anything terrifically advanced but a baseball bat that doesn't seem to break or a pair of handguns perfectly calibrated for you? Those are just fine. You may import an outfit into this option.

Katana- 200

This is a Katana. It's got your back. I would advise you to not kill anyone you like with it. The sword traps the souls of its victims. Is there really anything else you need to know? The blade is supernaturally sharp and can shear through thick metal as easily as it can through flesh and bone. Which is very easy. Unlike normal, you can also release the souls from the blade if you want to. So maybe you can be a bit more careless with it. You may import a melee weapon into this option.

A Whole Arsenal- 400

A warehouse filled with all kinds of military gear, in a secret location of your choice. Somehow you've managed to gather enough guns, explosives, armour and vehicles to outfit a small army without leaving any trace of gathering such things. You've got everything here short of a nuclear bomb, including two attack helicopters and a real live combat tank. Anything taken from here will be replaced a month after it has been destroyed, lost or fully used up and the warehouse itself will appear in future worlds, updating its' armoury to be appropriate for the current world.

The Bad Guys- 600

No longer are you some two bit whacko on hire to someone else. Now you run this shit for real. You're the head of your own criminal gang, a widespread organisation with influence reaching across your entire home country and chapters in every major city and town in the same country. The gang deals in whatever crimes you find acceptable, though sometimes the more distant membership will need a reminder about who is in charge, since they are pretty much all thugs and not too bright kinds of folk. You've even got a small number of unnaturally powerful forces, from a couple mutant freaks to some lower powered aliens or magical beings. No more than a dozen at best and they're no big deal on the world stage but they are as loyal as family to you and entirely willing to do some really fucked up shit. The gang and your personal enforcers will appear in future worlds, though different characters take on the roles each time.

Saviour

Super Suit- 100

A form fitting suit made from an alien material, it's the perfect outfit for superhero work. While the outfit has no special powers, it won't ever break due to combat or your own powers. It'll change shape with you and stay intact no matter how fast you move or what kind of changes you do to your own body. You can design what it looks like yourself, though it is effectively just great looking clothing that won't wear, tear or burn up as you battle. You may import an outfit into this option.

Cover Job- 200

You can't be a hero every hour of every day. You'll need a job if you want to fit in to normal society and lucky for you, you got a job perfect for your superhero work. This cover job isn't the most glamorous, a big city reporter rather than a company CEO, but it does allow you to repeatedly leave in the middle of work without any suspicion at all. Just holding the job will keep you a fair amount of income so long as you attend now and then, as well as greatly assisting you in keeping your true identity secret. You'll even keep the job despite acting up, such as choosing to completely ignore your boss on what story to cover as a reporter and publishing something completely different.

Command Key- 400

A rare piece of Kryptonian technology, a Command Key allows the user to unlock and use any Kryptonian device, even military weaponry that should be closely guarded and restricted to only certain users. Your Command Key is even more advanced, as it can override the protections of any technology less advanced than what the Kryptonian military makes use of, at the very least it allows you to easily take over any of humanity's creations with the key in hand.

Derelict Ship- 600

An additional ship from Krypton that arrived alongside the one that brought Superman to Earth. This ship has long since been abandoned, perhaps never even having a living pilot, and the systems relating to weaponry and movement have long since been irrevocably destroyed. However, it seems the ship was a science vessel and it retains an in depth database on almost all Kryptonian technology that existed. Weaponry, ships, armour, genetics and more are within the databanks here, governed by a friendly Artificial Intelligence that will assist you in learning all that is stored here.

Invader

Krypto Gun- 100

A highly advanced beam weapon from Krypton that somehow made its way to Earth early. It's only a single gun but it has the same destructive force of a grenade with the firing rate of a machine gun and the range of a rifle. Takes a while to reload once you've emptied the gun of ammunition however, a full day of charging in direct sunlight is needed to restore it.

Electro Weapon- 200

A close ranged weapons originally forged on Apokalyps, this dark steel weapon of your choice is able to emit powerful blasts of red lightning, which can tear apart an entire house in a single blast. With practice, you can learn to shape these blasts and even to fire them at range. The weapon itself is almost indestructible and, after practice and experimentation, you can even turn ordinary beings into Parademons with the red lightning from the blade, infecting them and twisting both their minds and bodies. You may import a weapon into this option.

Black Zero- 400

A powerful Kryptonian warship, acknowledging only you as the rightful ship master. Devoid of all knowledge save that needed to pilot, the ship is fitted to the gills with powerful weaponry and engines that allow it to quickly travel interstellar distances. The ship could quite easily wipe out entire armies on modern day Earth, though it's not tough enough or fast enough to keep up with a super powered Kryptonian. The ship is also capable of opening portals to and from the Phantom Zone, whether you are entering it yourself to hide or sending something else there to imprison it for good. It's possible to pilot the ship on your own but there is an advanced auto pilot to assist you if need be, along with several small orbit-to-surface drop ships.

World Engines- 600

A pair of World Engines are now yours to command, stored in a pocket dimension and appearing at your location when you call for them. These gargantuan machines are capable of completely terraforming a planet over the course of a few days to any biome or climate. Or just annihilating all life and standing structures on the world within a few hours. The World Engines are extremely sturdy, resisting any attempts to damage them or knock them over from something less than a Kryptonian warship exploding. If they are actually destroyed, they will be remade in their stored dimensions a year later for you to use once more.

Accident

Nature Cloak- 100

The accident was unfortunately not kind enough to leave you looking fully human. Even with good intentions, those around you may only panic when they see your transformed visage. This set of comfortable, long cloaks and coats will allow you to entirely disguise your appearance and make everyone around you believe that you are human, even if they haven't seen your face and may have reason to doubt you. They're not terribly fashionable cloaks but you will be allowed to wear them without the suspicion that normally comes from someone covering up themselves entirely.

Secret Headquarters- 200

Well, to be honest, it might be more of a clubhouse than a secret headquarters but at least you're on the right track, right? You've got access to a hidden away base, like a small warehouse in the depths of the factory district of your home town. It's hidden, well defended, off the grid and all set up for a comfortable, if a bit cramped, lifestyle. There's a whole range of computers that allow you to monitor activity all over your local city or to mess around with if you choose, since it's a powerful set up. For another 100CP, you can upgrade this to be a full, extravagant mansion with an expansive secret underground base below the mansion, with an even more advanced lab and computer bank. For another 100CP on top of that, you can fill that underground base with a half dozen advanced vehicles, like what the Batman makes use of in his crime fighting career. Whatever tier you pick, the base will be available to you in future worlds.

JUMP Labs- 400

A private think tank of your own. You own an equivalent research organisation to the famed STAR labs, the organisation usually entrusted with reverse engineering all kinds of alien technology. Hundreds of the most gifted scientists from across the world work here, studying the research materials and projects that you direct them to. They're quite loyal too, unwilling to betray you or the organisation even for a lot of money or their own lives. Sadly, any other employees apart from the scientists aren't guaranteed to be so loyal, so keep an eye out on those high powered weapon projects. You've already got a few contracts set up with the local government to have some capital come to the organisation but you'll need to have them keep giving results if you want the group to grow more. You'll be the head of a similar organisation in all future worlds.

Strange Fragment- 600

You managed to get your hands on a small fragment of the thing that caused you to gain your powers in the first place. While it has lost most of its' original properties, its' got enough juice to make another person an 'accident' like it did you and better yet, it seems you are able to charge the fragment with other specific powers, though it takes a year to do and the powers granted will be weaker. The fragment you have is able to be filled with a single superpower that you have access to and it is able to grant that power to one other being at a reduced level once per year, needing for you to recharge it in the meantime. The weakened power will grow over time to be equal to yours, speeding up with repeated usage.

Foreigner

All The Fish You Can Eat- 100

And I mean it. You've got a fish food buffet on order, allowing you access to any aquatic animal on Earth in as much quantity as you like. Pre-prepared or raw or even still living if you like. You have access to an endless seafood buffet, enough to fill even the heartiest of seamen to the brim.

Wonder Weapons- 200

Several divine artefacts are offered with this purchase, each must be bought separately though all are discounted for the Foreigner origin. You may import a similar weapon or armour to any of the options below into that option, such as importing a melee weapon into the Sword of Athena option.

The first item on offer is the Sword of Athena, a monstrously sharp blade that can cut through even the skin of a Kryptonian under a yellow sun, allowing it to easily pierce and cleave through any other normal material. Short of the dreaded and most powerful weapons of Apokolyps, there is little the sword cannot cut through.

Next are the Bracelets of Submission. These wrist guards are capable of blocking almost any attack, drawing energy attacks towards themselves when crossed over each other and in front of the user. The bracelets can also let out a massive wave of destructive energy when clashed against each other.

Third is the Lasso of Hestia. An unbreakable magical rope that forces anyone bound with it to obey the wielder of the lasso's commands to answer her questions and to answer all questions so asked truthfully. It is impossible to resist but it is possible to slip out of the rope or to fling away the wielder by pulling with greater strength than they hold the lasso with.

Next is a more customizable option. With this purchase you may gain a weapon of your choice, such as a trident or sword, which allows you to manipulate one element. This works in the same way as the Elemental Control option in the power section, with the same limitations and ability to grow in power and control over time, though you only gain the power chosen when holding the weapon.

Finally, the greatest shield of the Amazons is on offer. This nameless shield is entirely unbreakable to physical blows or to energy attacks, deflecting even the attacks of Gods and the mightiest monsters of this world. Its indestructible nature allows it to be used as a powerful club as well, simply by smashing hard enough with it.

Prince of Her Race- 400

A member of royalty for your entire species, or at least effectively that. You are treated as a species-wide prince or princess due to your parentage, some special sign or another reason entirely. Whatever the cause, the respect and fame you have amongst your entire race are the same. You're a celebrity whose name is known by every member of your race and while you will not always be loved or respected, you are well liked by the majority of your race simply for existing. If you are a hybrid of multiple races, you must choose one race for this status to be in effect for, though you may change it once per jump.

Lost Atlantis- 600

An entire island all to your own. Well, your own and a couple thousand other beings. Much like the legendary Atlantis or Themyscira, you have a hidden away miniature civilisation of your own. The island can be undersea, on the water or even flying in the sky above if you so wish. The people that populate the island, living in a small but comfortable city, are superhuman in all capabilities and live for incredibly long periods of time, along with having adaptations to the environment that you have chosen to place the island in. They see you as their ruler and will follow your commands, given that you are extremely popular with them but are very reluctant to interfere with the outside world. Few beings could attack this place and get through your guard here but it will take quite some convincing for even you to turn the residents into a mobile army. In future jumps, you will have a similar island, though you will gain a new population each time.

Companions

Import- 50CP per

This option allows you to import one existing companion that you have access to or to create a new, original character to become a companion for yourself with each purchase. The companions will gain a free origin, all associated discounts and freebies along with 600CP to spend on whatever they like from the perks, items and powers sections. You may give your imported or newly created companions extra CP on a 1:1 basis, though this is individually for each of them that this must be transferred to.

Canon- 50CP per

For every purchase of this option, you will gain a chance to convince one character in this world to come along with you as a companion. Whoever you choose will find themselves liking you on their first meeting with you, meetings that you are guaranteed to have at least a few of. You need to convince them to come along with you however. For an extra 50CP, you can have a pre-existing relationship with the chosen character, such as a family member or close friend, but this will not make them a slave to you nor will it grant you any advantage, such as making you an adopted sibling of a member of a powerful race rather than letting you cheaply get power that way.

Drawbacks

You may take up to 1000CP in drawbacks from the following list.

The Long View- +0

A great many things have already happened in this world, most of which the public is unaware of. If you have a desire to take part in the events in the past of this world, this option will allow it. Taking this option will allow you to start at a date before the normal starting date in this jump. You may at most start as early as 28,000BCE, just a short time before the first war against the forces of Steppenwolf. Whatever date you choose to begin at, you will stay all the way until you would have normally ended, at the end of 2022 CE.

Graphical Error- +100

There's something terribly odd about you. Some of the time, people see something strange on your face, just out of the corner of their eyes. Other times you seem to shift and stutter even when they are directly looking at you. Almost like someone did a terrible job on some CGI replacements for parts of your body. You appear very unnerving and freakish for most people until they get a chance to get used to you and even then, you might confuse them with the tendency for strange and unnatural appearances to sometimes replace or add onto your own for a few moments. There's an absurd tendency for moustaches to show up too.

Fish Out of Water- +100

It's been too long since you entered the wider society of mankind. You've got a very dated view of what life is like for the people around you now, at least a few hundred years out of date. It makes you very naïve and quite easy to take advantage of or trick if the person talking to you is aware of that fact. You won't be able to get rid of this naivety entirely for the duration of your time here, though you'll at least learn to not fall for the same trick twice.

Zod of War- +100

The gene therapy and decades of harsh conditioning were meant to mould you into the perfect soldier. Many could say too perfect, given you are obsessed with combat now. War and battle is almost always on your mind, an addiction you feel to fighting and a very strong tendency to leap to violence first, asking questions or seeking peaceful resolutions much later and sometimes only when you are forced to do so.

Faster Than A Wrecking Ball- +200

Look Out! Here comes Jumper-Man! Crashing through the city and causing billions of dollars in damage! Oh dearie me, you're not that careful are you? Maybe you just have some enemies that know how to make you regret taking them on but you're going to inevitably end up causing incredible amounts of collateral damage when you fight, to both objects and people around you. Even your own allies aren't immune as this destruction seems drawn towards them. Worst of all, people always realise that you are the ultimate cause of there being so much destruction, even if you really were trying to stop it.

Gone In A Flash- +200

It's okay to not be ready for battle. You're not like the others, with millennia of combat experience or the confidence that comes from being the most indestructible thing on the planet. You're just you. If you happen to be a coward who shivers and trembles at the thought of putting yourself into a

fight, even if there's realistically no chance of you getting injured...well, maybe you can just be a scout? During your time here, you'll be possessed with a crippling fear of any kind of actual battle. You can sneak around people and still save people from disasters but actually fighting another person, even one weaker or slower than you, inspires a deep and crippling dread in you.

How Did This Get Here- +200

A piece of a very distant world turns out to be crystallised poison to you. Much like how Superman has his Kryptonite, you now have a special substance from an alien world that greatly weakens you, reducing you to a human level, while being extremely lethal against you when used as a weapon. While this substance is not widespread on Earth or really anywhere else in the universe, it doesn't seem to stop your enemies from getting their hands on it now and then. Not every foe will have some of your weakness substance but a significant portion will and will use it against you.

Suicidal Style- +300

You've got a reputation for being the worst of the worst and thus a rather awful woman has decided to make use of you. Instead of wherever you would start before, you now begin the jump in Belle Reve prison, with an explosive chip planted in your head. You've been recruited to join Task Force X, otherwise known as the Suicide Squad, alongside a number of other villain. Unfortunately for you, the chip in your head is special and it exploding will manage to kill you for good no matter what kind of weird defences you might have. It'll explode if you try to remove it too. It appears that you'll need to work for Amanda Waller and do the dirty work for her and the government successfully until you can get released from the task force. A couple years of service and you should manage to get out, but maybe you can find some other way to exit the force.

World Wide Foe- +300

The world already has its' Superman. It doesn't need another and it looks like the world is making it known to you. You've been turned into the opposite of Superman, an Antichrist-like figure who receives the hatred of people the world over. Not every single being on Earth hates you but enough powerful people do that you're enemy number one for the public. Men like Bruce Wayne and Lex Luthor view you as a threat to mankind and will seek to create a way to take you out of the picture for good. You might even find yourself in conflict with heroes like Superman, unless you can keep them down long enough to convince them of your innocence. No easy feat.

This Is Your Doomsday- +300

A great and terrible beast approaches you now. Brought to life with flesh taken from you and mixed with some nasty substances, the madman who created this has truly made a nightmare. This hulking creature possesses all of your powers at enhanced strength and will continue to grow stronger as he does battle with you and any allies you have. The beast is not terribly intelligent but is able to use all of its abilities and fight with a frightening amount of cunning and skill regardless. Thankfully, the creature also shares any weaknesses you may have, which might be the only way you have to put the thing down. Excluded from this is any weakness you gained from How Did This Get Here.

Ending

For however long you have lived here, the time has now come to an end, bringing with it a choice to be made.

Do you wish to *Go Back* home to your original world and end your days of adventure here?

Do you wish to *Stay Here* in a world of superheroes and see out the future of this universe?

Do you wish to *Continue On* and look for more adventures in a new world, perhaps one in greater need of a hero?

Notes

Special thanks to my darling future hubby Nubee, for all the love and encouragement he gives.