Lois and Clark the New Adventures of Superman Jump

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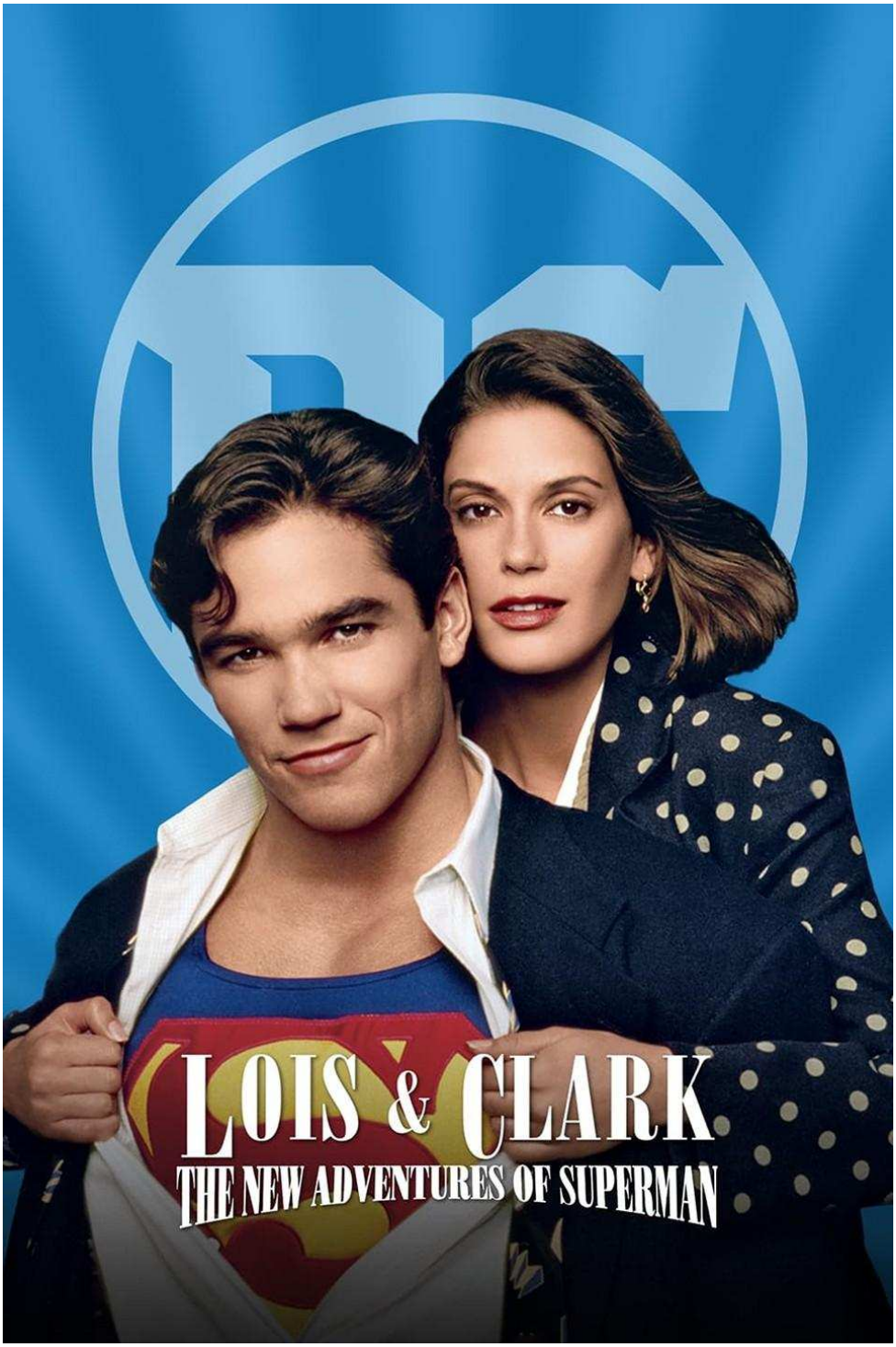

Superman fighting for truth, justice, and the American way… we all know him, and the many, many takes on his adventures. This is the world of Lois and Clark: the New Adventures of Superman, one of these many takes on his adventures. A live action show running from 1993 to 1997, it presented a more down to earth and weaker take on Superman compared to the comics, with an increased focus on his role as a reporter for the Daily Planet and his romance and eventual marriage with Lois Lane.

You will be arriving in this world on the same day that Clark Kent interviews for his job at the Daily Planet, before he debuts as Superman, and you will be staying here for a full decade. If you do nothing Clark Kent will begin a career as a report while living a double life as Superman the protector of the city, and - after stopping an invasion by Lord Nor a fellow Kryptonian from the colony of New Krypton - eventually marry Lois Lane, discover they cannot have children together due to their differing species, be given a Kryptonian royal baby to foster (presumably the child of the woman that Clark was arranged to wed on birth given she is the only Kryptonian royal we know of) and… well that's when the show was cancelled. How long this will take is a bit unclear; it was 4 seasons but how a season matches to a year… you'll have to find out. Either way this is a world of superhero adventure, mysteries, and romance, and you'll be here for a full decade.

Takes these, you'll probably need them:

+1000 C(omic)P(oints)

Good luck, and good jumping.

Location:

You may start anywhere in Metropolis or Smallville that is appropriate for your background. If you have the Kryptonian Race you may choose to instead start on New Krypton. A drop-in will appear in a non-secure location within one of these settlements.

Age and Gender:

If you chose to drop-in your age and gender are the same as last jump. Otherwise you may be any age and any gender appropriate to your race and background.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You don't have a background here at all. You just appeared out of thin air. Or if you prefer you could be an ordinary civilian, the sort of person who'd be a background character. This will give you a background and memories in this world of someone not particularly noteworthy… unless you secretly are an NIA agent, but what are the odds?

Criminal: You're a no good, criminal low life. You might have kept yourself from being caught yet, but you've lived a life of crime, with either some high profile heists in your past potentially landing you in jail soon to be released (or 'released'), or connections to organized crime that have thus far kept you under the radar.

Farmboy: Or farmgirl… or ma… or pa… You grew up in a farming community and lived your life there, learning good ol' American values from your good ol' American parents, or maybe the Kryptonian equivalent. Maybe you even know the Kents from Smallville. Whatever the case, you're not some fancy city individual, but someone about to do their best to make a life in this world.

Reporter: Well at least you're a journalist. You might work at the Daily Planet, or one of its rivals, maybe in TV news even, but whatever your employer you have a history in journalism and the news. You could be an investigative reporter like a certain Lois Lane, or maybe you're an editor like Perry White, or perhaps you want to challenge Cat Grant for her dominion of the gossip pages.

Tycoon: You're a man, or woman, of class, an individual of wealth, prestige, and power. You stand above the common man as part of the born ruling class, ready to experience and properly appreciate all that is best in the world. You are not necessarily a villain, or criminal, and you could use your wealth for the well-being of others, but you don't have to.

Race:

Choose one:

Human (Free): You're a normal human.

Kryptonian (800 CP): You're a kryptonian with all the powers. You can fly, move fast enough that you could run past a person as they opened a door, move some objects in the room, and hide without them noticing you except for the strange gust of wind, react quickly enough to outrace an electrical circuit, strong enough to lift a rocket into orbit without difficulty, tough enough to survive a nuclear bomb explosion in a mineshaft with you completely unharmed except that your are now covered in radioactive materials that might endanger other people. You could destroy a 17 mile asteroid by hitting it at a weak spot when flying at full speed… though the act and resulting meteoric fall to Earth might give you head trauma bad enough to cause temporary amnesia, and might leave a substantial (3 mile) piece or two. Beams capable of instantly vaporizing industrial vehicles, and purportedly entire skyscrapers, cause you mild pain from sustained exposure. You're simply generally rather super, possessing super vision (including x-ray vision blocked by lead, although telescopic vision is not the equal to an observatory's telescope it is sufficient to clearly see satellites in orbit with the naked eye, and can see fingerprints if you focus on them), super hearing both to further distances and a larger range of frequencies and good enough to detect a specific pager from across a city if you were listening for it in specific, super breath that's capable of blowing things away or freezing objects, heat vision, or to hold your breath for 20 minutes. You are also capable of far more precise control of your speed and force than humans; not just in the won't accidentally pulp someone sense, but you could get very good at golf with practice, though on its own this is more to the level of Lord Nor (whose putting game was rather poor though it was a first try) than Clark Kent's casually kick a trash can with just enough force to get it to land exactly where you want. This precise control gets harder to use the faster you're moving. Your molecular structure is described as denser than a human's at time, part of your resilience, and resistance to many things that would harm or hinder your body, and your aging process stabilizes at a certain point slowing your aging nearly to a halt. Theoretically your powers are fueled by a bioelectrical field which can be drained by use even from things that can't do you true harm in a single blow, but will leave you momentarily vulnerable while drained, though this field restores itself quickly especially while in the sunlight; this field even extends

outward protecting objects close enough to you such as your clothes (at least if they're tight enough) though not to the extent of protecting another person who will catch on fire if you try and fly full speed carrying them. Oh, and Kryptonians in this universe can communicate with each other telepathically at least on a global range. In general, while this won't make you immediately the equal of Clark, his spirit, will, and control of his powers are well above the norm for a kryptonian, but you are a fellow kryptonian. So while you might even be able to vibrate your body at such a speed as to loosen your molecules and become mist-like or semi-insubstantial, you're going to need to get better than this alone makes you to perform such feats.

Being a kryptonian does come with disadvantages. You don't possess any special resistance to magic; oh you might survive magic that causes a heart attack or the like because you're just too tough for it, but a spell could swap your bodies just as well as a normal human's, and being a kryptonian won't inherently help you against magical mind control (though it can help with some forms of scientific ones). You are also vulnerable to kryptonite. Red kryptonite tends to interfere with your mind or powers in some way - once it made Clark's powers transfer to other individuals, once it just made him apathetic and removed his moral compass, and once it made his powers uncontrollable - while green kryptonite is merely a deadly poison capable of greatly weakening, hurting, and eventually killing with its radiation. Your powers are also derived from sunlight and being removed from yellow sunlight long enough will reduce you to merely equivalent to a human - albeit still telepathic with other kryptonians - with red sunlight draining your power more quickly.

Perks:

The first 100 CP perk associated with an origin that you purchase is free if you have that origin, other perks associated with the origin are 50% if you have that origin (if you want both 100 CP perks associated with an origin it is 50 CP total, if you only want 1 it is free, order listed is unimportant). There are no discounts on general perks.

Mr. Hardbody (50 CP): You look *good*. You've got the sort of body that wants to be wrapped in something nice and tight, or to be otherwise shown off. You don't have to be the muscular Mr. Hardbody of Clark Kent, perhaps you'd prefer a more feminine look, but whatever aesthetic and build you have you're a prime example of attractiveness. You might not be the most attractive person in a major metropolitan center like Metropolis, but you're definitely in the running.

Bo Jumper (100 CP): You're an all around expert athlete. Name a sport falling in the ball game category - including those which replace the ball with something like a hockey puck or a birdie - and you could play it at a professional level and obtain the title of an all star in it; if you put work in actually improving yourself in the sport you could possibly be the best who ever lived. And when you're naming a sport that's not choosing one for this level of ability, you're this good at all such sports. This of course gives you the requisite combination of strength, stamina, and agility as well, which might serve you well if you decided to try your hand at combat sports, acrobatic sports, or something else.

Worth the Wait (100 CP): You may or may not be a virgin, but you definitely can please a lover. And the further and deeper you get into a relationship before your first time with one the better it will be then and in the future. Wait through terrible tribulations and trials to get married after facing many things that would pull you both apart, and finally marriage… and well it might be better than perfect, even super.

Reconstructed (150 CP): Your skeleton has been replaced with a mechanical endoskeleton. This metal skeleton provides you with enhanced durability and strength. You won't be even coming close to winning fights against kryptonians with this, but you're strong enough to be clearly superhuman. Whether it's sending people flying with a single punch, plunge your hand straight through several inches of wall, lift a few tons, or knock Superman sprawling with a sucker punch - though if he was ready for your blows you'd break your hand on his chin.

This robotic skeleton will heal with you, and is part of your body benefiting from what would make it stronger, and will always be stronger than your organic skeleton would have been.

Secret of Soul Exchange (150 CP): With animals. Only animals. It won't work for humans, or any species that normally obtains human-like intelligence. But by making eye-contact with an animal you may swap souls with them taking their body as you place them in your body. This will last until you will your soul back into your own body, allowing the switch to be undone. Do avoid letting your body die while you're out of it unless you want to be trapped as an animal.

Energy Projection (200 CP): You possess the ability to create and project energy blasts. These blasts are strong enough to destroy robots, or military vehicles, though not strong enough to hurt Superman. If you need a more specific baseline they're similar in power and ability to Vixen's. Taken as a Kryptonian this power will be augmented to a blast significantly stronger than your heat vision, both in direct application of damage to the target, and in their ability to explode destructively outwards.

Master of Disguise (200 CP): You are a superb actor able to almost flawlessly impersonate others. Oh lack of information that they should have, or some obscure tic that only someone who knows them intimately might notice might slip you up but even then with a period of observation you can generally impersonate others well enough to fool their closest loved ones. Well that is if you look the part and you do seem to be an expert at disguising yourself as other people, with knowledge of how to create masks and disguises so flawless that one would even say that it seemed more like you switched actors with them. This will take time, especially if their body type is different from yours, and too great of a difference may be difficult - if you're a large 6'6" man you won't be able to disguise yourself as a 5'0" woman - but a few inches, and missing a few pounds here and there you can probably pull off.

Doctor to Aliens (300 CP): You are a highly skilled medical professional. Like Sam Lane, while you may have a specialty - he was a sports surgeon - you possess a wide-range of medical skills and capabilities, able to act as a medical doctor of almost any type - cosmetic surgery, brain surgery, internal medicine, reproductive health, you name it - should you have the need to. You are particularly adept at more extreme medical acts, such as surgery to replace an individual's skeleton with a robotic one, and at adapting your medical knowledge to work on other species. If Superman needed a doctor you'd be the man to call.

Metallic (300 CP): You are a full body cyborg, retaining only your brain of your organic form. Besides the general advantages of being a machine instead of flesh and blood, you are strong enough to rip open safes, and backhand people a few dozen feet. You're not actually nearly as strong as a kryptonian, but you possess kryptonite to perpetually fuel

you, and your mechanical body will maintain your still organic brain indefinitely. This kryptonite will also weaken kryptonians, not as much as other sources of kryptonite in this world - one could break your arm while weakened by this - but still weaken them significantly. And it will work on kryptonians from other universes just as well, as well as superpowered beings with similar weaknesses to special forms of radiation. Also to reiterate in case it was missed this is a robot body with all that naturally follows from there. You can toggle this perk in the same manner as changing alt-forms.

If taken with Kryptonian this won't further increase your strength or abilities over those of a normal Kryptonian but will remove your weakness to kryptonite, and reduce your need for sunlight/allow you to maintain your powers for a time in red sunlight, as well as grant you the benefits of being a machine - at the general level of a kryptonian - instead of a biology at that level.

Super Strength (300 CP): You're strong. Strong enough to tear through walls or vehicles like they're made of cardboard, or to wrestle Superman unless he gets serious where he could easily overpower you. This comes with similar durability and endurance. For something more precise you're roughly as strong as the strongest non-kryptonian character in raw strength. You're tough enough it'd probably take high explosives to bring you down, and strong enough you could almost certainly tear your way through a bank vault given a brief time.

If taken with Kryptonian you'll have Super Strength under red sunlight, and under a yellow sun you'll be substantially stronger than an ordinary Kryptonian, at least twice as strong, likely more.

Computer Scientist (400 CP): You are an expert at computer programming. In fact your skills might even go a fair bit beyond expert, pushing to the level of Hollywood implausibility. Hacking your way into systems is easy, and reworking them to be faster and more efficient is as well; whether we're talking better programs than commercial OSes or just optimizing the directories. You could create a polymorphic encrypted virus capable of infecting and shutting down all computer systems in the world, or figure out how to shut it down from the global network. You might need something better than a personal PC for this last bit, and maybe the help of some undergrad students you instruct, but with a supercomputer you could dissolve the entire modern infrastructure dependent upon networked computers. And while you won't immediately know alien programming languages or systems, figuring them out would be simple to you given the chance.

Terminator (400 CP): Magnetic field that can pull or repulse people - even a mildly resisting Superman - and by grasping an individual you can magnetize their bloodstream causing heart attacks; a kryptonian's blood possessing less iron is resistant to this and their tougher body means you might overload yourself trying to cause one to have a heart attack. You can also move small ferrous objects and generally work like a high powered magnet. Unlike Deathstroke you won't have to be realigned technologically, or need a special suit to control it. Though you will need time between uses to realign your power or risk it going out of control. Taken as a kryptonian your magnetic powers will be significantly improved to where you could cause heart attacks from a range - and much quicker - or pull larger metallic objects to you like cars, tanks, or small buildings.

Dynamonics (400 CP/500 CP): You possess the power of the mind. Specifically you possess telekinesis. This telekinesis is superhumanly strong, but not to the level of tossing cars. This telekinesis has the finesse of a hand, able to be used to type or drive a car - even without direct line of sight - and can effectively be used as a lot more hands at once, allowing you to manipulate many objects or individuals simultaneously. It does seem to be roughly hand-like in manipulation, and objects significantly smaller than what a human would normally be able to manipulate by hand will be beyond it, as are internal objects - while a window or thin barrier might not prevent it, you won't be able to get through thicker barriers, or manipulate someone's internal organs with this ability. Range does not require direct line of sight though, although it seems to be no more than about a football field if even that far. If taken with Kryptonian the strength will increase substantially - though still be inferior to your strength as a Kryptonian - as will its precision when coupled with your supervision, and you will be able to manipulate internal elements.

For the higher price, only available to a jumper and not companions, you may teach others this skill, though it will take many years of dedicated, even monomaniacal, effort to learn, and for others will result in an expansion of the cranium. Humans will not gain the boost for taking it with Kryptonian, and if you are not a Kryptonian neither will the Kryptonians you teach.

Faster Than a Fox (500 CP): You're fast. Like Superman fast. Well… Superman would probably call you that, but if he got serious in a fight his reaction speed would be significantly faster, and while you could reach Europe or China before him, it'd require a headstart which would be less than the time you reached it before him. Of course that's comparing him flying to you running, so you might technically be faster than him… in the atmosphere… when he's not completely serious. Still you're fast enough that when you're running full speed you could grab someone and carry them off and it'd seem like

you teleported, only being a colored blur on a camera recording. If you want something more specific, you're as fast as Vixen; fast enough to challenge Superman on Earth where avoiding destructive effects of his max speed inside of an atmosphere limits him, but you're not going to the Sun and back during a lunch break. If taken as a Kryptonian you don't become significantly faster, a kryptonian's speed is already limited in most situations by the need not to destroy things by accident, but it becomes significantly easier to use it with precision and in non-straight line fashion, and your acceleration becomes significantly quicker.

Shadow of a Doubt (500 CP): You exist as a living shadow. In this form you're able to reduce yourself to 2 dimensions, selectively tangible, and able to flow through keyholes and other gaps. However while you can allow objects to pass through you stopping foes from hurting you with conventional physical force, this form is composed of darkness and vulnerable to bright lights. Even a normally lit room will make it difficult to act - though you might still manage to turn off a light to help power yourself up - and particularly bright indoor lights can cause debilitating pain and make it difficult for you to act, and a bright enough light could destroy you completely. This living shadow state is an alt-form.

Illusionist (500 CP/700 CP): You are skilled at the art of prestidigitation, and the tricks of a stage magician. There's a lot of bluff and deception here, knowing how to get people looking where you want them so they aren't looking where you don't, and you know all the tricks of the trade.

This includes hypnotism. And your stage hypnotism actually works. You could hypnotize children to be unable to remember what happened when you kidnapped them, leave strong willed individuals with post-hypnotic suggestions which leave them eagerly accepting anything you - or someone else you designate - says as brilliant, or make Superman help you in your crimes. Though some wills may be too strong; Superman could break free with a touch of confidence in himself and don't expect him to kill for you. You could even find a way to broadcast this hypnosis over video. You may also use this hypnosis for less nefarious ends. For example you may use it to help people remember repressed memories, or even sharpen their memories of details that they were unable to consciously pick up on, or to remove the post-hypnotic suggestions of other hypnotists - though a superior hypnotist's work may be beyond your ability to remove without extended therapy and sessions - or other forms of brainwashing.

For an additional 200 CP you gain access to voodoo magic. This allows for short range teleportation of objects and even humans - though this teleportation takes longer the

larger an object so it's less useful for speed and more useful for getting around walls or sleight of hand; still you can summon an object from another room or steal a scarf fairly easily. It also gives you the ability to use someone's personal belongings to create a voodoo doll through which you can inflict visions of their worst past trauma intensified to where it can cause death through heart attack. It does seem to be reliant on the level of their worst trauma, and a brave enough individual or strong enough will can resist it; don't expect it to work readily on Superman.

This magic goes further as well. It is possible to resurrect the dead, though the cost to do so and to keep these zombies alive is not shown. It also grants some amount of pyrokinesis, in the form of the ability to summon and create flames, the ability to create fog similar to that from a fog machine, and the ability to transform yourself into a snake.

Masters in Engineering (600 CP): You're a highly skilled mechanical engineer like many of the foes that Superman faces throughout the series. This gives you the sort of mechanical aptitude and engineering skills you'd expect of one of these (usually) villainous scientists, and ensures that - with sufficient time, effort, and resources - you can invent any of the mechanical technology of this world created by present day humans in the show things like rifle sized flamethrowers capable of quickly destroying cars, invisibility suits, machines that steal youth and transfer it to another, weaponized toys, devices that dematerialize people to be rematerialized elsewhere, and the like, and have it function in other worlds, or create other similar devices and inventions. This won't on its own allow for the duplication of Kryptonian science, future technology, or time travel. This won't always be quick, with just this you can expect it to take time similar to the time it takes for the scientists and engineers of this world - many of whom dedicated their lives to a single invention. But you have time, and likely other boosts as well. This also doesn't help you with highly sophisticated software for that you want Computer Scientist, though with both together you could create things like a fully immersive virtual world that could trick people into believing they were removed from it even while remaining within though eventually flaws would become apparent. You're also skilled at modifying machines in ways that leave them visually unchanged.

Drop-In Perks

Jimmy (100 CP): You've honestly got some impressive mechanical aptitude. You're not an engineer or inventor to design new things, but if it was made in the 19th or 20th century then if you're given the right parts you can fix or repair it. This aptitude goes beyond just repairs, though. You're a quick hand at jimmying locks too, able to pick most locks given the right tools and time. You're even good with locked computers, having the skills to make you a decent hacker, either black or white hat. You'll not be the best in the world, and getting into something like top secret files from Star Labs would probably be beyond you, but you're good enough that you could show up a few computer geniuses even if this is limited to relatively realistic hacking as opposed to comic book/Hollywood nonsense hacking.

Man from the 22nd Century (100 CP): You have a sense of style. One which makes you capable of acting distinctly like a massive ham with cheese and a side of scenery. It just comes naturally to you. You always seem to have some little joking comment, and the ability to give your mannerisms and acts a certain je ne sais quoi. This might not be the charisma to make you a beloved king, but it is the sort of charisma to make you entertaining and memorable and that at least should help people like you assuming you do nothing too monstrous.

Cannon on the Loose (200 CP): Minor rules and laws have a tendency to be waived in your case, especially if you can make an argument that you are breaking them for the common good. Act as a vigilante and beat up crooks, they won't be less loose on grounds such as not having their rights read to them properly - unless the judge is crooked - or break into someone's house as a reporter and as long as you were right that they were committing criminal activity, you'll not even be bothered by law enforcement. Major laws like against murder are not so easily waived, but some property damage in the name of public safety, that's fine.

Don't Know Jack (200 CP): Oh… it'd seem you're a different Olsen than we were expecting… I mean you're obviously not an Olsen at all… But you are a highly skilled spy. You've got the skills that would be required of a top field agent for the NIA. While nothing is on its own superhuman, you're falling into the fictional super spy category with a very broad base of skills and abilities ranging from creating and maintaining fake identities, escaping detection from authorities, infiltration/exfiltration (both of organizations using disguises and structures using breaking and entering and stealth), assassination (both planning and executing), driving spy vehicles, and so forth. You are a fully trained and experienced spy in the vein of James Bond inspired fiction.

Life of Olsen (400 CP): Somehow you have a way of finding yourself in the center of interesting times. These interesting times will not necessarily benefit you, unless having criminals frame you, or attempt to murder you benefits you, though not all are so directly threatening to you and some may be more directly beneficial. Still things happen around you. Not necessarily those things of world-changing impact and importance (though it will make it more likely that if they're happening anyway you are at least tangentially involved), but things of interest and excitement. This can even stretch into your backstory in a jump, bringing you into the hearts of old conspiracies, or secret experiments. You can toggle this ability on and off at any time, though turning it off will merely stop it dragging you into anything new and not extricate you from currently happening events, and can even change the intensity from all the way off, up to Jimmy Olsen levels, up to you could have your own spin-off about the wacky hi-jinx always happening to you (also known as Silver Age Jimmy Olsen levels).

Psychic (400 CP): You possess psychic abilities almost as if you are in tune with the cosmos. This ability is painfully vague, but it is also far reaching. You can pick up on the thoughts of others who are nearby, or who you have a strong connection to, though this is less what they are consciously focusing on, and more what is dominating their unconscious mind making the exact images and information somewhat chaotic. You can receive telepathic contact from telepaths on other planets, picking up their thoughts and sending thoughts back, though you'd need other similar telepaths to reach this range and will generally be limited by your partner's range and your general ability to pick up thoughts not actively telepathically broadcast is limited to maybe as far as a neighboring apartment. You also possess such abilities as meditating to channel the spirits of the (long) dead, though you may have trouble attracting a specific spirit especially without some connection to them - such as a loved one or a treasured object - though you could probably get someone who could read a specific dead language, or general period/region, and psychometry (the ability to handle an object to see what has happened to or near it in the past). The information gathering ability of this power would be unmatched, if it wasn't so chaotic and hard to pick up on what you desired in particular; instead you mainly just receive information that is somewhat useful to you, but rarely what you were actively looking for.

Recasted (600 CP): Once per jump you can alter the appearance, personality, and background of your identity in the jump. You can't change your build for the jump (i.e. your purchases from the document), and the change will be applied to the world retroactively so no one will notice the differences. This can't change major events you were involved in after the start of the jump or remove drawbacks, and your new

background must still roughly fit where you are now and has the same rough restrictions on what it could be as your original background but you may change details and relationships within these limits. If you dropped-in this can be used to retroactively give yourself a history in the world and memories as if you had taken a non-drop-in background, or simply a fabricated past (this is a specific exemption to the prior limits on having the same rough restrictions as your original background).

Criminal Perks

Criminal Skills (100 CP): You possess the general skills of a street criminal. You know how to pick pockets, how to break into locked buildings - either by breaking windows, picking locks, or what have you - contact fences to sell stolen good, or even to act as a fence, or launder money. Nothing superhuman or you couldn't learn, but you now have a wide base of basic criminal skills.

Trained Killer (100 CP): You possess expertise in the ability to use even the cutting edge of 1990 weapons and ones somewhat beyond it. This isn't just firing a gun, though, as it comes with the situational awareness of a trained special ops commando, skill in understanding when and how to use them, and the full kit of combat ability needed to get into place and use them. You could be a trained commando, or an experienced assassin.

Scarface (200 CP): You possess a strange charisma about you. There's something distinct and memorable about you, at least when you want it to be and don't take an effort to hide it. For most people that's all it is, but you'll find that criminals, and to a lesser extent other forms of 'bad guys' recognize you as a leader and are naturally inclined to follow you. They tend to like you too, but more than that they feel a natural submission and deference towards you, finding that where they don't want to obey laws and society, they're more willing to obey you.

Unflappable (200 CP): Superman might be the man of steel but you have nerves of steel. You don't show fear, nervousness, or even excitement if you don't want to. Even when everything is crumbling around you while you can still feel the danger of it, the fear, and nervousness won't make you make sloppy mistakes. No matter the situation you remain a cool, and in control individual.

No Need to be Alarmed I'm a Jumper (400 CP): Ever been chasing a fleeing scientist through an apartment as the power goes out, and people begin to come out to see what sabotaged the power? Well as long as you're wearing a labcoat you could easily get people to just accept that you're supposed to be there, and then not find you worth mentioning to anyone after the police come to investigate. You could walk into a newsroom as a tv reporter for another company and while they might question you being there, if you did something like claim you were here to talk to them about Superman they'd stop wondering about why you were sneaking around. Does work less well with the paranoid or in particularly secure locations.

Useful (400 CP): You've got skills that people could use, right Jumper? People seem to think you do. Somehow your skills are just a little more in demand than they normally would be. Now for legal help and employment this is minor, but when it comes to illicit help you seem to be on everyone's list if they need someone skilled in your field(s) of expertise. Your name runs through criminal underworlds like wildfire when it comes to you being a potential minion or assistant. This becomes extra potent when you're imprisoned. Assuming that breaking you out is possible at all, you can expect to have people scrambling to do so… in exchange for your help in their criminal plans.

Pastor (600 CP): It is unusually easy for you to spread organizations which you lead or control. This is most effective when you are able to take ruthless action without regard for morality, ethics, or honor, the more cutthroat and cold-blooded you and the organization are, the easier it is to spread. While this perk wouldn't do nothing to help you spread a charity, it'd still require a fair deal of effort to spread it, but when dealing with something like a criminal cartel it almost seems to spread itself unless you really mess up or there's some major almost out of context force putting a stop to it - such as Superman.

You also find it oddly easy to slip into positions of power in a power vacuum. This is again less effective the more honorable, moral, or ethical an organization is, and most effective when it's a band of thieves and murderers, and a cesspit of villainy. You could take over an organized crime network just by marrying the boss, and then setting up him and his son to the cops and not have your new subordinates disposing of you within a few days. This won't see you going from janitor to CEO overnight, even in the most corrupt company, but it will make getting promotions easier.

Farmboy Perks

I Know a Place (100 CP): You seem to be exceptionally well traveled, knowing almost every modern language, and seem to be at least familiar with the culture of all but the most isolated human societies on the planet. You seem to be especially quick at picking up elements that are related to the lower classes and the life of the common man, and if you don't already know the good restaurants you could probably identify them by some brief observations. You could generally match Clark's knowledge of civilizations and peoples in this world.

This will update in future jumps, giving you the knowledge of cultures and languages in the setting fit for a particularly well-traveled individual with an eye for 'low culture.' This won't put you all the way to Clark's level in future worlds, and the scope of cultures will be based on the connectivity of them - in a space opera setting you might be familiar with every planet in the Galactic Empire at least enough to name some basic details of life there, while thrust into medieval France you might find your knowledge grows vague east of the Kingdom of the Romans in Anatolia.

Son, How Can We Help? (100 CP): You're a good parent. A very, very good parent. Whether you're dealing with a baby, adolescent, teen, or a full grown son or daughter, you have the right instincts when it comes to caring for children and playing the parental role. Even if they have super powers. This includes the ability to properly teach them societal rules and social mores, and not only what is seen as good or just by the value of ethics and morality. You're also an expert at handling children, and getting them to behave properly, even if they're adults regressed to child-like behavior by comic book chemicals which actively instill bad behavior.

Some Kind of Angel (200 CP): You possess empathy and agape (that's unconditional love that intentionally desires the highest good for another) which could be called super. You possess the ability to really feel for people and care for them even without them being part of your social network and "Monkey sphere." This helps you to connect with strangers, and - should you want to - treat them with the kindness and care you might an old friend; to really seek the best solution for them and not go with the easy one, as well as come to understand their needs and suffering through your empathy for them. And more, you are not easily overwhelmed by this empathy, able to recognize the difference between someone's needs and wants, and when helping one person would hurt others more. Of course agape is a choice, so if you don't want to care for people you can harden your heart and turn off this ability when it comes to them.

Super Willpower (200 CP): You might not be above the law, but you are above temptation. Oh you might still feel it, but you are not bound or enslaved by it, and will not falter to it. You have the strength to stick to your morality and ethics in the face of temptation, threats, or worse, only making a decision if you truly believe it is the right one by your morality and ethics. This even helps you resist mind control as while it could cause minor breaks of your morals or ethics, no force can make you make major breaks with your moral and ethical code, at least so long as you believe in yourself and the strength of your own will. This morality seems to even infect your DNA as clones and replicas of you will inherently possess a similar sense of morals and ethics; they might not hold to them as perfectly as you, and might need some time to really figure them out, but they'll still find them influencing their behavior and giving them ideals they strive for. If taken with The Idea of Superman people will have a feel for this quality about you, as long as you really don't abuse your powers people will feel you don't; though fabricated evidence of your abuse of power might fool some people for a time.

Keeping Secrets (400 CP): Using superpowers can be hard, at least when you don't want the world at large to find out that you have them. But you seem to be particularly good at finding opportunities. This is partially recognition - noticing when no one is looking - and partially serendipity providing you a chance - everyone looking away when you need to use your power. It's like the world wants to help you keep your secret. And it goes beyond just brief bits of using your powers, as people seem to accept flimsier excuses for your lack of presence or having to suddenly rush off than they would otherwise, and should you change your appearance, mannerisms, or behavior - even in relatively small ways - and present yourself as a different individual you'll find that it's harder for people to put it all together. It's still possible, but even a genius or an investigative reporter might be fooled for some time, especially if you had something else (like an Iconic Costume) helping you out.

Super Control (400 CP): You possess Clark Kent level control over your powers and body. You could kick a trash can at super speed and have it land precisely where you wanted, and control your force precisely enough to handle an egg at the same speeds. This goes beyond just the kind of control needed to hug someone without breaking them despite being strong enough to shatter a mountain, but really rather marvelous levels of precision and control - hit perfectly with darts, flick paper clips so that they rebound off 3-4 objects before landing in the trash, kick objects exactly where you want it to at precisely the speed you want it. This isn't conceptually perfect - even Superman develops difficulty at his highest speeds - but your control of your body and any super powers you possess is extremely fine to the point where people can mistake it for perfect in all but the

most extreme circumstances or when dealing with external disruptions such as from Red Kryptonite. It's even possible to use this precise control to control normally autonomous bodily functions, such that as a Kryptonian you could consciously control your vital signs to imitate those of a normal human - though be careful making yourself flatline as you'd still be flatlining. And since you're paying points for this it'll apply to new bodies and powers you develop just fine, even helping you control non-physical powers with a similar fine precision.

The Idea of Superman (600 CP): You are someone to believe in, someone to build some hopes around. By playing a larger than life role you inspire people to hope, to strive, and to be better. Whether it's obtaining skills and drive to succeed, or morality they will become better people for your inspiration, able to do better than they think they can, to be kind, helpful, generous, and forgiving. As long as you remain an icon of morality yourself, you could set a world on the path to utopia with your example.

Reporter Perks

Self Defense Classes (100 CP): For all the times Lois gets kidnapped she's actually surprisingly good in a fight, and now so are you. You've got the equivalent of a black belt in karate or some other form of unarmed self-defense. In unarmed combat you might even give a Trained Killer a run for their money, though once weapons are involved you'd fall behind fast, and you lack their battlefield awareness so you'd only be their match in a rather regulated battle and even there you'd lose more often than win all else being equal.

That's not really what you're paying for, though. Beyond this basic skill you find that your ability to fight is less constricted by clothes than would normally be expected; handcuffs will still restrict your arms, and fighting in a straightjacket will be difficult, but a tight skirt and high heels or an impractical cape won't hinder you in the least. You are also extremely skilled at disarming enemies in hand to hand combat, especially by using your foot to kick their weapon from their hand, a technique which is significantly more successful for you than it normally would be.

Uncompromising Drive (100 CP): You are driven. When you set a goal for yourself, you find it easy to maintain your motivation in that goal. While you can still reassess and reevaluate your goals, and decide something is just not worth the time and effort compared to something else you want, you are much more resistant to the temptation to give up due to burn-out, stress, or sheer difficulty. This drive also helps you focus somewhat on what you need to do to succeed at your goals.

Chief (200 CP): You have experience in team management and the skills to manage something like a newsroom or herd the cats known as reporters. You're not some sort of managerial wunderkind, but you're a pretty good boss. Especially when it comes to recognizing when those in your employment are making stupid mistakes in their lives, or are in need of something to spur their growth and development as people. You're also pretty good at giving them this advice in a way where they will at least listen and consider it, even if you have to trick them into listening.

You're also able to find a way to relate most any life advice back to Elvis Presley in some way or another.

Investigative Journalist (200 CP): You possess the skills needed to be a good investigative journalist. While you're best at recognizing the news, writing it, and investigating, this does give you some of the basics of disguise and spy work (though not to the level of You Don't Know Jack).

In addition, people have a tendency to come to you with news, information, or desire for help. Actually you're pretty good at getting information from someone even when they don't want to give you it as they seem to just be more willing to talk to you.

… Makes Me Feel So Good About You (400 CP): You seem to possess some power of super emotional support. Even when acting distant and aloof you're excellent at making friends (as long as you try and help some too), and even having romance blossom. It's like you're a magnet for people liking you, and when you are there for people and on their side they seem to be happier and less stressed for it, even if you're something of a tsundere stuck in tsun at the time though this does work better if you show them that you do care and value them. Having you as a friend simply makes people feel better about themselves and their life, and interacting with you in a non-confrontational manner makes people happier… which naturally makes it easy for you to make friends and romance individuals.

Nose for News (400 CP): You seem to possess a sixth sense for what events are important or about to become important. This is less about details, and more about knowing that this missing person case is something more newsworthy than other missing person cases. But somehow you can recognize when a story you hear is going to explode and become the big news, or vitally important. In addition, when you pursue the news, or a story, or a mystery, key information seems to come your way. While it's not impossible for you to reach a dead end, it's very hard as new evidence tends to come your way, or you stumble into a reminder that brings to mind an important fact you overlooked, or some happenstance causes you to see something related that leads you to the next piece of information needed to solve the case.

Something the Rest of Us Just Don't Have (600 CP): Oh, you can have bad days, problems, and fears just like other people, but sometimes it seems like you're the most important person in the world and that you live a heavily charmed life. In short you are a main character. This comes with the benefits of being a main character. This means that somehow you tend to meet important people and have them take an interest in you, and that you are involved in important events. In fact the more powerful and influential an individual is the more you seem to attract their interest and fascinate them, and while this is not always positive, the interest you draw in directly from this perk will not be immediately hostile. This can turn hostile if you oppose them too directly, but the fascination will usually mean they at least don't want to end you quickly.

You need not fear inconsequential death, if you die it will be something that has meaning; you won't die of happenstance, though someone might kill you, you might catch a deadly

disease if you wilfully and repeatedly expose yourself to it, and you might be run over by a car if you make a habit of ignoring traffic and walking in front of them to the point that your death is a lesson in avoiding hubris. This will even protect you somewhat from consequential death, not enough to go fight a kryptonian who wants you dead as a normal person without help, but enough to give you an edge; you're lucky when it comes to surviving. Actually you're lucky when it comes to most things; this won't help you win the lottery, or games of chance, and it won't do the lion's share of work on its own, but you have luck on your side.

In the case of survival, though, you have another edge that might save you from a kryptonian that wants you dead. As long as you are not a clear and present immediate threat to people, they prefer to kill you in some non-immediate and indirect means where your death can be made to look like an accident or they can enjoy you squirming in a death trap. If you're putting up a serious fight they might not be able to win they'll kill you, but if they think you're no physical danger to them they're rather likely to tie you up and leave you in a building that they're going to blow up, or put you in an aquarium and start filling it up.

You can toggle this off (or on again) if you'd rather live the life of a side character for a while. You can even do so without toggling off the elements protecting you from death.

If taken with **… Makes Me Feel So Good About You** this fascination is especially prone to including romantic interest and an emotional soft spot, especially in those you're attracted to.

Tycoon Perks

Man of Culture (100 CP): You seem to be exceptionally well traveled and learned, knowing almost every modern language, and seem to be at least familiar with the culture of all but the most isolated human societies on the planet. You seem to be especially quick at picking up elements that are related to elements of high culture and the life of the elite, and if you don't already know the most prestigious restaurants you could probably identify them by some brief observations. You could generally match Luthor's knowledge of civilizations and peoples in this world.

This will update in future jumps, giving you the knowledge of cultures and languages in the setting fit for a particularly well-learned individual with an eye for 'high culture.' This won't put you all the way to Luthor's level in future worlds, and the scope of cultures will be based on the connectivity of them - in a space opera setting you might be familiar with every planet in the Galactic Empire at least enough to name some basic details of life there, while thrust into medieval France you might find your knowledge grows vague east of the Kingdom of the Romans in Anatolia.

Tyrant (100 CP): You don't have to be one but you can be. You possess an impressive ability to invoke fear. With just your body language you could be terrifying enough to stare down a cobra trained to attack people and send it running, and are good at knowing when and how to use fear as a motivator.

Juggling Companies (200 CP): You are a master at the art of managing businesses for profit. As a CEO or corporate executive you seem to simply have the Midas touch, able to recognize how to maximize the potential profit from any corporation that you run - through legal or illegal means - and to play the markets to increase your value through acquisitions and trading. You're also good at finding and exploiting monopolies if you wish to indulge in that. Anyone holding shares in one of your businesses would be lucky to have you.

Philanthropist (200 CP): You possess a certain charisma. This isn't the charisma that makes you good at developing deep and personal friendships and relationships, but the charisma that helps you project a face to the world and maintain good PR. You are a master of controlling your public image, and recognizing how to ensure that you are well received by the public population. Keeping the facade up constantly can be tiring and it's not the best at fooling people who know you intimately.

Assessing Individuals (400 CP): You are excellent at recognizing potential usefulness and talent in individuals. You have an eye for quickly assessing how someone could be

useful for you. This won't tell you everything about someone, but you can quickly recognize those personality traits that could make them successful in a certain field, any demonstrated talents, and who is obviously brilliant enough that should they see themselves as a brilliant scientist whose theory upends scientific dogma they're right whatever the outside consensus is.

This does go beyond just assessing usefulness and talent, though. You're good at determining how someone will act, and how difficult someone would be to get to act as you desire, and what sort of levers you might need to pull to get them to act as you desire. You're not perfect, but you're good enough to tell that a certain reporter will test your limits to try and control and manipulate her. Hopefully this won't just make you all the more attracted to the challenge.

That Which Separates a Criminal from a Successful Businessman (400 CP): Is evidence, or the lack thereof. And you are the master of not leaving behind evidence. You know how to hide your trail, and destroy evidence of your actions, how to silence witnesses, fabricate alibis, and use middle men to obscure your involvement. And you have a little tingling sixth sense for when you're forgetting something that could lead back to you, to make sure you go and clear it up.

This goes beyond mere skill, though. Luck and happenstance seems to want to help you here: witnesses die in accidents or as collateral damage; those stopping your activities accidentally destroy the evidence of them; and so forth. This isn't perfect. It only works to keep you clear of where you could be legally tried and convicted in a justice system like 1990s America's, and even then if you do something too big or too dumb it won't save you. But assuming you don't intentionally test your limits or start doing public acts of supervillainy and fighting Superman, you could probably rule remain a successful businessman while being neck deep in mafia connections, illegal arm sales, and illicit manipulation. Well assuming you have the skills to be a successful businessman and make deals with criminal elements - this won't ensure you can make the mob not try and push you around.

Always Take the High Ground (600 CP): Sun Tzu's *The Art of War*. You could probably write your own as you are now a master tactician and strategist. Or given this isn't a mastery of military matters, perhaps it'd be better to say plotter, planner, and schemer. You are an absolute master of formulating plots and schemes, and creating plans. Whether it's contingencies for your escape - or revival - or plans to defeat your foes you are a master of coming up with them similar to Lex Luthor or Lex Luthor Jr. You're not an equal judge of people, or necessarily as good at business, but you can plot

and scheme with the best this world has to offer, and could for example create plans to determine the abilities of a kryptonian, and then to use kryptonite to successfully contain or kill them. Just maybe kill them when you have the chance and don’t leave them in a death trap; you’re a master schemer but you’re not literally perfect and if you get sloppy things can go wrong.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Hologram Projector (150 CP): This is a projector, similar to a movie projector though without the film reel. It can project a hologram of you - in any of your alt-forms - which is completely capable of talking on its own. This can be a pre-prepared set of actions and behavior, or it can just mimic your current actions and behavior. Sometimes you need to be seen in two places at once, or be seen in two identities at once.

Jumper Merchandize (200 CP): This is the licensing to a vast amount of potential merchandise based on you like that based on Superman. We're talking toys, clothes, lunch boxes, and really just anything that they'd make of Superman in this world. Where the proceeds of his merchandise went to charity, you get a large cut of the merch here, but other people will produce and sell it without you needing to get involved so just lay back and watch your image spread and reap the wealth that comes with it. Though it might sell better if you do something to make yourself marketable.

Choice Mart Chain (300 CP): This is a chain of supermarkets under your ownership. You're not the sole owner, but you are the majority owner. You can expect them to be well runned, and fairly expansive - think Target, K-Mart at its prime, or most of all Wal-Mart - and very good at being used as a front for a criminal enterprise; even better than you'd normally expect. In future settings you will find yourself the majority owner of a similar chain of supermarkets, or the setting's closest equivalent, with a scope and spread equivalent to that of this chain for the setting's societies and scope (if the setting focuses purely on Japan don't expect it to be outside of Japan, in something like Star Wars it'd extend multiple planets and be a major name throughout the Republic/Empire).

Sonic Glove (300 CP; discounted with Masters in Engineering): This glove produces a wall of sound strong enough to block blows from an individual with Super Strength, or even punches from Superman - something like a full speed assault or tackle haven't been tested and I'd not put my money on it holding up if Superman threw caution to the wind and was willing to risk killing you by overestimating the barrier's power. You can pull this barrier to only an inch away from your body, or extend it large enough to cover

several feet around you in all directions. It has its own internal power supply, allowing you to use it for several minutes to an hour of continuous use - depending upon energy demand - and will recharge itself when not in use.

Invisibility Suits (300 CP; discounted with Masters in Engineering): This is a set of a dozen fiber optic suits that can render the wearer invisible in the visible spectrum. They do have a limited activity time before they need to recharge, but since you're paying CP for them they will recharge passively over time. They can be vulnerable to being covered in materials, gasses that disrupt light, and most importantly contact with phosphorus short circuits these suits. While as they're CP purchased they will recover eventually, you can expect them to be non-functional for at least a day after exposure to phosphorus.

A-Tech Quantum Disrupter (350 CP; discounted with Masters in Engineering): This is a gun-like weapon - shorter than a rifle, but thicker and wider than one - capable of injuring kryptonians and weakening them. It's unclear how much it'd take to actually kill a kryptonian, as even deprived of sunlight underground, multiple repeated shots failed to kill Superman even when he was struggling to hold up a collapsing tunnel. That said its destructive power is greater than the Energy Projection perk, and against vulnerable beings it disrupts their physical form and causes them to disintegrate with a small explosion.

Alternatively you can have the Quantum Disbander which is similar, stated to be lighter and more energy conscious (though has no demonstrated the difference) and uses a more disintegration-y special effect when it disintegrates targets.

Heart of the Dragon (350 CP): This is a pair of bracers with power totems in the form of a (Chinese) dragon and the yin-yang engraved upon them. These bracers focus and empower you chi, augmenting abilities related to stealth, acrobatics, and martial arts. Normally these bracers would require a master martial artist who had already learned some ability to control their chi to use them, but for you this will be waived as when you wear the bracers, in addition to focusing and augmenting your chi, they will grant you the skills necessary. Through chi you are able to guide and redirect force enough that you could turn Superman's strength against him - at least if he's holding back to levels non-fatal to a human being and not using his super speed. You are also able to create dust which allows you to create illusions such as turning you briefly invisible in a cloud of sparkles to make it appear you've teleported away, or making you appear as another individual; this does rely somewhat on others' willingness to perceive so you had best be able to ape their mannerisms. You can produce a noise that confuses, though its effects aren't shown save possibly in conjunction with the disappearing, and a smoke that

paralyzes which is also not demonstrated. You are also able to feel the chi of others which can give you an idea for their strength not merely of body but of mind and soul as well. By focusing your chi you can also channel it through your blows, beyond increasing your striking force this allows you a control of where the force travels such that you could burst the door off of a safe by hitting the sides; though such a feat would require focus and time not usually available in the midst of combat. This also gives you a mastery of stealth, acrobatics, and martial arts such that you could temporarily disable a man non-injuriously by pressure points, flip over the entire length of a car while running and land still running, or knock on a door, disappear from sight (without using illusions) and slip in to behind the door the instant it is open to slip inside completely unseen - probably by hiding on the ceiling and flipping under the doorframe.

Kryptonite (400 CP/800 CP): This is a large chunk of kryptonite, large enough to break off a third and then use it to coat the bars of a cage, make a bullet, and power a Metallo. This kryptonite will affect kryptonians in other jumps in the same way as it affects them here even though it's not from their universe, capable of sickening and weakening them with its mere presence. A skilled engineer might be able to make rocket propelled grenades that release it in a gas deadly enough to kill multiple kryptonians who inhale it, or mix it into rain so that it could kill entire cities, though a kryptonian might resist it long enough to blow the storm away. It is also an apparently perpetual power source capable of being harnessed for energy at a constant rate over apparently endless time, even the piece in a Metallo comparable to a nuclear power plant. You get a similarly sized new piece of kryptonite each jump.

For the higher price this is not normal kryptonite, but Hybrid Kryptonite which affects humans and kryptonians, and possibly other forms of life. You'll find that the radiation from this substance is deadly to nearly everything so do be careful… or don't. Some things might be beyond it, but unlike that made by Star Labs it will be powerful enough to affect Superman and future kryptonians, as well as quickly causing humans to sicken and weaken even in a highly diluted form, and will be able to affect most things weaker than them as well with only the most conceptually invulnerable, non-biological, magical, or higher dimensional beings being immune. Still blocked by lead.

Conspiracy (600 CP): This is a far reaching conspiracy that has spent decades infiltrating society to prepare the way for your coming, and their rise to ascension. You can expect a scope from this conspiracy similar to the National Society for a Better America; which was deeply intertwined enough to include senators among its members, and acquire nuclear bombs in preparation for using them to hold America as a whole hostage to perform a Nazi takeover of the United States of America requiring Superman

to stop them, while also casually fabricating high profile identities for members as an NFL star, high profile supermodel, and nationally popular country music singer.

Your Conspiracy will not follow you between jumps but you will find another such Conspiracy waiting for you in each jump you visit. They might not always be enough to take over a powerful country (and even if they do you could expect insurgencies to threaten your control) but they will provide you with covert support spread across a major country with enough reach, numbers, and influence to be a serious threat to its stability.

R&D Department (600 CP): This is a high end research and development department like you might find at a major corporation with its fingers in everything. The scientists here have a lesser version of the **Masters in Engineering** perk; they're capable of inventing the simpler comic book science of this world given the time and resources, but they won't be able to create the top of the line items on their own. With no need for your direct involvement this R&D Department can eventually develop a plethora of the lower end technology used by super villains in this world, and similar technology that is not necessarily so nefarious. Given time it could revolutionize the world.

That is on their own. If you provide them with other forms of super science they are able to iterate and improve upon them. They might not be a match for a true comic book genius, but they have numbers, resources, and can put in the hard work, effort, and time. If you give them something to start from don't expect any great revolutions, but they can work the bugs out and move things from a prototype to something more reliable on their own, or should you have **Masters in Engineering** or other similar engineering and technological skills (such as **Computer Scientist** or ones from other jumps) they will prove at least useful assistant researchers capable of providing some help with your endeavors no matter how advanced they become.

Time Machine (1200 CP): This is a copy of H. G. Wells's time machine. Powered by 24 karat gold it can travel backwards or forwards in time, allowing you to travel to the future or the past as you see fit while riding within it. It even includes the modifications made to it to allow it to travel to alternate timelines like the one where Clark Kent never became Superman after his parents died when he was 10. It won't automatically refuel itself, it's up to you to find the gold you want, but it will automatically maintain and repair itself, and will continue to function in future jumps granting you access to the great expanse of time. It can even travel spaces between time or outside of time though this is more difficult and may require very specific or precise information to be done safely.

Drop-In Items

Journalistic Camera (100 CP): This is a high quality camera which automatically focuses on what you want it to focus on, and develops its own pictures/resupplies film when not in use. Useful if you want to move from copy boy to photographer.

More Hardware Than a K-Mart (200 CP): This is an arsenal of knives, small guns, minor explosives, and other weapons designed for concealment. In addition to weapons you also gain various spy tools such as audio bugs, spy cams, radioactive isotope based tracing devices, and more likewise designed for ease of hiding both on your body and when placed elsewhere. Beyond being physically designed for ease of concealment you'll find that they are easier to hide on your body than they have any right to be, almost as if they take up less space than they should, and weigh less when you are carrying them than they ought to.

Hand-Held Soul Tracker (400 CP): This device from the future is capable of detecting and tracking souls, even following them to other lives through time. It's got a pretty good range, both spatially and temporally, at least once you've got a good read on the soul in question, and can even detect things tied to the souls such as a curse that passes on through reincarnation allowing you to determine when it was applied to the soul in question. Never be fooled by soul swapping thieves again.

Mentamide-J (600 CP): This experimental serum initiates cognitive hyperacceleration in imbibers. In short those who take it get smarter, as their IQ is boosted. Unfortunately this doesn't grant emotional maturity, wisdom, or common sense nor does it remove naivety, but it does makes you dangerously smart - like children hacking the banking system smart, or managing to acquire access to Lex Luthor's credit card without him noticing - especially when it comes to applied engineering and science.

You get 4 doses, each of which will last a few days. These serums are replenished at a rate of 1/week. Unlike Mentamide-5, this serum does not build up and eventually burn out the recipient's brain.

Criminal Items

Toaster (100 CP): This is a high powered flamethrower about the size of a rifle with a small backpack. It is capable of precision enough to sign your name on a wall with it, or of enough unchecked power to quickly set cars or buildings ablaze. No threat to the likes of Superman but might deter the cops at least.

Jumpchain Club (200 CP): This is a popular and successful nightclub. You're the owner of it, though a highly competent staff will operate it for you without any need for your involvement. Barring major external factors (the city it's in being nuked or destroyed by a kaiju), or sheer incompetence, it will continue to be highly popular and successfully. Optionally it can be an illegal gambling club or casino. It will still be a highly popular and successful example of one.

It will insert into future jumps at a suitable location to be a popular nightclub or casino and will adapt itself to fit the setting becoming the nearest local equivalent if nightclubs wouldn't exist (a popular tavern perhaps in a medieval jump).

Soul Exchanging Gem (400 CP): Place this gem in the hand of an individual and focus on becoming one with them - while holding it yourself - and you can swap souls with them. This will put your mind and soul in their body and theirs in your body meaning you'll gain all of their bodily abilities… but they'll gain all of yours. They may fight to return to their body which will inevitably eventually succeed, and even if your will is sufficient to hold this off both bodies will sicken and weaken due to the fight of souls until both die. You may stop this by using this gem to swap bodies back to your original.

Future Diary (600 CP): This diary tells important events as seen by a man about 150 years in the future. Exact dates may be fuzzy, and may alter if you start changing things, but you can expect to find information that could make you wealthy through investing, or secret scandals of powerful individuals. The information provided within could easily make you a very wealthy and very powerful individual, one who could blackmail even those more powerful and wealthy than yourself, and provide you with knowledge like that Clark Kent is actually Superman, or who will win the next presidential election.

Farmboy Items

Local Cuisine (100 CP): This is a take out meal, for two, containing food sourced from a small, high quality restaurant of the kind frequented by locals but likely never seen by tourists from anywhere in the world. You'll get another such meal every day, ensuring you've always got at least a meal, and it will be something suiting your current desires. In future jumps the food can be from the current jump, this Earth, or any you've gone to since getting this item.

Iconic Costume (200 CP): This is a superhero's suit, similar to the big blue boyscout's iconic costume, though the design and scheme is up to you. Maybe it has a mask, dominos are popular, though some brooding individuals swear by cowls. Should you wear it while performing activities - whether heroic or villainous - it will grow to become a recognized symbol of you and what you stand for. More when you wear it, something about it makes it harder for people to recognize you in your civilian identity as you in your suit. Also like any good superhero costume it adapts to your powers so that it doesn't interfere with them - if you're invulnerable it won't be damaged by things that couldn't damage you, if you can fly at hypersonic speeds without burning yourself you can fly at hypersonic speeds without burning it, if you can stretch and deform like Plastic Man then it can stretch and deform with you when you wear it.

Drey (400 CP): This is a kryptonian quarterstaff. The ends have rounded bludgeons like something out of American Gladiators, but far more dangerous. It is possible if one enters a state of mind where they become one with the weapon, discarding hesitation and mercy, in the heart of battle to charge it with energy drawn from some combination of your bio-electric field and will - charged by a kryptonian this would be strong enough to hurt a kryptonian, or in a few blows KO them or given the intent to kill and a lack of mercy is considered important to charge it possibly kill a kryptonian. While it's stated to require no doubts and no mercy, Superman seems to have managed while still holding back and showing mercy. Of course, given it's not normally a wmd, it's probably not seriously hurting a powered kryptonian used by a human or non-powered kryptonian. When charged, though, it can be hurled as a bolt of energy and teleported back to your hand a few moments later.

Star Labs (600 CP): Well this isn't necessarily the Star Labs that Lois and Clark often consult, but is an equivalent facility. While the scientists working here won't be engineering super tech on their own, they are highly adept at finding means to help you find counters to mitigate foreign super tech, and at determining what sort of obscure scientific principles or technology you may be facing. While they lack the proactive

inventing capabilities of the **R&D Department**, you will find that the scientists staffing these labs are more than their equal when it comes to identifying bizarre scientific problems and finding solutions that don't require new inventions, and coming up with means to short circuit or undo specific examples of enemy super tech.

Reporter Items

Paava Leaves (100 CP): This is a collection of herbs that when burned produces a smoke which helps with relaxation, blood pressure, and meditation. They just seem to make the stress melt away and aid in a sense of pleasant relaxation and rejuvenation. When used you'll get another bundle of these leaves within a few hours.

Metropolis Apartment (200 CP): This is a sizable apartment, the sort you might see a famous star reporter living in. It's in a prime location with all expenses paid, and even comes already furnished appropriately. All expenses include electricity and water up to that reasonable for residential use, as well as taxes, rent, etc complete with paper trail if needed.

It will appear in a similarly prime location each jump. It may either continue to default to a 1990s style apartment, or adapt to fit the current jump; this is not a one off choice and you may reselect at the start of each jump. It'll somehow self supply electricity and water if necessary, though only in reasonable quantities.

Sources (400 CP): These are sources. That is individuals who will serve as them. This is a network of individuals, ranging from just common people on the streets, criminal informants, up to highly placed military and governmental personnel, maybe even some spies and the like or people placed in enemy governments across the world, who are willing to give you information that they find would interest you (and not hurt them unduly for sharing) either proactively, or if you ask them for it. Whatever the subject you probably have someone in this contact network who could at least point you towards who would be able to get you the information you need on a subject.

The scope of this network will depend upon the scope of the jump. In this one it'd be focused primarily around Metropolis and the USA, but include some individuals all across the world. In something set in Westeros it might be focused primarily around King's Landing growing somewhat thinner across the 7 Kingdoms, and include some individuals in Esteros. In something set in the Star Wars Galaxy it might be focused primarily around Coruscant and the Core Worlds but with some contacts even out to the Outer Rim and Huttspace.

Daily Jump (600 CP): This is your own reputable and well-established newspaper staffed with skilled and capable employees. It'd practically run itself if you don't want to take an active role in it. One shouldn't undervalue the power of the press, whether it's to deliver you information, or to help you shape public opinion, and unless you do something to ruin it, it is a reputable paper with a well founded reputation for honesty and

trustworthiness. It seems to hang onto this reputation particularly well as well if you do want to influence popular opinion. Or you could just let it continue to deserve this reputation and make a nice, tidy profit from owning it.

In future jumps it will update to a jump appropriate type of media. Maybe it’s a media website in the digital age, or just a local gossip hub in a more preliterate time. Either way it’s the sort of place people go to pay for news, and it has a strong reputation for accuracy and integrity.

Tycoon Items

Antique Collection (100 CP): This is a collection of antiques and artwork curated for historical significance. These are things like personal belongings of the great names of history, or objects that were used in a historically significant way. You could probably sell some pieces for a pretty penny, either to a fellow private collector or a museum. Each one comes with a description of its historical significance, in case you are not enough of a man of culture to recognize it, and they are authentic.

You can designate pieces to keep with you in future jumps, and any piece you do not choose to keep will be replaced with an antique fitting the new setting at the start of the next jump. If you choose to sell off or give away a piece it is automatically considered not to be kept for the new jump and will be replaced at the start of a new jump.

Tower (200 CP): This is a copy of LexCorp Tower, or a similarly impressive structure. It doesn't come with people, furnishing, or sold leases, but you do get to own it, and it comes with its own water and power supply for non-industrial uses. You could probably rent out space in it for quite a pretty penny, or use it as a massive headquarters for a globally influential business. It will import into new settings either retaining changes or resetting to its initial status as you prefer (chosen each time), but it will not automatically adapt to fit into them.

Frogs (400 CP): These are 5 genetically modified frog-clones. They are childish and immature, but are cosmetically perfect duplicates of individuals in this jump. They have been thoroughly briefed as to their original's life though this isn't completely perfect, and can imitate them, though their childishness and immaturity will eventually shine through. They lack any superhuman abilities that the original would have (in the case of someone like Superman) but do have accelerated regeneration with bruises and contusions healing in moments.

Since 5 doppelgangers of people from this world wouldn't be that useful, you get a new set of clones each jump based instead on individuals found in that jump. The old ones do not follow you unless you find a way to take them as companions.

Kryptonite Bullet (600 CP): This is a bullet made of kryptonite. It could wound Superman as easily as a bullet would wound an ordinary man, though if it stays lodged in his body it'd be worse due to its radiation shutting down his powers while also being a deadly poison to him. Each jump you may select 1 type of creature for it to affect like it does Kryptonians, shutting down their powers and causing them to sicken and die with

mere proximity, and being all the more dangerous when lodged inside them. If used or lost the bullet is not replaced until the start of the next jump so do be careful with it.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 human canon character. For 100 CP you may recruit 1 kryptonian canon character other than Superman. For 200 CP you may recruit Superman/Clark Kent, if you do so you may take Lois Lane, as well as Ma and Pa Kent as companions for free; it'd not do to break up the family.

Alternate Anon (100 CP): This is another version of you from a parallel universe. Or at least another version of your in-jump identity. They're still fundamentally the same person that you are, but have led a different life which has left something key and essential missing from it. They have the same build that you have for this jump - including having to deal with the same drawbacks that you do - except for Companions (including the Divine Representor if you bought it).

Soul Mate (200+ CP): The Lois to your Clark, or maybe the Clark to your Lois. Someone who completes you and compliments you as a person, and is your soulmate, certain to reincarnate alongside you time and time again. If you have a background in the setting they will have one too even if you don't pay to import them, though will not gain CP. They do however gain the entirety of a Perk line (though only the 100 CP item) of a background other than your own.

If you did not purchase Kryptonian for an additional 100 CP they are a Kryptonian gaining all the powers and abilities. This is only an option if you did not purchase Kryptonian yourself. Only one Super in the pair.

Divine Representor (500 CP): This is your very own guardian angel similar to Mike. Typically no one will be able to remember them, but they will give you and those you care about little pieces of advice and emotional support when they need it most, gently nudging you all onto paths that lead to your happiness and fulfillment in life, especially in

the field of love and romance, helping you to find the one and the perfect time and the perfect place to be with them. They will normally stay in the background, not remembered, and not taking the limelight, but acting to guide and orchestrate events in your favor, creating moments of serendipity, nudging you in the right direction, and generally just seeming to work to create luck for you, but once per jump they will take a more direct hand, such as gathering your friends and family for the perfect wedding even when it means teleporting them across the country, or other overt acts of a similar sort.

As long as they remain merely this background support and not someone you interact with as a normal individual and are not imported as a companion they will count as a follower as opposed to a companion. This can be Mike if you wish, or another similar divine representative.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Blindspot (+100 CP): You don't seem to remember anything about the show. You'll keep your in-jump memories from your background, and you can still remember things about DC in general, but you won't remember any of the details specific to the show, or details surrounding Superman and Kryptonians. This also comes with an odd cognitive blindspot about Superman's identity as Clark Kent; like Lois Lane you can be a highly perceptive individual with great deductive skill and closely connected to Clark Kent and Superman and still be unable to tell that Clark Kent is Superman without directly seeing him use Superman's powers on multiple occasions (he might have just temporarily been empowered otherwise) or being told directly by Superman.

Curse Upon Your Lovelife (+100 CP): You can't consummate love. Well you can, but a curse upon you will kill you. This can be lifted… but only by traveling through your past lives and fighting the curse upon you… which is unfortunately placed upon you by a foe who will be a true and deadly foe, one who to face will put your life and chain into serious danger scaling to your power and abilities so that they are a true and serious threat to end your chain no matter what resources you possess. Fighting this foe will also involve altering the past with unpredictable consequences. Might be better to just abstain for a decade.

Fathead (+100 CP): You possess a facial deformity. This deformity is such that it changes the shape of your head such that a helmet or mask must be designed to accommodate it and will have a distinctive shape due to it, making most traditional disguises impossible, and it will follow you should you change forms, making you distinctively you regardless of your alt-form or transformative abilities. Also it's just not traditionally attractive. Maybe your personality can shine through, or your body is good enough they just don't look at your face, but your face is flawed no matter how beautiful it otherwise would be.

Have You Ever Taken Care of a Child (+100 CP): You may or may not have, but you're hopeless as a caretaker of children. Oh you won't lethally neglect them, but getting along with them, or raising them properly is going to be a real challenge. And for some reason you will find yourself having to take care of children several times during your time here.

Hate to Lose (+100 CP): You are hyper competitive, always determined to win no matter what. Anytime you 'lose' you will be terribly upset, and you will be likely to abuse unfair powers, lie, or even cheat if it appears you're about to lose to someone. This isn't just games, this is any conflict you find yourself in or any time you find yourself in competition with someone else.

It's Not Like Bombs Are Exploding Everywhere I Go (+100 CP): You get targeted by criminals, and villains on a regular basis. They aren't necessarily any more powerful than individuals in this world, and someone with the resources and abilities of Lex Luthor, Tempus, or Lex Luthor Jr won't be drawn to you just by this, but you can expect to have to deal with normal criminals and lower end villains trying to abduct you, blackmail you, or kill you on a fairly regular basis.

It's So Much Less Complicated Being Jumper Than Being Anon (+100 CP): You desire a normal life. You still want to use your extraordinary powers and abilities for your purposes, but you desire to have an ordinary life on the side, one with the elements of the American dream, and which is kept separate from the extraordinary aspects of your life. Unfortunately you'll find that even should you manage to deal with the extraordinary elements that drama is unavoidable for you. It's as if you have screenwriters writing your story as a drama to entertain the masses.

Saves the World from Killer Bees (+100 CP): By taking this at 100 CP you will find that it brings in more comic book level silliness and elements. The power level will still be scaled to the setting, and nothing higher than what Superman might expect to face here - excluding Lord Nor and his fellow kryptonians - but silly and weird events become much more common.

Trapped in Eternity (+100/+200 CP): Your companions and followers have been trapped somewhere outside of time. You only have until the end of the jump to save them or they will be lost forever. It should be possible to free them, even just with in-jump means, but it won't exactly be easy so you'll need to put in work and effort, and probably find help (a time machine might be useful). And before you expect it to be easy because of your out of jump abilities, it does seem to scale in difficulty based on them.

If you didn't bring any companions or followers with you from other worlds, this is only worth 100 CP and it will be someone important to your in-jump background. Someone that you really do care about and want the best for meaning you'll be motivated to save them and feel their absence at your side. They can even join you as a companion for free

if you manage to rescue them, though they'll just be a normal person unless you paid for them as a new companion.

Clones (+200 CP): Superman fighting a clone, a being with a copy of his powers and skills, or some other form of evil opposite is as common for Superman as fighting another superhero is for Marvel characters. And now you'll find that it's as common for you as well. One way or another you will find yourself regularly fighting clones, duplicates, or just beings who possess all of your powers, skills, and abilities. Some of these may even have copies of your signature gear and equipment. These will rarely - if ever - be perfect clones, usually deficient in some aspect, but they'll be close enough to push you to your limits and have a real chance of defeating you.

Olsen (+200 CP): You possess the ultimate uncool. It's not really anything you do, but some sort of anti-charisma. No one respects you, and everyone treats you at best like you're that lame hanger on that they have to keep about themselves for social reasons. It doesn't matter what you do, how many times you save the world, or how much charisma you'd normally have, no one will ever respect you, so much so that the idea of sharing your genes will fill most people with disgust. Even your companions seem to find you to be rather lame and not someone they'd want to socialize with outside of when it's important for their purposes. Don't expect to hold a girlfriend for long if you manage to get one.

Utopian (+200 CP): You seem to have come from a place where all evil was eliminated, along with all danger and violence, and it has left you ill-prepared for danger, violence, and evil. You are incredibly naive, and inept when it comes to dealing with those who have evil or malicious intentions, and at dealing with any threats. You might have enough power to muddle through regardless, but you'll do things like do nothing to restrain a dangerous sociopath as you take him through time in a time machine, or just completely trust someone when they claim they have repented without any evidence to suggest they mean it. You have the idiot ball firmly implanted in your brain.

Thunderstruck (+200 CP): Your more than human powers and abilities will be semi-regularly transferred to other individuals. You will get your powers back sooner or later, all such transfers being temporary and many having ways to reverse them more quickly, and they might not be your enemies, but they also won't be your dedicated allies, and they might be your enemies.

Wee Leprechaun on your Shoulder (+200 CP): There is a small leprechaun who likes to ride on your shoulder. No one else can see or hear them, or even touch them. It's

almost like they don't exist except as a figment of your imagination. They like to advise you, and you will find yourself trusting them as a source of information and guidance, and talking to them in public and in front of others. You can't get rid of them either. You seem completely incapable of comprehending how crazy this might make you appear to others.

Action Comics (+300 CP): DC has a large and expansive mythos, even just Superman alone does, and now you will be encountering more of it. You'll find that many elements of the comics will be imported into this setting. This will include other heroes and various villains. They are scaled to the setting; just like how Superman is not as strong as his comic book counterpart Brainiac and Darkseid won't be either… but given how few of the villains were really a match for Superman and how many in the comics possess powers on his general level or above this is still a massive increase to the general power level of the world. And to make things worse while heroes, villains, and neutral elements all will be added by this, the net effect of all these additions will be something that makes your time and goals here more difficult for you, not less.

Anon Placename (+300 CP): You seem to have suffered head trauma, which has given you amnesia and left you believing that you are - and have always been - the protagonist of a trashy novel that your Benefactor has secretly been writing, one with romance, crime, and bad decisions. Unfortunately it seems to have been written when your Benefactor was mad at your companions, as their names and descriptions were used to describe people who this protagonist has troubles and issues with. You might be able to be convinced that they're not all no-good, dirty scumbags, but it'll take some effort to do so, and your memories and personality will not be restored until the end of the jump.

Chair Bound (+300 CP): You have a life support chair which contains your entire body other than your head. You are incapable of leaving it, if you do you will die. It is motorized at least.

Jumperite (+300 CP): There is a material that affects you much like kryptonite does Superman, and interferes with your perks and powers just like kryptonite does Superman's powers… while shutting down all your methods of revival in the process. People opposed to you keep getting this material for some reason, and no matter how much of it you destroy you never seem to get rid of it all. Still probably best to get rid of what you can.

Mr. Fkyrshtjmpryxtlk (+600 CP): A fifth dimensional imp has taken an interest in your chain. Effectively a random omnipotent being they have decided to begin warping reality

to mess with you. They won’t directly affect you, but anything and everything else is fair game. But no matter how powerful you are they will be more powerful. Thankfully they aren’t trying to kill you directly as they enjoy playing with their victim, and while it’s not possible to kill them it is possible to get them to banish themselves… but they’ll be back and it’ll be harder to banish them each time.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If multiple perks give you an overlapping skillset assume you are better at it for having both of them. Taking both Criminal Skills and Jimmy will make you better at picking locks, taking both Trained Killer and You Don't Know Jack will make you start getting into the lower end of comic book assassin instead of upper end of real world possibility.

As a general rule of thumb You Don't Know Jack gives you more different skills than any of the other perks that grant skills, but at a lower level than they would in their more specialized skill perk. The wider the specialized perk the closer You Don't Know Jack is to it (it could almost stand in completely for Criminal Skills and Trained Killer put together being a bit worse at picking pockets and bank heists than Criminal Skills and combat than Trained Killer, but Jimmy is going to make you a notably better hacker than You Don't Know Jack).

I Know a Place and Man of Culture are essentially the same perk, only one is more focused on low society and the other is focused on high society.

Life of Olsen vs Something the Rest of Us Don't Have: While both ultimately draw you into the narrative, Life of Olsen is being the side-character who somehow starts side plots, while Something the Rest of Us Don't Have is being the main character.

Some things that Masters in Engineering could make with time include missile powered smart bullets that track targets via radioactive isotopes injected into them by robotic insect-drones, invisibility suits, plasma weapons capable of causing pain to Superman, ultraviolet rays capable of turning the (kryptonian) eye opaque, devices which can beam knowledge into brains via light, pheromone sprays which can induce people to lose their self-control and … aggressively pitch woo or induce people (even kryptonians) to act like particularly greedy small children, replacing people's skeletons with robotic endoskeletons granting super strength, transplanting brains into robot bodies or transplanting heads onto other people's bodies, light which paralyzes people exposed to it based on the length of their exposure, cloning which restores dead gangsters from the first half of the century to life with their memories and personalities intact… Some of these could be expected to take decades of work but…

Taking Super Control with Psychic will vastly improve your ability to pick up specific information you desire.

Some specific examples that R&D Department definitely wouldn't be able to do on its own but Masters in Engineering could would be cloning people with memories intact, uploading information directly into brains, or chemical sprays that turn people mentally into poorly behaved children before becoming vitamin C in their bloodstream.

The Divine Representor is not omnipotent, and there are definitely things beyond their abilities, but we really have no idea the exact power of a guardian angel in the setting. Generally speaking they can give people advice, and ideas, or do little things, but except for the 1/jump it won't be anything that couldn't be put down to luck and don't expect them to deflect bullets from your 24/7… though they might deflect some. Think of it as a perk for good karma, day to day luck, and guarantee that you'll have little moments of epiphany that brighten your day (even if you don't remember them), more than a means to defeat god tier enemies.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Had missed the note for how Super Strength works with Kryptonian.