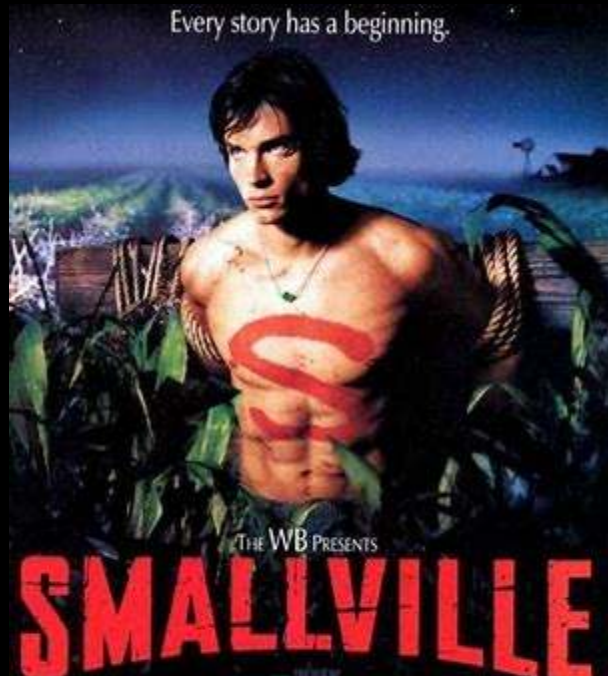


Smallville



Stop me if you have heard this before, the last son of Krypton sent from his dying world by his loving parents; crossing millions of light years and arriving with countless meteors to Smallville. This is the story of Kal-El, Clark Kent, The Man Of Tomorrow etc, the early years you could say. The battles he will one day fight and the enemies he will one day face are years in the future, now he is merely growing into the man he will one day be. You arrive a few days before Clark starts his freshman year, what you do now is up to you, but be warned he has a very important destiny in front of him; so meddle at your peril.

You will have to stay here for 10 years.

Here is 1000 CP

Location

You can appear anywhere on Earth.

Origins

Age and Gender is up to you. And Jumpers can choose to be students at Smallville high.

Naman: You grew up in Smallville Kansas, going to school by day and tending to your family farm by night. You are the typical Kansas farm boy/girl; being honest, kind and patient to everyone; willing to lend a helping hand when/wherever it is needed. No one can think of a nicer and more perfect person than you Jumper, I hope you don't disappoint.

Jonathan & Martha: You may have been a wild individual when you were younger, but life and your experiences helped shape you into a steadfast dependable and wise person. One who is always free to give advice and a warm meal to whoever needs it and is willing to do whatever it takes to protect those you care for. If everyone was like you, the world would be a more peaceful place.

Sageeth: You weren't raised by a kind person, to your parents, you were a tool to further their ambitions, a successor to carry on their achievements and nothing more. You were raised without warmth and compassion and as a result, you possess none of it.

Outsider: Drop-In option.

General Perks

Comic Book (Free): The ability that all superheroes possess, this is basically the ability to operate under 'comic book physics' so you are able to run so fast without the air catching fire or lifting objects without it breaking apart around the area you pick up. You can turn it on or off.

18+ (Free): For those of you who are not comfortable having or working alongside 15 year old companions, this is for you. What it does is change the setting slightly so that instead of starting freshman year at 15, people now start at 18 thus making all the characters 18 years old minimum, maybe because there are three more years of education before that or something; fanwank. And this won't be anything weird or anything and will be something normal and will apply for the whole world.

Hollywood Level Looks (Free): Essentially, you are insanely good looking in a fashion you desire (so things like body structure, fat, muscle proportion, how they look like it, how you look like hair, skin and eye colour, body hair, height etc is up to you). At a minimum you are 9.9 out of 10 for those who don't like or who are of a different orientation (if I have used that correctly) and 10 for the rest. And for free, you get the add-on benefit of being a master flirt with your looks, able to get those of your preferred gender interested and your skill with flirting keeping them there.

Aesthetics Matter (50 CP): To make it simple, this perk lets you alter the looks of your powers; so their aesthetic is up to you for example, if you have a teleportation ability; you can choose how it looks when you teleport. Applies to all abilities and perks.

Little Changes (100 CP): Sometimes, you want to add a little something to the bland old origins you are given, a new background, maybe a startling connection between you and the main characters, a little spice into otherwise monotonous jumps. By taking this, you can slightly alter your backgrounds somewhat: for example, making yourself Clark's brother, Chloe's sister, Zoe's progeny, Jor-El's sibling etc. Regardless, you can alter your origins to accommodate these changes. But be warned certain changes require certain perks for example, being Clark's sibling requires you to be a Kryptonian and your looks will change to become similar to the person you are related to.

Noir (100 CP): Basically, lets you turn this and future settings into black and white like those old school noir films. Comes with a free soundtrack.

Fiat Backed (300 CP): While CP backed abilities are all well and good, it is still a pain when you acquire abilities in jump but they are subject to the natural laws of its original verse. For example, acquiring Speed Force abilities from a jump doc will allow you to keep the connection when you leave but acquiring it in jump will mean that the connection will be broken when you leave. That is what perk is for allowing for any abilities, magic, perks etc acquired in jump either from experiments, lucky encounters etc to be fiat backed as if you got it from paying with CP.

Naman

You Could Never Deliberately Take Another Man's Life (100 CP): When you are 'blessed' with superpowers; everyday is a challenge, you have to fight to hold yourself back every second of every day unless you 'push' a little too hard or 'punch' with a little too much force. And then factor in a time of incredible turmoil AKA puberty where your emotions are in overdrive and then add dangerous confrontations with superpowered entities and psychotic geniuses and it becomes so much harder to not end up crossing the line and taking a life. Clark Kent only managed this because the very plot of this world and the lessons instilled onto him allowed him to do so; but Jumpers do not have such protection. Except you seem to, you seem to have the will to never cross a line and commit an act that goes against your very essence and being; even in the darkest of moments where you seem to question everything about yourself you will still not cross whatever figurative line you make.

Absolute Power (100 CP): Corrupts absolutely, whenever anyone is given power, they eventually become corrupted by it; thinking themselves beyond mortal men and the stronger they become the more corrupted and removed from their humanity they are. However, like everything there are always exceptions; Superman being one and you the other. I mean, look at you both; possessing the power of Gods and yet never looking down on others, your viewpoints never changing, never losing what makes you you. Some are lucky I guess.

The Most Normal Guy I've Ever Met (200 CP): Honestly, after watching Smallville, I am amazed that no one found out Clark's secret. I mean, with the amount of times he saved people and all of the weird things that happened around him you would have thought somebody would click on. But it seems that at least in the early seasons; the only way for others to find out was to see him using his powers firsthand. Of course, this didn't last long and eventually some just by connecting the dots were able to find out but it was good while it lasted. And you can take it with you; allowing for others to not even suspect you have abilities unless they see you using them (this can be done via technology, magic etc). As an add-on, this includes that when you are in your superhero persona no one will link you to your civilian self.

They Will Stumble & Fall (200 CP): Some are cold blood killers, others are people who just lost their way; the hard thing is finding out which is which. Sometimes a

teenage meteor freak isn't a psychotic killer but a scared girl afraid of her past, sometimes a billionaire heir isn't just a misguided youth but a psychotic madman it is incredibly hard to tell isn't it. But you seem to possess the ability to; almost as if you are staring into their souls and seeing who they truly are deep down inside. Whether they are an innocent who did not know better or a killer who enjoys suffering; with a look you will know them and in cases where they are controlled or corrupted that too will be seen.

We Help, You Save (400 CP): Sometimes people don't need to be beaten up, stopped with force or killed; occasionally, all they need is someone to talk to, someone who empathises with them and in their darkest hour helps bring them back with nothing but words and company. Sometimes when you help a person, you don't save them; you rescue their bodies but not their minds. That is YOUR superpower; not an incredibly buff physique (though you may have that) or the powers of Superman (though you may have that as well) it is the power to just through your words help people, calm them down and help them see that fighting and violence is not the answer, to inspire the darkness from people and obliterate that darkness from the entire world. To be light that can give people hope. To reiterate, this is YOUR superpower.

There's Always Another Way (400 CP): People think killing is the only way to beat your enemy but in fact it is just the easy way out; finding another way that accomplishes your goals without murdering; that is hard. For example, killing the human host of Zod is easy; but beating him and sending Zod back to the Phantom Zone is difficult, sending Doomsday to the Phantom Zone while he is still merged with his human 'side' is easy but separating the human aspect from his Kryptonian aspect and sending the latter to the bowels of the Earth is hard. Even in situations where murder seems the only way, you seem to somehow find/have another path that allows you to accomplish your goals without having to take a life or perform an action that you find to be morally compromising.

Always Seem To Make It (600 CP): I know it's a TV show; but there are only so many times I can watch Clark always somehow arrive at the nick of time to save the lives of others and/or end up surviving life-threatening event after event. I mean, I know he HAS to survive him being Superman and all but dear lord it is annoying. Can someone name me a character with more plot armour than Superman and you. A character that always arrives to save people and stop the bad guys and their dastardly evil plans and somehow always survives; no one? I told you so.

Jonathan & Martha

We'll Deal With It As We Have Done In The Past (100 CP): When you are raising an alien child; you have to expect that there will be surprises. For example, newly manifesting abilities. And for most parents well lets just say that shock doesn't really describe it, does it. Thankfully, you seem to take everything in your stride, nothing really surprises you and in cases where something truly shocking happens, it doesn't last long.

Mouth-Watering (100 CP): Food!, I mean food so get your minds out of the gutter. I was talking about incredibly delicious food beyond even the fancy shmancy stuff that the rich and famous seem to favour. The kind of food that even Lionel Luthor would approve of completely and he would actually mean it (shocking I know). who doesn't love cooking like that? Comes with an increased skill toward learning all things food related.

Max Efficiency (200 CP): It is a pity isn't it, for all man's inventions and all the things we have done; it is age that we still haven't conquered, we get older, our bodies get weaker and we eventually die. While I cannot do much about the death part, this will make it so that until your death your body will operate at max efficiency, muscles remain as they are, skin does not sag, stamina and endurance does not decrease. You know what I mean.

Good Person (200 CP): That is what you are, a good person and everyone knows it, just by being you, just by helping others whether simply helping with their groceries, giving great advice or just inviting them to a home-cooked meal, your reputation as a good person seems to spread; with more and more people becoming aware of who you are just by being you. And the more you help them, the more their opinion of you will deepen to the point where if for example, they were presented with proof of a crime you committed they wouldn't believe it; after all how could such a good person commit such crimes.

Deal You Made With (400 CP): Kryptonite psychosis is a term used to describe the mental affliction brought about when humans are exposed to kryptonite, where they lose contact with reality and become obsessed with following their natural instincts; most oftenly turning psychotic and homicidal. This has happened to almost every single meteor-infected individual and who wants that, who wants to get

superpowers and turn insane. It is the same kind of thing with those gifted Kryptonian abilities; for example Jonathon Kent who was bestowed abilities by Jor-El for a temporary time he was gifted immense power but the strain on his body was such that his heart was permanently weakened and partly caused his death. The main reason I am mentioning this is because unlike the other dwellers in this world, you don't seem to be negatively affected by your abilities or the source of them. So for example, no kryptonite psychosis, no body strain, no possession etc from acquiring abilities. You have them, nothing bad happens to you because of them or the source.

The World Would Be A Better Place (400 CP): If we all had parents like Jonathon & Martha Kent; good kind people who looked at an alien boy and saw a child not a monster; who never gave up that child even when he developed superpowers, who raised a being with godlike powers into one who knew right from wrong, who never misused his powers and did what was right. Who were always there to give advice and pick people up when they were down. Quite a bargain for 400 CP wouldn't you say. (If not obvious, you have the parenting skills of Jonathon and Martha).

Freebie (600 CP): Maybe it was the meteor shower, maybe it was magic or maybe it was the all-powerful benefactor; either way, you are not normal and instead possess what people will come to call a meta-power. This gives you 1200 CP for use in the power section.

Sageeth

With Some Power Comes Complete Baldness (100 CP): When Lex Luthor lost his hair; he gained something in return, nothing superhuman mind you; but he did gain the ability to heal quicker and more efficiently than other 'normal' humans enough to survive being knocked out, stabbed and shot numerous times and survive with no permanent damage and survive a chemical onslaught so deadly that it could easily kill normal humans; though, he did have to have his blood purified every 72 hours. As a by-product of his elevated healing, Lex also possesses an elevated immune system and heightened white blood cell count making him immune to common colds, fevers, viruses and other 'common' ailments. But unlike him, you are not bald and this does not need to count as a mutation and more of a genetic quirk if you want.

Refined It To An Art (100 CP): People lie rather amateurly, politicians lie like masters and Luther's; Luther's lie like it's an art. They lie with 'real' emotions, they lie with 'real' facial expressions that showcase internal torment, they lie with 'real' nonverbal communication. They lie so much and with such mastery that even the blackest hearts and paranoid minds would believe them. A bit sad isn't it Jumpers. Hope you like it.

No Strings On Me (200 CP): Everyone has things that matter to them, whether it's people, valuable or sentimental objects, information, money etc. And by manipulating those things; you can manipulate those people. And you, you are the picasso of finding these strings; and using them to force people to dance to your tune. Of course, this isn't all-powerful, you can only control those that have vulnerabilities that you can exploit, get rid of those vulnerabilities and they can free themselves from you. So be careful and be wise jumper.

Clean As A Whistle (200 CP): Committing the actual crime is the easy part, covering up after yourself is the hard part. There is always something that if you are not careful would lead you to spending the rest of life imprisoned all because you either left witnesses to speak, didn't pay your henchmen enough or didn't erase your trail. And not all of us are as skilled as the Luthor's are we. They who have bribed and assassinated senators and businessmen alike, those who have committed experimentations on innocence, those who have flaunted human rights and haven't got caught. Or lucky enough to pay to acquire their experience for 200 CP.

All According (400 CP): When you don't have dirt on a target, when you cannot threaten or bribe them, you have to go on a different path. You have to be more subtle so to speak. You have to make them think that what you want are their thoughts, that you are their greatest friend who will support them through thick and thin, that you are the only person in the world who cares for them. You have to change their feelings and opinions to ones you need.

Even The Devil Doesn't Want (400 CP): I think that is the only reason Lex has survived all of the gunshot wounds and poisonings that he has suffered from. I mean, for those who have watched the show I am pretty sure that he has suffered from life-threatening wounds/incidents at least once or twice a season and low and behold he survives. Now I am not going to give you plot armour or anything because I have already done that and it is getting boring; I'll just give you the next best thing; an extra life so to speak. Whenever you die or are suffering from a life-threatening wound/condition this 'extra life' activates; healing you to prime condition or bringing you back to life. Can be purchased multiple times.

Supergenius Intellect (600 CP): Less Lex Luthor, more Brainiac; this is the ability to memorise and compute complex algorithms and crack codes faster than the most powerful supercomputer in the world and read and process data at light speeds. With this intellect, you could create a vaccine that could eliminate all diseases on Earth in a matter of weeks if not days, usher in a new technological revolution in a matter of months and learn and comprehend any and every bit of knowledge that exists in the universe with no problem. Comes with a free tamper proof memory (don't have to take it if you don't want to).

Outsider

Objective (100 CP): Sometimes, emotions can ruin the day, anger can lead to terrible outcomes, self-doubt can lead to deaths and prejudice can cloud judgement. So in most situations, it is best to take emotions away from the equation; something you do so splendidly others would think you were stone-cold. You aren't obviously, you just know when emotions are required and when they would get in the way.

Nope (100 CP): From Clark's blood came the Lazarus serum and Connor Kent. From analysing his blood; one was able to at least partially bestow and understand kryptonian abilities. And that would suck even worse if someone was able to via accessing your genome gain your abilities. So for 100 CP, you can make sure that no one can access or even understand your genes and gain your powers or perks or whatever. And I mean no one who you don't personally permit.

Wraith (200 CP): If you are going to a world of total surveillance and you are planning on playing hero (or villain); then you are going to need some way to avoid the prying eyes of others. And for 200 CP, you are rendered immune to cameras and other such surveillance devices and for free, you now know the location of all surveillance devices that are able to view you. Comes with a toggle.

Nice Try (200 CP): You Jumpers spend hard earned CP to acquire powers and then some little kid comes along and just takes it, or some witches appear and utilise magic to steal them OR an incredibly powerful A.I strips you of them. Regardless, you would think paying CP would allow you to keep your powers safe but alas; it doesn't work like that. So I am offering you the chance for 200 CP to stop your powers being stolen or copied; letting you keep your powers where they belong, with you.

Like A Fortress (400 CP): Honestly, can anyone tell me how many times Clark's mind has been affected by powers, abilities or materials. I have personally counted at least four; having his mind swapped with Lionel's, the silver K, Desiree Atkins and Red K and again those are just the ones I remember. And you can easily enter this jump without protection but honestly why would you; especially when I am offering it for 400 CP. Complete with protection from having your mind swapped or possessed, having it read and most importantly having it manipulated and this includes from powers or items or magic etc. Whether it's from Darkseid, The Devil

or hell for you Kryptonians Red and Silver K. No matter, your mind and memories are now YOUR mind and memories; safe and sound, now and forever. Comes with a toggle, allowing you to shut off parts of this ability while keeping other parts active or toggling off the entire power.

Biology What's That (400 CP): How exactly does the whole Phantom Zone essence thing work. For example, when Lois was possessed by Faora how exactly did she have her Kryptonian abilities as Lois was biologically human. So how. Can someone answer me ? Anyone no one? Hmm understood, it seems the way it works is that it isn't really possession, more of a dimensional overlay; regardless. You now possess something similar to the Phantom Wraiths except it is less you partially shifting into the physical dimension and the host being shifted into the Phantom Zone. And more you being able to hold your abilities regardless if they are biological, magical, spiritual etc in your 'essence'/spirit/soul so if you were to possess another for instance you would take your powers with you, letting your host access your myriad abilities. How exactly this works, is up to you for example, does it alter genetics or something like that; either way UP TO YOU.

You Blipped (600 CP): The issue with time travel here is that at some point in the future everyone is capable of using it so I thought why not have something that renders time travel mute; to you that is obviously. You now have a resistance to changes in time. If someone alters the past, you'll keep your memories of the original timeline as well as the new history. If someone tries to erase you from history, they will be shocked to see that you still exist. Assassination attempts against you as a child won't work one way or another. If your parents or their parents or their parents etc are killed or rendered infertile, they will either somehow regain the ability to have kids or you will be born to others with the exact same set of circumstances as your original parents. Things like that.

Items

Jumpers get one 100 CP item for free and discounts on two 200, 300 & 400 CP items.

Kent Farm (50 CP): A farm complete with a house big enough for four people and a red barn situated a few seconds from it. The fields are all fertile and will remain so no matter what, with all you need to do is to put whatever seeds you wish on the fields. For free, your farm and any animals on the farm will be free from contamination from outside sources.



Money (100 CP/Free Purchase With Corporation): To put it plainly, this is 42.5 billion dollars equal to the net worth of Lionel Luthor before his death. For origins apart from Drop-In, fanwank how this works. Can be purchased multiple times.

Scottish Castle (100 CP): As the name implies, you have your own 40 bedroom castle surrounded on all sides with beautiful picturesque gardens and abundant woodland; making it a must-have purchase for all those who want a fairytale castle. The interior is up to you. Can choose the location of the castle.



Warrior Angel (100 CP): Every single issue of Warrior Angel in mint condition and signed by the author; this also includes the issue cursed by John Zatarra and you can choose for it to be cursed or not (if you choose the cursed version; you can choose to have the original).



Phone Number (200 CP): The number of an individual with a particular set of skills, with just a name and picture, this individual can erase any and all information of that person. They can erase their driving licence, passport, social security number, bank account and within an hour there will be no record that the person actually walked this Earth. This somehow also includes cell phone and security footage. Use it wisely.

Insurance (200 CP): A Luthor's wet dream, this is a filing cabinet containing blackmail material on every single person in the universe. Just by thinking of an individual and opening the cabinet you will find a file on that individual complete with all the necessary evidence, paperwork, photos etc that you need to get them dancing to your tune. In the unlikely event that someone has nothing to hide; this will make something up that is just as good as the real deal.

Kryptonite (200 CP Per Purchase): In a jump about Superman you should have expected there was going to be a kryptonite option. In this jump, there exists **green red blue gold black** silver and **gemstone** kryptonite; the first four being natural and the latter three being synthetic and processed. The **green** and **red** it is what you would expect; the **green** weakens and causes immense pain. The **red** causes reduced inhibitions and a negative change in personality.

The **blue** kryptonite strips a Kryptonian of their powers so long as they are in proximity to it.

The **gold** kryptonite can give a Kryptonian permanent wounds and if they are exposed to it long enough via physical contact can strip them of their abilities.

The **black** kryptonite has the ability to (with physical contact) split a being into; one being made of their darker impulses and the second being made of their 'good' characteristics.

Silver kryptonite (created by Brainiac) induces paranoia into a Kryptonian.

Gemstone kryptonite causes Kryptonians to exhibit wish-fulfilling properties and gives them temporary powers of persuasion.

Each version can be purchased for 200 CP, with you gaining limitless quantities.



Black Box (300 CP): A piece of highly advanced Kryptonian technology; this box contains the primary program of the Brainiac including all of Brainiac's data (it's programming basically). Additionally, this box can generate a vast amount of energy which, can easily destroy half a continent and powers Brainiac; fuelling all of his abilities. The box also functions as a computer; able to interface with all computer systems with relative ease. This can be the original box that was in Brainiac's ship (fanwank how you got it) or a copy. If destroyed, you get it back in 24 hours.



Crystal Of El (300 CP): A crystal utilised and owned by the House of El. One crystal belonged to Zor-El, another to his brother Jor-El who bestowed it to his assistant Raya before he sent her to the Phantom Zone. Primarily, this crystal possesses the ability to send phantoms back to the Phantom Zone and release beams of energy damaging to them (regardless if they possess bodies or not) and in this jump, this Crystal possesses the ability to send others to the Phantom Zone regardless if they are possessing people or have their original ones. (Post-jump, this crystal possesses the ability to expel possessed beings and if you brought the Phantom Zone; it sends them to it and the same goes for those. not possessing others.). The crystal also absorbs the energy of the phantoms that it expels and stores it allowing it to be used elsewhere. Finally, the crystal can erase the memories of others. How you got one; fanwank.

Daily Planet (300 CP): Your own daily planet. Can be the actual daily planet.



Corporation (300 CP): This seems self-explanatory; here you have a company equal to that owned by Lionel Luthor. A multi-billion dollar corporation that spans entire countries with dozens of subsidiaries and more fingers in pies than you know what to do with. A company equal in power, reach and financial capital to Luthorcorp and any upgrades and changes done in one world are kept in future jumps.

Family Book Of Magic (400 CP): As the title states, this is a book of magic from an ancient family of Homo Magi detailing millenia worth of magical information, potion recipes and spells able to get the most novice of beginners into true blue grandmasters of the art.

Phantom Zone (400 CP): A barren timeless dimension created by Jor-El. Anyone trapped inside its borders is rendered immune to hunger, thirst, sleep and time; forced to live for all eternity without a single hope of escape. And you can take it with you; the exact appearance of the zone is up to you and any and all beings trapped within its confines cannot utilise their abilities. You can decide whether each new jump has a new Phantom Zone or you can take this zone with you that you can fill up. For free, you can also decide for the zone to have an exit that can only be opened by a being carrying your blood and unlike Jor-El's yours will only suck you and those carrying your blood (your exit differentiates between those genetically related to you and those just having had a blood transfusion) in; you can also add locks onto your exit preventing certain members of your bloodline leaving if you want.



Legion Ring (400 CP): An item worn by the 31st century Legion of Superheroes. Wearing this ring gives the wearer the ability to travel through space and time to any point of the wearer's choosing as well as the ability to stop time. However, the ring is essential to keeping the wearer centred in that space-time so if the ring is removed; the wearer is transported back to their own time. The ring also gives the wearer the ability to fly. Yours is indestructible and cannot be removed unless you desire.

Crystal Of Knowledge (500/700 CP): Created hundreds of years ago by ancient Kryptonians, this crystal contains all the knowledge acquired by the Kryptonians from 28 galaxies and can be used to create the Fortress of Solitude which utilises Kryptonian technology to achieve feats of immense power including, opening portals to the Phantom Zone, reversing time, creating complete solar eclipses, swapping abilities and showing alternative universes, transporting individuals, taking powers, resurrecting individuals and restoring memories for example; allowing one access to immense power. These abilities can only be utilised via the central console which only certain individuals can do (as you are paying CP, only you can do it). In canon, the Fortress is home to Jor-El and he can tap into its power but you can choose to forgo this or import an already existing A.I into this. The Fortress also contains vast reservoirs of power, and is capable of re-charging from external energy sources. By purchasing it here, you can choose for the original Crystal of Knowledge to no longer exist or for this to be the original one.

If you take insert and this, your Fortress still doesn't need to contain Jor-El, the jump history will change so that Jor-El did not have time to upload the AI or only uploaded a neutral AI that contains his memories but obeys you completely and does not have

a personality. **For 700 CP**, you can choose for this fortress to contain ALL knowledge in the universe (Post-Jump, your Fortress gains further knowledge appropriate to the tier you purchased). You can choose for your Fortress to be anywhere on the planet and can choose one location to act as a gateway to the fortress like how via the Kawatche Caves, one can teleport to the Fortress but yours comes with the ability to teleport those only you want so in essence they need your permission.



Species

Does not have to be an alt form. You can choose for your base form to become that species or for you to simply acquire the powers without a change.

Human (0 CP): Nothing more to say here

Atlantean (200 CP): Like so many other species your kind evolved to survive in a then inhospitable environment in your kind's case, the bottom of the ocean. You are now an Atlantean possessing

- **Superhuman Strength, Durability, Stamina & Healing** greater than a normal human.
- **The Ability To Breathe Underwater**
- **Swim** at speeds fast enough to break the sound barrier.
- **The Ability To Manipulate Water & Mentally Communicate With Marine Life**

However, as good as this sounds, remember your kind evolved in water and if deprived of it for too long you will gradually weaken until you can no longer move and even breathing becomes too hard for you. (Max a week). However, upon instant submersion, your strength will immediately return to you and you will be in top physical condition.



Titanian (200 CP): Psychically indistinguishable from human Titanian's herald from Saturn's moon Titan. You possess the ability of telepathy allowing for the manipulation of the mind of those around you. However, your kind possess no enhanced physical attributes making you as fragile as humans.



Almeracion (400 CP): You came from Almerac whether as an adventure or just to escape either way you made your way to Earth an out of the way planet for you to just kick back and relax. I would continue, but you jumpers aren't really interested are you, you just want to know what it is you are going to get. Well, okay then

- **Super Strength** which at the very minimum allows you to toss a car a few metres away with little to no effort.
- **Super Speed** able to outrun and catch bullets with ease
- **Durability** equal to that of Kryptonian e.g. being smashed through a building, getting shot at and both won't hurt you a bit.
- **Endorphin Kiss** which lets you release hormones and adrenaline through kissing. Can prove fatal if you overdose a target.



Baern (600 CP): Not really the name of the race, but Baern is the only one we have seen so it is just as good a name as any. Starting with:

- **Super Strength:** While not on the same level as a Kryptonian, you will be stronger than basically all humans and can give adolescent Kryptonians a run for their money.
- **Super Speed:** Your speed unlike your strength rivals that of an adult Kryptonian with your mental capabilities rising to the level of your speed letting you process in superhuman speed what you can in normal speeds.
- **Energy Projection & Absorption:** At your core, you are an energy-based being, and as such, you can release energy that can vaporise humans instantly, and even hurt Kryptonians. However, your reserves are not limitless and require refilling if you ever run low and I should tell you, Baern when he was released absorbed energy from power stations to refill himself but nothing on Earth proved sufficient to fuel him for long periods of time.
- **Energy Sensing:** You can sense power sources.
- **Technopathy:** You can mentally interface with human and alien technology.

Brain InterActive Construct (700): Not really a race but whatever. You are not an organic being but an artificial intelligence created on Krypton prior to its destruction. Unlike other beings you are more of a liquid base and it is through the liquid-base makeup that your abilities derive from and unlike Kryptonians as you are a machine you possess limitless stamina and never tire. Befitting your status as a machine you possess the following abilities:

- **Technopathy:** Allowing you the ability to control machines and technology. This ability allows you to hear frequencies from all Kryptonian technology and

even produce custom made viruses that can (if you possess the knowledge) do whatever you desire.

- **Mental Hacking:** By manipulating your being, you can create tendrils which allow you to connect to the minds of others. Some examples of what you do is absorbing information directly from other's brains, overload a person's brain by filling it with too much information, killing them, altering a person's mind and those are just the beginning.
- As you are a machine you are literally **ageless**.
- **To gain strength you can absorb electricity** but if you go too far over your limit, you can be destroyed.
- **Mineral Manipulation:** Allowing you to change their size, mass and composition allowing you to if you have the knowledge turn even ordinary rocks into new forms of Kryptonite.
- **Biological Manipulation:** Through inserting pieces of yourself into different beings, you can manipulate their bodies anyway you desire even into the genetic level.
- **Shapeshifting**
- **Self-Duplication:** Allowing you to create different clones of yourself, each one you and possessing all your abilities with no limit in range.
- **Possession:** Through infecting someone with the nanites that make up your being you can after a period of time take control of their mind and body.

As for weaknesses, unlike Brainiac you possess all your normal emotions and will not require any energy to maintain your human form. **Oracles of Jor-El can destroy your body with just a touch. Telepaths can still enter your mind and any being able to manipulate metal can if they are strong enough manipulate the metals that make up your being as well as force you out of those you possess.** As you are a computer you will be **vulnerable to electromagnetic pulses** however this will only affect you for only a short period of time.



Kryptonian (800 CP): You are not a human, never were; like The Last Son Of Krypton you were sent/escaped from your dying world, and found your way to Earth the third planet from the star Sol. Back on Krypton you are only as strong as a normal human, but on Earth and any planet orbiting a young yellow sun you are empowered. Your cells absorb solar radiation from the sun and metabolise it, enhancing your body as well as your mind and allowing you to develop abilities beyond comprehension. As you are paying 800 CP, your abilities begin at the level of Clark Kent at S10 from his capacity to absorb solar radiation to his strength; which allowed him to lift a planet rivalling Saturn and fly it into space, with no strain in the process, to his speed which allowed him to go from London to Metropolis in two seconds flat, to his dexterity, to flight, to durability etc. basically all of your powers. (Look Below)

All Kryptonian abilities grow both with time, practice and contact with the sun and yes, this includes ALL abilities gained by a Kryptonian:

- **Superhuman strength** which can allow a Kryptonian to easily overpower and kill both humans and metahumans alike. A Kryptonian gains strength as they grow older meaning the older a Kryptonian, the stronger they become this coupled with their agelessness under a yellow sun allows Kryptonians virtually limitless strength. When in direct contact with the sun your strength is increased.
- **Super-Leaping**, when used, allows a Kryptonian “to leap tall buildings in a single bound”.
- **Super Speed** which allows a Kryptonian to move any part of their body to increased speeds the speed you start at is faster than any car however, those

who are physically watching you can if prepared detect your movement. With this speed you can furthermore defy gravity allowing you to run on vertical surfaces and run straight into the heart of tornados with little to no problem. Your speed also extends to your vision, basically letting you process information at such a speed that everything seems to have slowed down letting you perceive what you would normally be unable to (Of course you will be able to function like normal, even at superhuman speeds yes, this includes using your super hearing and hearing perfectly during super speed as well).

- **Super Dexterity** which allows you to be completely accurate in everything you do, whether it's reading, throwing, running whatever it is that relies on accuracy and sure footedness you can do so completely accurately without fail.
- **Flight**
- **Invulnerability** which causes you to be nigh impervious to all forms of harm; this is caused by an invisible force field. Lasers, knives, lightning strikes nothing of this Earth can penetrate this field and due to the absorption of solar radiation a Kryptonian does not require food, drink, sleep or even air, but this can be done if they so wish. The field also shields you from both temperature extremes and protects a Kryptonian from all sickness and diseases.
- **Healing Factor**, which allows a Kryptonian to heal from virtually any injury instantly this applies to every wound both external and internal, even to purifying blood. However, wounds inflicted by Kryptonite will heal instantly only when the Kryptonite is removed.
- **Super Stamina** which allows you to go through longer periods of activity than others to put this into perspective, you could run around a small town 50 times and you still wouldn't tire, hell you wouldn't even feel it.
- **Super Vision** now this isn't just one ability, but 3 as well as allowing 20/20 vision this also bestows onto a Kryptonian **x-ray vision** which can let you see through anything barring lead and yes, this means everything so you can see through someone's skin to their muscles or even to their bones. The next ability is **telescopic and microscopic vision** which allows you to magnify your vision as well as see from a greater distance away; you start at being able to see from 20 feet away allowing you to even view DNA itself. The last ability is a **multi-spectrum vision** which allows you to not only see in the dark, but also through obstructions such as smoke, clouds, dust and the like. This also allows you to see into other wavelengths as well besides just x-ray.

- **Heat Vision** is pretty self-explanatory really with practice a Kryptonian can learn to control the temperature the ability generates as well as increase their accuracy. As time goes on, your rays will become stronger and will one day simulate the rays of the Sun.
- **Super Hearing** again is pretty self-explanatory: you start at the level which allows you to both hear and focus on a singular heartbeat in a room crowded with people. (Maybe super smell as well).
- **Enhanced Lung Capacity** a side-effect of your organs being enhanced by solar radiation you can hold your breath for long periods of time.
- **Super Breath** which allows you to both blow objects away and/or pull them towards you with highly compressed air like with heat vision this can be practised with to control the intensity of the air from blowing away just a few papers from a desk to hurricane level winds one potential use of this ability is blowing in poisonous gas and expelling it completely in space this ability obviously can be increased with time and training. A more evolved use of the former ability is arctic breath which allows a Kryptonian to freeze things with just their breath. With this ability, one can generate a snowstorm to engulf an entire city.
- **Enhanced mental capacity** just as the sun nourishes your body, it also nourishes your mind enhancing it to superhuman levels bestowing you a photographic memory as well as allowing it to function faster and at a greater efficiency than ordinary humans. Your mind can also now perceive and understand information at super speed; allowing you to perform several different tasks all at the same time. This is possible as your brain can process multiple thought processes at once and if you were a genius before than I don't even want to imagine just what you become now.
- **Mental Immunity** this passive ability helps to shield you from psionic based abilities.
- So long as a Kryptonian constantly absorbs yellow solar radiation, cellular degradation is delayed bestowing a **form of agelessness** upon a Kryptonian.

For an **additional 200 CP**, you also gain access to an ability previously unique to only one other. The power of **Reactive Adaptation** allowing you to adapt to anything that kills and then become immune and invulnerable to it. However, this ability requires a few hours for you to be resurrected and even then, if you are atomised or damaged too much that you cannot heal; then this will not help you. But if you possess other extra-life perks and they bring you back; you will be immune to what

killed you. Also, you won't have to worry about you looking monstrous or anything like that you won't change. **For 300 CP** (don't have to purchase reactive adaptation) you can gain Bizarro's ability of **Kryptonite Absorption**, allowing your cells to absorb and metabolise green Kryptonite radiation; the radiation can be used to power your abilities similar to what sunlight does to normal Kryptonians. (Fun Fact: the green kryptonite turns white when its radiation is absorbed). As for Blue Kryptonite, your power is likewise increased but the increase in power is immense like I mean Bizarro exploded because his body couldn't handle it type of immense. But as you are paying CP, your body will immediately shut down the ability when the increase in power reaches the limits of your body and the radiation absorbed is utilised by your cells to power your abilities to unprecedented heights. And for a **final 600 CP** (again don't have to purchase above options), you gain an ability unique to the Oracles Of Jor-El; **Matter Manipulation** which as the name states, allows you to manipulate matter itself. As you are now, you are limited to simply deconstructing and reconstructing matter e.g vaporising cars and Brainiacs and healing others respectively. But with time and practice, the applications are limitless. (Dependent on sunlight though and comes with a golden light aesthetic when used but you can decide to either forego this or change the colour but only once).

Kryptonians also possess the unique skill to connect and interface with all Kryptonian technology. For an **extra 50 CP** you can also gain not just the abilities of one but in your mind will be downloaded with everything about Krypton from its language to its culture, laws, manners, etc everything a native of Krypton would know now so do you.

Now, like all Kryptonians your powers are generated by the yellow sun and without its presence now or in future jumps your abilities will be lost. Also, there is kryptonite which you all know about. As you are paying CP, you are rendered **immune to gold kryptonites ability to permanently remove your Kryptonian abilities. Post-jump the Kryptonite weakness disappears**, but the yellow sun will still be required. Of course, if you possess a certain perk that nullifies racial weaknesses then it won't affect you during this jump.



Martians (800 CP): A race that was once native to the planet Mars now nearly extinct leaving behind J'onn J'onzz and you. Now, there are 2 types of martians: green and white you are of the former and in your native form you look like a green humanoid with red eyes.

Now, while Kryptonians and Martians share many of the same abilities Kryptonians can grow stronger with time and contact with the sun but Martians unlike Kryptonians do not require a power source to use their abilities.

- **Superhuman Strength and Speed** on par with adult Kryptonians.
- **Flight** allowing super-sonic speeds often accompanied by a red light.
- **Super Stamina** which allows a Martian to go long periods of time without rest as well as not needing to breathe or any other forms of sustenance.
- **Healing factor** which allows a Martian to heal from virtually any wound, however, this is only possible outside the earth's atmosphere.
- **Telepathy**, which includes mind control, memory manipulation and everything else you would expect from telepathy.
- **Telekinesis**
- **Invulnerability** which allows a Martian to be immune to the majority of both physical and mental types of harm as well as immunity to all earthly diseases and illnesses.
- **Shapeshifting** allows a martian to change their weight, height, density. Through control over their particles a martian can manipulate their own body in whatever way they desire, even elongating their own limbs or growing to immense sizes is simply a trivial trick.
- **Invisibility**

- **Intangibility** this is done through rearranging their particles, allowing a martian to phase through solid/concrete matter.
- **Martian Vision** yeah I know not an imaginative name but what this does is allow a Martian to project threads of fire from their eyes which can cause damage greater than a 1000 lbs of TNT.
- **Longevity** which allows a martian to live potentially centuries.

Now, in canon Martians have weaknesses; the most common being Fire. Within the **proximity of Fire**, a Martian is physically and mentally weakened . Within the **atmosphere of a planet with high oxygen a Martian's healing is slowed down**. Direct **exposure to a yellow sun can rob Martians of their abilities** which can however be restored if they come into contact with Mars atmosphere once more. As you are paying CP, **you forego all of these weaknesses**.



Powers

For Powers taken by Kryptonians, they can choose for them to be powered by the yellow sun and be strengthened by it like normal Kryptonian powers (fanwank how you got them) but in exchange, in the absence of the sun (or in the presence of Blue K); the abilities cannot be used.

100 PP = 50 CP

Burrowing (100 PP): The ability to displace minerals, allowing you to quickly burrow through the ground. As an add-on, you can breathe underground for an hour.

Gill Boy (100 PP): Can breathe underwater. Can choose to have gills or not.

Intangibility (100 PP): Only through physical attacks.

Invisibility (100 PP): Classic invisibility package as well as being immune to x-ray and thermal vision.

Shapeshifting (100 PP): The ability to transform into a wolf at will. (The exact colour of the wolf is up to you and your clothes transform with you i.e they disappear when you shift into wolf and you appear fully clothed when back to human unless you don't want them to for whatever reason).

Explosive Blasts (200 PP): The power to project explosive force from your body, while this power is in use, a ring of golden light passes over your eyes.

Heat Absorption (200 PP): As the name clearly states, you have the ability to suck and/or remove heat from all living beings with fatal consequences for normal humans as well as objects such as fire and water. You also possess enhanced strength making you stronger than a normal human but nothing to the level of a Kryptonian. Finally, you no longer need to breathe.

Infected Vision (200 PP): The ability to see other super powered individuals. When someone who possesses some form of powers is within eyesight of you, to your eyes they will glow a green colour and be outlined UV light. You can also somehow see whether the superpowered being has awakened their abilities or not. The canon user can only view those infected with green kryptonite but you can see ANY person that has powers regardless of source; i.e they are aliens, metahumans, magic, etc.

Memory Erasure (200 PP): The ability to erase a few minutes of memory from others by firing green energy from your fingertips. With time and practice, the degree of erasure will increase with you one day being capable of wiping out entire memories. The colour of the beams can be up to you.

Mind Reading (200 PP): The ability to read the minds of others; well, I say minds but honestly, surface thoughts are more appropriate. So, thoughts at the back of people's minds or secrets they are hiding cannot be read but things they are actively thinking about or subconsciously appear at the forefront of their minds can be easily read. Also, for free this comes with Control with a capital C so you can choose which minds you want to read and which to ignore and will never be overwhelmed and because you are paying PP, you can read the minds of Kryptonians, Martians etc.

Organic Disintegration (200 PP): The ability to disintegrate anything organic by touching it. However, beings/items that are protected from physical contact (Clothes don't count) or possess strong enough healing factors can survive this ability.

Precognition (200 PP): The ability to see a person's last moments before they die. This isn't 100% though and the actions in the present can change what this last moment is but by simply touching them again you will know if their future has been altered.

Pyrokinesis (200 PP): The ability to create and control fire, this ability is limited to within your viewing range but in exchange for its limited range, you have the ability to make solid objects ignite such as being able to set water on fire; as well as control the direction and rate of fires both the ones you create and external flames. However, you are not immune to fire.

Bee Control (300 PP): The ability to control bees via secretion of a particular pheromone making them see you as a queen bee. The exact range of this is not stated but at a minimum, you are capable of summoning bees throughout Lowell County which is 14.5 square miles.

Electrokinesis (300 PP): The ability to release electricity from your body; the electricity can be easily manipulated by you with relative ease, however, external electrical energy is beyond your control. Your strength and speed have also been enhanced; nothing superhuman, but you can with little effort throw fully grown men

and handle being thrown into cars without an issue. You are also immune to electricity and can instead absorb it to amplify your powers.

Persuasion (300 PP): The ability to bend the will of others, forcing them to obey any verbal command that you issue for them to hear. To utilise this, you first need to come into physical contact (in canon, the user's shook hands with the intended target; but you just require physical contact), your hands will glow green underneath your fingers. The person affected will enter into a trance and are focused on hearing only what you say, getting them to do whatever you want. The effect lasts until the target accomplishes the command given to them, and once done, all memories concerning the time they spent under its effect are instantly wiped out.

Pheromones (300 PP): Not really an ability I'd say, at least not one you are able to control; what this does is boost the potency of your pheromones causing any person to be completely infatuated with you and more 'inclined' with whatever you command. However, pheromones don't cross species so only those of the same species as you will be affected so for Kryptonians, only Kryptonians will be affected, for Humans only Humans etc. Comes with a toggle.

Plant Control (300 PP): The power to control any plants in your immediate vicinity. You can even 'infuse' some of your abilities into the plants for example, imbuing your superhuman strength into plants to break through superhuman durable skin, infusing pyrokinesis so your plants can generate and control fire etc.

Sonic Scream (300 PP): As it says, you can generate a powerful supersonic scream able to shatter metal, knock others unconscious and disintegrate particularly fragile items such as arrows.

Animal Morphing (400 PP): You can shapeshift into any animal and insect.

Cryokinesis (400 PP): The power to create and manipulate ice; the limit to this ability relies solely on your imagination and the range of this power is the distance you can see.

Duplication (400 PP): The ability to quite literally duplicate yourself, the duplicate will in essence be another you; containing all of your memories, skills, powers etc basically everything. However, this does not work both ways, meaning you do not get any of the clones' new memories until you reabsorb them back into you.

Normally, a clone would be created and reabsorbed by them climbing out and into your back but honestly, who has that time or the stomach for that and the fact you are paying PP for it; so you can create literally create clones by thinking of it and the same way for reabsorbing them but the latter requires physical contact with the clone. (P.S, yes your clones can technically act as extra lives for you but they will not possess any additional memories you possessed after creating them but for free, they will know when you die).

Elemental Mimicry (400 PP): You have the ability to turn your body into any form of water e.g, fog, ice etc.

Magnetokinesis (400 PP): The ability to manipulate magnetic force allowing for control over metal for example, sticking yourself to a truck like Spider-man, open locked doors, lift cars etc. You can also manipulate the brain's electro-magnetic activity; by simply touching someone you can control someone's emotional state; however, this 'control' lasts so long you are within their presence. Lastly, as you are paying PP, you possess absolute mastery over the control of metal objects allowing you to summon weapons from others hands and even remove nannites from others bodies without even touching their internal metals. As you grow stronger like all of the other abilities, what you are capable of will grow with time and practise.

Paralysis Inducement (400 PP): The ability to paralyse others via touching them. The degree of paralysis is up to you from a few seconds to days or months. However, this ability only affects the motor nerves so things like the lungs, heart etc are beyond your control. You can also imbue an object temporarily with your power so that it can paralyse others but it will only affect one person and then the 'charge' is used up.

Teleportation (400 PP): As the name says, you can teleport yourself (and others with you). This is instantaneous and you can travel thousands of miles instantly with no issue. The exact 'look' of this ability is your choice. Also, as you are paying PP, your teleportation cannot be inhibited by lead.

Truth (400 PP): A journalist's wet dream and a politician's nightmare. Just by asking a person a question, they will have an unstoppable urge to tell you the truth with nothing being able to stop them telling you everything with the worst part being they have no idea they are telling you the truth until after they have said it. Comes with a toggle.

Forcefield Generation (500 PP): The ability to generate a force-field durable enough to stop bullets, explosives and stop cars in their tracks with a nuke being the only thing capable of breaking the shield. The fields can also be used to not just protect but also to immobilise for example placing a field directly on top of a person to pin them there and before I forget, they can be expanded as well. However, fields last only for an hour without you there to 'refresh' them so to speak.

Heal (500 PP): The ability to heal any injury and condition by just placing your hands on a being and willing it. When this power is in use, the area you touch will glow a golden light. In canon, the exact limits of what can be healed is unknown but I am going to just say that with this any physical and biological injury/condition can be healed. For example, broken neck, amputated arm, cancer etc. And this applies to any biological entity, not just humans.

Magic (500 PP): The ability to channel supernatural energies to warp the natural order of the world. Magic is primarily done via verbal incantations and in the right hands can be capable of quite literally anything. From possession to resurrection, body swapping, shapeshifting, power bestowal, power theft, cursing etc. In the right hands, magic can be a real game changer.

Immortality (600 PP): The ability to never age and die and simply live forever. No matter how grievous an injury, you will heal from it and be restored to perfect health within seconds. It is impossible for you to truly die. Any time you suffer a mortal injury, you will automatically and instantly resurrect and all damage gained upon death will heal without a trace. You also do not need to eat, drink, or breathe.

Mind-Control (600 PP): The ability to control other superpowered humans. The range of this ability is not limited to sight or distance but only requires you to hold/make contact with an object belonging to your target. While under your influence, the target/s possess a single-minded focus on the goal and will do whatever it takes to accomplish your objective. Your power is limited to superpowered humans but unlike the canon user isn't limited to meteor infected.

Reincarnation (600 PP): The ability to be reborn again and again in a cycle of life, death and rebirth. No matter how you may die in one life, you will find yourself reborn into another with all of your memories returning to you as you live your new life. You can choose, if you look the same in every life or look different.

Vampire (600 PP): Nothing with a supernatural origin i'm afraid, just the normal being bitten and infected by the saliva of kryptonite-infected vampire bats type of origin; you know that one. Anyways, you get the classic super strength, speed, smell and durability; nowhere near the level of a Kryptonian but stronger than normal humans. On the other hand, your healing factor is quite superhuman, letting you regenerate at rapid rates from broken bones to snapped necks in seconds and you are now semi-immortal; unable to age forever more. And finally, we get to the blood sucking part; first of all, your saliva carries a rabies-like virus which attacks red blood cells and prevents them from regenerating and when you drink the blood of other metahumans or aliens etc, you can gain some of their powers. You can also turn others into 'vampires' by making them drink your blood. As you are paying PP, your powers cannot be taken and sunlight doesn't affect you.

Speed Force (800 PP): You knew this was coming didn't you. Well, here you have it, the Speed Force; the extra-dimensional energy field that governs motion in the multiverse and from which Speedsters draw their energy from. You already know the abilities; super speed, intangibility, time travel, speed stealing, electrokinesis, interdimensional travel etc; basically all the common speedster abilities. The level you start out unfortunately is not that of an expert but an utter beginner, though you can eventually reach any level of mastery with enough practice. But on the plus side as a gift; your speed starting out is at a whooping 186,282 miles per second and the Black Flash will not come after you.

Ability Absorption (1000 PP): The ability to permanently steal the powers of others (any supernatural power). By just laying your hands on a person, you can steal their powers and their skills with it and keep them. This is not limited to just meteor infected with even aliens being vulnerable to your powers. However, you also absorb the weaknesses of others as well; for example, if you absorb a Kryptonians powers, you will be weak to kryptonite. You can also return the powers you take either back to the original owner or to others. Post-Jump, if abilities require a power source, while you can take it if you do not have the source; you won't be able to use the power. You can absorb the same power more than once and they stack and multiply each other instead of just adding but the weaknesses don't stack. Aesthetics of this ability is up to you.

Companions

Import Companion (50 CP): Gain 1000 CP and one origin of their choice.

Original Companion (50 CP): Same rules as the import option but their personality and appearance is up to you.

All Companions Below Come With 1000 CP to spend and can pick an origin barring Clark Kent.

Alexander Luthor (Free): The archenemy of Superman himself, before he turned to the dark side. As he is now, Lex is setting out to be a great man; the opposite of his father. He is kind and honest and willing to use his wealth to help others; though he is also self-destructive and holds great hatred towards his father. Honestly, you two met during his time in Metropolis where you both basically lived in Metropolis's clubs and where you saved him from some incredibly overzealous paparazzi. That coupled with the fact that you didn't want anything from him was enough for you to get a foot in with Lex as a friend. Over time, probably because of the drinking and the fact that unlike the vast majority of his acquaintances you kept your mouth shut, he began opening up to you, telling you all of the shit that no one outside of the Luthor family should know. Anyways, you know what's coming; maybe because of the total honesty had with you or the amount of time you spent together but you and him are somehow in a relationship, who knows you may be able to stop him from falling into the dark side; though be warned of Lionel for he will do anything to break you two up. Comes with the With Some Power and Complete Baldness perk.



Alicia Baker (200): A Smallville High Freshman, Alicia acquired her teleportation ability during the first meteor shower. Alicia suffers from Histrionic personality disorder; a personality disorder characterised with excessive attention-seeking behaviours, People with this possess an elevated desire for attention, make inappropriate appearances, exaggerate their behaviours and emotions, and crave continuous longing for appreciation and coupled with the fact that her parents locked her up in a lead-lined room has affected her psyche thoroughly. In school, Alicia has the reputation of being stuck up; but in actuality, she is terrified of any friends discovering her powers. You two met by complete happenstance with you having had to use your powers in order to save your lives and her using her abilities to keep you from being discovered. Anyways, maybe because she no longer had to hide, you and Alicia became fast friends with you (and maybe with some perks) helping her to get past some of her previous hang-ups. As these things go, Alicia became slightly obsessed with and in love with you and you guys have been dating ever since; congrats, you have a teleporting, obsessive girlfriend for life. Comes with a teleportation power.



Chloe Sullivan (200 CP): A quick wit, feisty, resourceful go better. Since she was a kid, Chloe has dreamt of being a world-renowned journalist. As a result of only having her father and cousins, Chloe greatly values her friendships and is fiercely loyal to those she cares about and willing to do whatever it takes to help. Because of her dream, Chloe has an insatiable curiosity and believes in a public has a right to know mentality. As a result, she often oversteps legal and ethical boundaries and often realises too late that disclosure of certain information can potentially have deadly consequences. Because of these tendencies to reveal the truth, it is thought by some that she may be untrustworthy. Chloe often wears her emotions close to the surface and can sometimes lash out with tears though she tries to protect herself from emotional harm by distancing herself. How you met is no secret. It was on the first day of school when you were kids and you have been friends ever since; maybe because you two spent more time together or maybe because of your incredible good looks (sarcasm obviously) Chloe has fallen in love with you. Although, at this moment she hasn't revealed these feelings to you. If I were you, I'd tell her how you feel and get your pesky origins out of the way; after all you will be taking her with you. Chloe comes with the meteor power of empathic healing whereby she transfers a person's injuries to herself.



Clark Kent (600 CP): The Last Son Of Krypton AKA Superman himself. Though, he is not yet the man he will one day be. As of now, the two things that define is his positive opinion of humanity and his self-loathing and self-pity. He wishes to be human and holds a hatred of his abilities and believes the secret of them is a burden to anyone who knows of them. But deep down, he is a kind, selfless person who always wishes to help people and do the right thing. Okay exposition over, much like with Chloe you have been friends since you were children and overtime, Clark developed a crush on you (one he would have gone on to have for Lana and Lois) and because you didn't have a significant other like Lana he wasn't afraid to ask you out this summer with you both having been dating over the past month with rounding success. Right now, he is trying to work up the courage to tell you of his powers; if I were you I'd just tell him you already know. Comes with the Kryptonian Species and the Naman Percline.



Jimmy Olsen (Free): An easy going kind individual, Jimmy comes across as an awkward and in some cases eager to please person but when push comes to shove, he is willing to do whatever it takes to help those he cares about. And he is now your significant other, having met in one journalistic conference or another, with you being one of his first ever relationships. But this inexperience, will not change the fact that he wholly loves you and will do anything to try to make you happy.



Kara Zor-El (400 CP): Daughter of Zor-El, you and Kara don't have a history yet; in fact, you two haven't even met each other seeing as how she is currently in hibernation within the dam. But, at some point in this jump; you and Kara will meet each other and before you ask no it will not be love at first sight but there will definitely at least be mutual attraction something that will grow as you two get to know each other and spend more time together and within a few months or so; you two will definitely be a hundred percent heads over heels for each other forever. So get to work. Comes with Kryptonian Species.



Krypto (Free): Your very own dog imbued with super strength. The exact gender and breed of the dog is up to you.



Lana Lang (Free): The main girl so to speak, the one who everyone is in love with for some reason. When Lana was young, her parents were killed during the meteor shower and she was raised by her aunt. However, despite that fact Lana feels like an orphan and often feels isolated and out of place. Regardless, Lana is a kind, slightly gullible person who is caring and tries to help others but at the same time; she is driven in her goals and is highly intelligent and hard working. With her relationships reflecting her personality, she places great trust in her partners and expects the same in return and values honesty highly in her relationships and will build one with someone she perceives will trust her but be warned, if you hide things from her and pull away from her, she will do the same to you. You two met after she had a fight with Whitney that culminated in a break-up, one of many they had in the past but unlike before; she met you, a person who didn't try to flirt with her or get into her pants and just talked and listened. You two became fast friends over time and sometime before you started freshman year began a relationship. Though be warned, Lana values honesty and much like above, you will be taking her with you anyways. so I would just tell her about your origins and don't worry, Lana tends to judge others based on their actions, not their background or origin.



Lois Lane (Free): Daughter of General Sam Lane and the oldest child of the Lane Family. She spent a large amount of her childhood in army base after army base and in a particular army base; you two met when you were kids, always getting into trouble and always getting out of it. When she had to leave (again) you two kept in touch over the years via the written word; remaining incredibly close friends. All of that changed, when your parents let you move to Metropolis and you two finally had time to spend together in person and you heard it before over the next few months you two got even closer and one thing led to another and well, you know the outcome (yes you two are together; congrats, their won't be a Superman and Lois here unless you insert as him of course).



Lucy Lane (Free): The youngest child of the Lane family; Lucy may seem nice, kind and meek, but in reality, she is extremely manipulative, selfish, remorseless and constantly lies and cheats to get what she wants. She possesses no qualms about instigating petty dramas and fights and is purely sadistic and shallow. In essence, she can be described as a sociopath. So why on Earth did you pick this woman? The reason for this is simple, because for some reason Lucy likes you and I don't mean passively finds you attractive but will manipulate you all the same; but actually likes you type of like. You two actually met in Switzerland during her time in boarding school; what you were doing there only you know but regardless, your paths crossed when she tried con you and ended with you somehow ending up conning her. Long story short, you two decided to join forces and basically conned everyone you came across; obviously, the time together resulted in you two getting together. For this, you can choose to begin in Switzerland.



Oliver Queen (Free): The Green Arrow himself, Oliver is known for his wit, humour and above all, his desire to help others whether by using his money and influence or by stepping outside the law to enact vengeance. As a product of his double life, Oliver lies to everyone and hides his true self behind a veneer of a self-indulgent playboy with him being honest to no one but himself. The only exception in this, is his romantic relationship with you; where he has been completely open about his double life and is also extremely faithful to you, something that he hasn't been in his prior relationships.



Pete Ross (Free): The stereotypical best friend that envies those around him. Pete is the youngest of five children and often feels that he can never measure up, so he never tries, instead shielding himself with a quick wit and a smile. Pete is very outgoing and enjoys being the centre of attention. But he is at his heart, a fiercely loyal and trustworthy friend. How you met only you two know, maybe your parents were bear friends and you met that always or maybe he approached you with that smile or his and asked you out anyways, you two are together and maybe because of your influence, Pete is now actually starting to apply himself and trying to achieve his goals; who knows where he will go now.



Tess Mercer (Free): Daughter of Lionel Luthor and sister to Lex. Tess is an individual who has not had a nice life; she has been abandoned, abused and used by everyone in her life and as such she has trained herself to become strong, independent, and a fighter; on the outside, she seems cold but on the inside she is anything but. Which is why it was surprising that she accepted your invitation to dinner when you met when she started Luthorcorp and even more surprising that she had fun and accepted a second date, third etc; eventually resulting in you two moving in together after a year of dating; being someone she could confide in, trust and would never abandon or betray her and vice versa, with you telling her of your true origins. It has been a few years now, and you two are still going strong; though I should tell you, she might be expecting a bit more soon (also, for free, if you want this can erase the neurotransmitter in her optic nerve; preventing Lex from hearing and seeing through her or preventing it from ever happening).



Victoria Hardwick (Free): The daughter of businessman Sir Harry Hardwick and former girlfriend of Lex Luthor, Victoria is vice-president of her father's multi-billion dollar corporation. One of her common jobs is to insert herself into the lives of other businessmen and seduce them regardless of their age, for example, Lionel and Lex Luthor. That is not how you two met, in fact it was a random encounter between you two when you snuck into a fancy schmancy gala with her being the only one who noticed. Anyways, you somehow managed to convince her not to tell and in fact you got to talking with you (as cheesy as it sounds) talking until the end. Anyways, you guys met a week later when you were just strolling through Metropolis which led to dinner (with you paying of course), phone numbers being swapped and you have basically been dating ever since. With her sneaking off to Metropolis or you to wherever she is; obviously, her father has no idea of your relationship and for the time being that is how she would like it (you know meddling father trope).



Zatanna Zatara (200 CP): The daughter of the world's greatest magician and a Homo Magi, Zatanna's father John sacrificed his life to save hers; something which she still harbours immense guilt towards. Since his death, Zatanna has been searching for a book passed from generation to generation and inside lies her heritage and a spell that can resurrect her father, at some point, that book was sold at an auction by an unknown buyer (Lex Luthor). At some point in her journey for the book, Zatanna met you; the exact way you met only the two of you know but regardless, you two have been together for a few years now. Comes with the Magic perk.



Drawbacks

Insert (+0 CP): Can insert as Clark Kent. For female jumpers, history is changed so he is a she. And be warned, he is 15 at the time of Season 1. Also gain his memories as well. For Female Jumpers, he is now a she.

AU (+0 CP): You arrive in an alternate universe where Kal-El does not exist. Now, this universe was seen only once in season 7 (you arrive in the time season 1 starts) but what was seen is that the Kent's adopted a human child, Chloe is engaged, Lana is married and has a family. Lex is the President and Kara works for him (having been sent to Earth to kill Kal-El); having been manipulated by the Luthor's to the point where she is a die-hard loyalist and honestly, there is not much fight left in her. The meteor freaks have all been killed and a nuclear war is imminent with Lex soon releasing nuclear weaponry that will destroy the world. And in the shadows is Brainiac who is manipulating Lex to destroy Earth and release Zod and to use Kara to help Zod repopulate Earth. Of course, what it is like is not known so be careful. If taken with Insert, Kal-El does exist and was sent to Earth but arrived only now.

Alone (+100/+200 CP): For **100 CP**, your starter location has been overridden and you arrive in the middle of an ocean on a deserted island, alone but alive. For **200 CP**, the island you are on is also home to an absolute psycho who will try to kill you if you attempt to escape.

A Complex (+100 CP): It seems you and Lex have something in common (besides the baldness if you picked that) and that is that both you and him seem to find psychopaths and whores/man-whores appealing. For example, Lex was attracted to Victoria Hardwick who in addition to sleeping with him was also sleeping with Lionel, he married Helena Bryce who tried to kill him and he was attracted to Molly Griggs who was a hacker that was sending subliminal messages in order to kill Chloe Sullivan. So, I hope you don't want stable long-lasting relationships here.

As A Bat (+100 CP): You are blind, plain and simple.

Bugs (+100 CP): Much like a certain 'Bug Boy', at certain periods of time, your skin will begin to rot and moult like insects. This isn't fatal or anything like that but it won't look pleasant.

Extended Drawback (+100 CP): Every purchase increases stay by 10 years. Max 1000 CP.

Hope (+100 CP): the kryptonian symbol of which has been burned onto your chest.

Jailbird (+100 CP): You are now a criminal and stuck in prison (if taken with other perks that change starting location; if/when you return to civilization you will be hunted by law enforcement).

Like A Knife (+100 CP): Feel that, like a knife stabbing you between the eyes, yeah that's a migraine. Hope you like the taste of pain meds.

Old & Broken (+100 CP): Instead of arriving young and healthy, you arrive old and broken, confined to a wheelchair at the ripe old age of 80 for the next decade. On the bright side, your Benefactor will not allow you to die of old age.

Professor X (+100 CP): You are bald. Nothing else to say.

Amnesia (+200 CP): Complete amnesia I should add.

Elevator (+200 CP): I know, it's insensitive but honestly I have no idea what to name a drawback that causes your hands to have been severed completely by an elevator. Do you have any ideas?

Onslaught (+200 CP): Regardless of how, your blood has been poisoned by a chemical onslaught; if your blood is not purified every 72 hours, your internal organs will start to shut down. You are now living on borrowed time.

FIRE RUN (+200 CP): You are terrified of fire like the Martian race.

Silver K (+200 CP): When Clark was infected by Silver Kryptonite, he began to exhibit extreme paranoia in which he believed his family and friends were betraying and backstabbing him. If he hadn't been cured, chances are his paranoia would have grown to the point where he would have murdered them all. Unfortunately for you, paranoia cannot be sweat out, you will just have to bear it for the next decade.

SFD (+200 CP): Soft Bone Disease otherwise known as Osteomalacia is a disease that weakens bones and causes them to break more easily. Those affected by

conditions such as these cause incredible pain, skeletal deformities, dental problems and as aforementioned fragile bones causing increased risk of fractures. Sounds fun, doesn't it? Well, don't worry, you will have ten years to enjoy it,

Weakened (+200 CP): Who says a life jumping from multiverse to multiverse comes with no risks. Those who do, haven't seen your heart. I mean as it is now, you could have a heart attack at any moment and if you stress yourself too much; you will die. So, keep off the greasy stuff, exercise and maybe take up meditation.

Degraded (+300 CP): It seems the sudden influx of abilities did not go as smoothly as it has before; the absorption of such power has caused your body to begin to break down. Good news is, your Benefactor and I have found a way to slow the degradation until we can fix it (it'll take about a decade or so) but from what your Benefactor has told me about you; you won't like it, you will have to and forgive me, feed on human organs, and ones freshly harvested to boot.

Fat (+300 CP): On the bright side, your body metabolises fat at a superhuman rate meaning you will never be able to gain weight. On the downside, you are constantly ravenous and have to now suck fat from others in order for you to remain healthy. But, focus on the good.

Isabel (+300/400 CP): Much like Lana will one day be if the future remains unchanged, you are now home to another soul besides your own. At select periods over the next decade, they will awaken and control your body as their own with the more times they awaken, the stronger their hold over you becomes, you must find some way of exorcising them from you. For 400 CP, they have already gained control over you, isn't that right and don't lie to me, you discarnate soul.

Low Body Heat (+300 CP): I have to ask, were you submerged under ice near green kryptonite. Only asking, because your symptoms seem to match a future 'villain-of-the-week' who also suffered from low body temperature. In fact, his temp was so dangerously low that he wasn't/will not be able to get warm no matter what he tried and if he hadn't had the ability to absorb heat; he would have died. Unfortunately, you don't seem to have the latter perk; maybe you invest in some thermals.

Nope (+300 CP): No out of jump powers.

Nope Number Two (+300 CP): No out of jump items; you may store things in your Warehouse, but once they're inside, they may not be taken back out this jump.

Nope Number Three (+300 CP): No out of jump companions.

Panic Struck (+300 CP): Ah, I see, your starter location wasn't as safe as I assumed. I do apologise as an apology I will give you 300 CP for use in the jump; that is assuming you survive. Oh shit, did I say that out loud; uhhh fine I'll tell you. You have been infected with a bacteria and at some point in the next coming days will be trapped inside of your mind hallucinating your worst fears. This doesn't sound so bad does it; however, a person can only sustain a certain level of panic for so long before their heart gives out; I'd say a couple of days.

Phantom Zone (+300 CP): You arrive in the Phantom Zone, a timeless dimension where old age, hunger and thirst doesn't exist and where criminals from across the universe reside.

Shattered (+300 CP): Your arrival into this world did not come without risks. Your vertebrae were shattered causing complete paralysis from the neck down and preventing you from being able to breathe without a ventilator. I am sorry, I mean it.

Starblade (+400/500/600 CP): A blade fashioned by Kryptonian hands that has absorbed sunlight for centuries. When one holds that blade, they gain all the abilities of a Kryptonian so long as their hands touch the blade. Much like that, another blade has been created; crafted from otherworldly hands from your powers. Yes, you heard me right, your powers. You see, all of your abilities from this jump are now contained within the blade letting you use your powers so long as you are touching the item but on the bright side; only you can access the powers within the weapon. For **500 CP**, that rule is gone; so anyone can now access the powers within the blade. For **600 CP**, your out of jump powers are now contained within the weapon as well (500 options cannot be taken with the None perk).

Alex & Lex (+400 CP): You have been split into two; a dark side and light side with each 'portion' of you containing half of your powers. Your companions will need to use black kryptonite to fuse these two parts together (if taken with Starblade they both gain a blade)

Bizarro (+400/500 CP): I'm going to tell you straight, you have a Bizarro version of you that possesses the same abilities as you; but what strengthens you weakens them and vice versa and of course, wants to kill you and if they do; they gain your Jumper status; I mean you knew that was coming. For **500 CP**, you are that inverse and now have to reclaim your Jumper status.

Day Or Two (+400 CP): The exact amount of time you have until you die of old age. If however, you are already old, let's say 80 or so; you have only an hour or two.

Destroyed (+400/500 CP): When Zod rebelled, his physical form was destroyed and he was banished to the Phantom Zone. Whether you too were such a criminal like the former general doesn't matter. Regardless, your physical form has been destroyed and in order for you to live and walk among the Earth; you must find a body to inhabit with the body possessing your abilities so long as you inhabit them. For **500 CP**, those who you possess can no longer handle you for long periods, 24 hours to be exact. Right now, only one-two individuals in the whole world can hold you now.

Metallo (+400 CP): I am truly sorry Jumper, I tried to stop them but the rules I am bound by forbade me from intervening to a large extent. Though, I have managed to keep you alive, you are not left unchanged. For one thing, your heart has been removed and replaced by a piece of green kryptonite with circuitry having been placed everywhere in your body. While you do possess some measure of enhanced strength and durability, the kryptonite boosts your adrenaline which intensifies your emotions and the longer the rock powers your body, the more it plays on your mind eventually, turning you homicidal. You will also be short circuited by EMP pulses. But it will be temporary; only for a few seconds. But, if the kryptonite is removed, you will die.

Re-Surfacing (+400 CP): Fascinating, your memories were altered it seems. Now, I could undo what has been done but it will not come without side-effects. At certain times, a memory taken will resurface and you will be pulled into it and for however long the memory lasts, you will be dead to the world with nothing being able to bring you out of it. This 'process' will be completed after a decade but once done; you will remember everything.

Spasm (+400 CP): As the name not so suitably states, you now suffer from an unnamed and as of now unknown medical conditions that has caused your body to periodically suffer from seizures and spasms. At the very beginning, it will just be

your hands but as time goes by; your entire body will begin to be affected and the severity of the seizures will begin to worsen and worsen until you die.

With Great Powers (+400 CP): Comes great aggression, with the more you use them, the more psychotic, aggressive and immoral you become. More willing to kill and mutilate, more willing to disregard the lives of others, basically, turning you into a straight up murder hobo.

Your Strength, My Weakness (+400 CP): Like the Last Phantom otherwise known as Bizarro, the sun will permanently weaken as well as cause you unimaginable pain upon direct contact. **Cannot be taken by Kryptonians.**

AM & FM (+500 CP): Think of it like a radio, like how AM and FM are different frequencies but are in the same space, now imagine it like this; one person lets call them Jumper existing in one frequency while everyone else exists in another. As a result of existing in a different frequency, Jumper cannot be seen, heard or smelt, they also cannot touch or eat anything and are destined to starve to death (if they require food that is). (If not obvious, you have to find your way back to the correct frequency).

Lazarus (+500 CP): I'm sorry to tell you this, but you're dead. Yes I know if you are dead; how is it you are talking to me now, well you are technically dead yet you are not. You see, within your veins runs the Lazarus Serum, a concoction that keeps you alive so to speak. Without it, you will begin to deteriorate while your mind remains active. Each shot of the serum prevents deterioration by 12 hours but after that, you will die. Thankfully, you gain one shot to be injected every 12 hours.

Parasite (+500/+600 CP): To put it simply, your powers have been stolen and you must somehow get them back and before you ask, killing the individual who has your powers will not give them back. For **500 CP**, you know who has your powers. For **600 CP**, the identity of the individual is unknown.

Doomsday (+600 CP): The 'son' of Zod and Faora, an abomination that knows nothing more than death and destruction. And one who is freed from his human shell and hunters for nothing more than your demise. It will stop at nothing, never tiring, never wavering, never faltering until it rips you apart.

Too Late (+600 CP): Someone has gone back in time to kill you as a baby. How you ask, simple; they have gone back to kill you before you 'wake up' where your true Jumper personality and powers are dormant and you are defenceless. Of course there is nothing stopping you from travelling back in time yourself except; no out jump temporal abilities work for some reason. **Can't be taken by Drop-Ins.**

Notes

For Kryptonians who take Kryptonite Absorption, Reactive Adaptation &/Or Matter Manipulation, you can choose the reason, maybe you are more evolved, maybe you were experimented on etc. Fanwank the reasons.

Before anyone says anything, the Kryptonite absorption doesn't need sunlight (unless you want it to for some reason but remember if you do, it cannot be switched back) same rule applies for reactive adaption.

This takes place in a different multiverse than the Arrowverse based on the fact that in the canon Smallville Comics a race called the Monitors destroyed large sections of the multiverse in an event called Crisis.

If Phantom Zone is taken with Insert you can decide for your Zone to replace the canon one getting rid of any other exits placed in the zone barring your own and can take the canon prisoners already in it to future jumps.