Out of Context: Superman Substitute Supplement

V1.02 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have a Substitute Superman within its continuity. This means no Superman, no Ultraman, no Homelander, no Omniman, no Hyperion, no Sentry, no Brightburn, no Scion and no other perfect flying brick with a perfect smile.

By taking this Supplement you have chosen to be this continuity's Superman Substitute and you will enter into that continuity as a Drop-In awakening within an alien spacecraft that has fallen from the sky optionally you can land in the heart of farmland and can be found by a nice couple. As a Superman Substitute you are visibly similar to a Human, unless you choose to have some inhuman but attractive features such as golden skin.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

As the character widely considered the first superhero, Superman is a natural point for any Jumper to want to emulate.
But what interpretation do you want to be an Homage, a Deconstruction, or as a Criticism?

Homage

You have been inspired by the big blue boy scout and intend to follow his lead into Truth, Justice and the American Way.

Deconstruction

Superman doesn't use his powers to fix the world's problems or even just to benefit himself but why shouldn't you try? With your power you could Kill all the criminals, start a media empire, build an army or occupy Wall Street, who's going to stop you?

Criticism

Why would an alien with godly powers bother helping humanity when it can conquer or kill them? You could be an unstoppable nightmare as the king of crime. Hell, you could walk into the White House, kill the president and name yourself emperor of the world.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example, in order to get **Further Enhanced Sense** Perk, you need to take both the **Super Enhanced Sense** Perk that it follows and the **Even Further Beyond** Perk that is commented before the boosted Perk .

Notoriety - Free
Wherever you go, whatever you do, you are the talk of the town. With this **Togglable** perk you can make any of your actions news worthy.

Power Pack - Free
You are Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound well by 1930's standards at least. What does this mean in modern terms? You can run at up to 100 miles per hour, you are strong enough to bend steel girders like jelly and you are tough enough to shrug off bullets as if they were rain drops.

Last Son Origin - Free (Cannot be taken with "SUBJECT: [5-U-9-3-R]")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting falling from the sky in your pod optionally landing in the heart of farmland to optionally be found by a nice couple as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Eye Beams -100 CP
Your eyes are capable of projecting a form of laser that can burn thin concentrated beams of burning energy.

Even Further Beyond Booster: Beyond Beams
Your eyes are no longer limited to projecting only thin beams of burning energy and you can now alter the thin beams expanding them into cones and you are able to on command switch the burning energy into a laser beam, a freeze ray, an electrical bolt or a corrosion beam.

Super Enhanced Sense -200 CP
Your senses are all enhanced allowing the following as your maximum but you can reduce it to human levels:

- See a great distance by magnifying the scale of what you are looking at, also allowing you to perceive things that are too small for the naked eye, including infrared/ultraviolet light.
- Identity of specific people, objects, substances and the thinnest crack on an object from touch alone even if it is invisible to the naked eye, you can even feel the shape of an object from air-displacements.
- Identify through taste any ingredients you recognise within food and highlight any harmful or beneficial ingredients. It also protects you from the negative effects of vibrant or disgusting flavors and simply being aware of how bad they are.
- Differentiate different people through smell alone and using it to locate specific people, objects or substances. You could also smell if someone is sick or has toxic materials in their system. You will be aware of when things smell bad but will not suffer for it.
- Hear sounds at frequencies normally inaudible to humans from a distance of a mile away in a crowded city whilst being able to listen to the multiple conversations occurring thanks to a form of audio protection that shields you against sensory overload.

Even Further Beyond Booster: Further Enhanced Sense
Your senses are not as limited as previously stated instead you can
it as needed going so far as to switch off any of your senses making you deaf and blind if you want:

- See kilometers away in all directions simultaneously even in pitch black, see through objects as if through x-ray vision and visually track things normally too fast for even Ultra High-Speed Cameras.
- Determine the location, size and position of any moving object from the feel of the air pressure changes caused by its movement. Feel the history of what has touched something through touch alone.
- You can determine things about people and easily determine what would be required to replicate something by tasting the same air around it.
- You are capable of smelling individual molecules on the opposite side of the planet even while in the outer atmosphere.
- You can hear sounds through an incredible range of frequencies over vast distances which would normally be too quiet to be discernible even when next to them.

Flight -400 CP
You are no longer limited by the land and can float and fly through the air by emitting an energy field that emits an opposing energy. Through this you can fly at subsonic speeds without any outside influence. You can use this energy field to anchor yourself and prevent getting knocked back when you throw or receive a super powered punch. You can also extend this field to any objects you are touching, allowing you to cancel out force and inertia so you can catch someone moving at terminal velocity or hold an airplane one handed without it receiving any damage. This perk also comes with the useful effect that you can toggle a perception filter so that people mistake you for a bird or a plane while you are flying a far enough distance away from them.

Even Further Beyond Booster: Beyond Flight
While flying your body will be surrounded by a thin field that will protect you from hazards and environmental dangers. You will be able to fly underwater, in Space and through a blackhole without issue.

Even Further Beyond -600 CP
You are no longer limited by your strength and durability, using this perk you can push your body even further with any physical powers going even further beyond. When you need to push further through an active desire and will to be more, your capabilities will temporarily increase by a compounding 5% every 2 seconds, slowly but surely growing infinitely. However when the need has passed this will reduce rapidly by to your base state unless a need appears.

Homage Perk Tree:

Who Needs Glasses -100 CP (Free for Homage)
If you want to have a Secret Identity you can create a perception filter so that whenever someone looks at you they can't perceive you as your alternative identity even with side by side photos though they may notice that you look similar.

World of Cardboard -200 CP (Discounted for Homage)
You have full control of the precision and coordination of your strength and can do finicky things with the precision of a surgeon holding the most fragile item in your hand while using the same fist to punch without crushing the object you're holding and prevent accidents occurring from your clumsiness.

Speed-Forced -400 CP (Discounted for Homage)
You are able to emit an energy field that allows you to control your velocity and movement at an accelerated rate without causing external kinetic changes. This allows you to think and move at super speeds while running up to 2,600 miles per hour without causing sonic booms or displaying any air around you.

Flight Boost: Speed-Flight
You are able to accelerate your flight speed to progressively faster speeds going so fast as to surpass light speed.

Man of Steel -600 CP (Discounted for Homage)
You have a strong heart and a strong mind, you can shake off the horrible things the world shows you and stay true to who you are. You can use the core of your principles to convince others to follow your way of thinking, to grow past their traumas and turn around their perspectives in order to better align with yours.

Even Further Beyond Booster: Beyond Man
Through your principles you can cause armies and nations to change policies and options almost instantly through the earnestness of your conversation. Through this you can actively prevent disasters and change entire lives in minutes through words alone.

World of Cardboard Booster: World of Steel
Your words can inspire others to grow strong like you and act in line with your ideals without their ego getting in the way. They will act to inspire others and can even gain their own powers and strength even if it would otherwise not be possible.

Deconstruction Perk Tree:

Good Publicity -100 CP (Free for Deconstruction)
You can swing any kind of press or publicity into a good thing even if you're caught murdering a child you can easily trick people into thinking that they were possessed by an alien who wanted to destroy the world.

Self-Made Man -200 CP (Discounted for Deconstruction)
You have an innate understanding when it comes to creating more powerful people, with this perk you know how to replicate aspects of your powers through technologically, drugs or serums.

Superior Mind -400 CP (Discounted for Deconstruction)
You have a brilliant mind being capable of holding nine simultaneous through processes simultaneously and are easily able to improve or innovate any technology you come across.

Flight Boost: Superior Flight
Through your immense intelligence you are able to understand how to bridge a gap between two spots using your flight powers energy fields in order to create a form of instantaneous teleportation flight.

Unsanctioned Enhancements -600 CP (Discounted for Deconstruction)
You know how to temporarily augment yourself with new enhancements that will strengthen your powers and potentially give you new or alternative powers such as altering your toughness to a more powerful armored durability.

Even Further Beyond Booster: Further Enhancements
You can push any enhancements you have even further magnifying the boost in strength and power massively overpowering yourself in the short term followed by an amount of exhaustion but retaining some of the power or utility in the long run.

Self-Made Man Booster: Self-Made Enhancements
You can devise technologies or serums that permanently enhance yours or other people's powers pushing them far beyond your current limits.

Criticism Perk Tree:

Organizer of Crime -100 CP (Free for Criticism)
You are fluent in the ways of lies, murder and crime as you gain an impressive management skill that helps you recruit and cultivate subordinates. You understand how and when to persuade, bribe, blackmail or straight up murder someone in order to get your way and can toggle off any feelings of shame or regret for your actions.

Weakness To Strength -200 CP (Discounted for Criticism)
Why leave a weakness as it is when you can use it, this perk allows you to absorb, store and metabolize any form of natural weakness you possess in order to supercharge your powers. Be warned doing this will spread the pain your weakness inflicts across your entire body but the pain will not hinder your actions or have a physiological effect.

Within My Power -400 CP (Discounted for Criticism)
Through this perk you are able to dominate the minds of others allowing you to take direct control over their thoughts and actions. You are able to control the minds of multiple people simultaneously with anyone under your control entering a trance-like state and forgetting all their actions if released from your control.

Flight Boost: Within My Flight
Through your mental domination you are able to wield your energy field flight capabilities as a form of telekinesis allowing you to pick up multiple objects and people being able to directly manipulate them as if they were puppets on a string.

Adapt or Die -600 CP (Discounted for Criticism)
Whenever you take sufficient damage from something your body will gain a resistance to it with each form of harm becoming less damaging with time and exposure, however you will need to survive in order to become resistant to it.

Even Further Beyond Booster: Adapt Further
Whenever you die to damage you will gain a certain amount of grace time that keeps you in a near undead state. While you are in this state you have an opportunity to repair the damage done to your body in a brute force pseudo 1-UP should you repair the damage and survive the resistance you gain will be ten times the normal amount.

Weakness To Strength Booster: Adapt Strength
The more you absorb of your weakness the less it will hurt in the long run with your body learning better to adapt to it so that your body will eventually be able to interact with it without having any negative effect at all, though you will still gain a boost from it.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Costume - Free

You have a personalized costume similar to Superman's. It will have a chest symbol, a cape, look like spandex with Underwear but will not come with a mask..

Broken Spacecraft - Free

This alien spacecraft is from your native world; it was used purely for transportation purposes, as it contains a fuel-efficient faster-than-light drive, an interplanetary transport system and a suspended animation system that minimizes the resources needed to keep the passengers alive.
It also comes with a data device that holds the information about your now destroyed homeworld and civilization.

Telephone Box - Free

Whenever you need to change clothes you will always find this convenient phone booth nearby with it being able to hide you while you switch identities without being noticed.

Companions:

If you find this section slightly immersion breaking you may ignore this section and instead gain +100 CP. if you do use this section you may customize the companions so that they are a substitute for their canon equivalent.

Reporter - Free

This reporter always seems to get kidnapped by the villain of the week and seems to need to get rescued by you, perhaps they are your pal or a romantic interest regardless they are on your side.

Cousin -100 CP

You seem not to be the only super person on this planet with this companion who was raised on your destroyed planet, thanks to the stasis in their pod they are still a teenager despite being older than your in cannon self, they also don't have to be related to you.
They gain all of the general perks that you have purchased.

Drawbacks:

Kryptonite Factor - Mandatory

You have a natural weakness that causes you extreme pain and strips you of all of your powers. It could even kill you with enough exposure and even though it's the rarest material on earth it is common enough for anyone with enough money to build a business out of selling it.

SUBJECT: [5-U-9-3-R] +100 CP
You are no longer a Drop-In you are instead a local who has been injected with a super serum made from some unfortunate alien gaining their powers. You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Solar Powered +200 CP
Your powers from this document are tied to a pool of solar energy stored within your body that gradually depletes when you use those powers if you run out you will be temporarily powerless.

Limited to First Origin +300 CP (Exclusive to Homage)
You are a true hero with no intention for criminal activities or the highlife as such you are no longer able to take perks from the **Deconstruction** Perk tree or the **Criticism**.

Limited to Second Origin +300 CP (Exclusive to Deconstruction)
You are a business man first and foremost you have no intentions of being a goody goody or a straight up criminal. You can not take perks from the **Homage** Perk tree or the **Criticism**.

Limited to First Origin +300 CP (Exclusive to Criticism)
You are a villain through and through you have no need for the legitimate side of life as such you are no longer able to take perks from the **Homage** Perk tree or the **Deconstruction**.

ME AM REPMUJ +500 CP
You seem to have had a very unfortunate incident as your face becomes pale and clammy resembling cracked granite and your speech patterns are inverted so you can only say the opposite of what you mean to say.

Superior Men +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "**Supermen**" within this continuity, however with each purchase of this drawback, a new Space man will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only **Homelander** will appear.
For **+400 CP** both **Homelander** and **Ultraman** will appear.
For **+600 CP**, **Homelander**, **Ultraman** and **Scion** will appear.
For **+1000 CP, Homelander**, **Ultraman**, **Scion** and **Sentry** will appear.

1. **Homelander** is an arrogant self-aggrandizing glory hog and he will not be happy to have any competition. He will have access to all the perks on the **Deconstruction** Perk Tree.
2. **Ultraman** is the leader of the superpowered Crime Syndicate in his home reality. He will have access to all the perks on the **Criticism** Perk Tree.
3. **Scion** is a facsimile of a human created by an eldritch being with a mental blank slate, by default he will act as an aloof guard protecting the world but he can be manipulated towards acts of cruelty. He will have access to all the perks on the **Homage** Perk Tree.
4. **Sentry** is one of the most powerful heroes in the world, but his darker half causes him to be an unstoppable destructive force at every turn.. He will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sought out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.