

DC UNIVERSE

ONLINE

Welcome, Jumper, to the DC Universe. This won't just be an ordinary DC jump, though. You see, here on Earth number...wait, they didn't give this one a number? Strange. Here on whatever freaking Earth this is, Lex Luthor has come back from a bad future to spread packets of nanomachines, called exobytes, around the globe to grant ordinary citizens powers and, hopefully, stop the rise of Brainiac.

You are one of these citizens, or perhaps you've just arrived? Whatever the case, you find yourself on Brainiac's ship. Usually, this is bad. Luckily, however, you find yourself being contacted by either Oracle or Calculator, guided through the ship using your new powers, before being taken on as an apprentice by one of the big three of the two main factions. What I mean by that is that heroes can choose between being mentored by Batman, Superman or Wonderwoman, whilst villains would choose between the Joker, Lex Luthor or Circe, depending on what origin you pick here. Now take this 1000CP and go be a super!

You have free choice of age and gender. Discounts are half the price, if you have a discount on a 100CP thing it's free.

Tech: Batman/Joker
Meta: Superman/Lex Luthor
Magic: Wonder Woman/Circe

Perks:

General

OCP Exobyte Weapon Data: You have knowledge of how to use a certain kind of weapon, being able to choose from bows, brawling, dual pistols, twin swords, hand-blasting, martial arts, one-handed weapons, rifles, staffs, two-handed weapons or shields. Additional data can be obtained for 50CP.

OCP Aesthetic Enhancements: Now that you are a super, you benefit from one of the more subtle benefits of your new status; looking damn good. Even if the exobytes turned you into a lizard-person (it's been known to happen) you'd be able to find someone who'd still be into it with a few moments of searching.

50CP Best Form Of Flattery: People will no longer care if you are blatantly ripping off someone else's look. This will also prevent you from being sued in future worlds for things like using the Waynetech or Lexcorp logo as your emblem.

50CP Sparks And Sprites: Even if you are underage, as long as you can perform your job correctly, people will still treat you with the respect or fear that you deserve, and you'll never find your allies trying to keep you out of the field for reasons of your age. This can be toggled on and off, in case you ever want to try acting your age.

50CP Ever-Fluid Costume: You can open up a metaphorical 'menu' and change how certain equipment looks on you, choosing between any style you have 'unlocked' without having your combat efficiency reduced, including not wearing anything at all. You can also change the color scheme of your clothes, hair, eyes and make up at will, and people will no longer care if you are naked, or dressed weirdly. This can be toggled on and off.

50CP Exobyte-Enhanced Style: Your customization options now open up to include materials, auras and skins, as well as the ability to make your eyes glow. You can also apply the materials to your hair and make-up, as well as to your eyes, and receive a strong enough blindsense that you can still fight effectively even if your mask or eyes are currently made of solid gold.

100CP Super Strength: You are now strong enough to lift a car over your head, as well as throw it at your enemies.

100CP You Are All Titans: So, you've been discovered to have been an infiltrator the whole time? No worries, so long as you don't betray them, you'll be accepted as an ally as easily as if you had sought to join without any ulterior motives.

200CP Player Versus Enemy: No matter what you decide to do with your new powers, it is inevitable that there will be those who would choose to rise against you. Normally, those that wish to protect the innocent would naturally fight those that would mean them harm, however, given the whole situation with Brainiac, an unwritten truce was formed; heroes and villains shall not fight each other, should they meet on patrol. Missions, such as committing or foiling a bank robbery, are of course, a different matter entirely. This immunity is granted to you, too, and with this perk, you may take it with you to other worlds.

Hero

100CP Smile So Clean: You have a natural charisma that uplifts and inspires people. Your presence comforts the scared, and makes it so that people see you as more trustworthy.

200CP You Can Never Go Back: As a hero, you probably shouldn't go around killing people, so you know exactly how to hold back. No matter what you use, your fists, a gun or the power of the sun, you can make sure that you only incapacitate your foes, instead of killing them.

400CP I Think I Know A Guy: You are a master of the social game, easily being able to form connections with the right people and manipulate them into giving you benefits, such as lower prices on their products, and little favours like giving you free transportation.

600CP United We Stand: There's something strange about you. You seem to be able to inspire people to be able to work better together. Teams you form function seamlessly, with the members building on each other's strengths, and covering each other's weaknesses.

Villain

100CP You Insolent Fools: You have a remarkable ability to ham it up, being able to launch into a rant about how you were laughed out at the academy and how you'll be the one laughing now, as well as an even more remarkable ability to not embarrass yourself in the process.

200CP Clown-Themed Crime Nobility: You have a certain knack for comedy. Even as you're out committing chaos, people will have to admit that your crimes have a certain edge of humor to them, assuming of course that's what you're going for. This can be toggled on and off.

400CP Prison Of Cardboard: You are a master of escaping confinement, being able to escape from places like Arkham Asylum in a matter of days. The more high-tech and elaborate the prison, the longer it'll take to get out, of course, but as long as you're determined, you'll probably be able to escape.

600CP Cut Jumper A Check: You are a master of coming up with designs for classic supervillain technology, such as freeze rays, killer robots and flying skyships.

Origin Perks

Tech

100CP Self-Made Man: You know the value of hard work, and as such, have the drive to keep going, even in the face of overwhelming adversity. Who cares that your enemies have superpowers and you don't? You have the drive and the knowhow to even the odds.

200CP Wonderful Toymaker: You are an innovative soul, being able to analyze pre-existing technology and inventions and come up with ways to repurpose them for your own purposes, such as knowing how to modify a taser to the point where it delivers a fatal shock to your enemies.

400CP Always Got A Plan: When all you have is the sweat of your brow, it pays off to have a creative mind. You are more easily able to come up with ways to use your tools and your environment to hinder and trip up your foes.

600CP Enough Prep Time: You are a master at using an opponent's biology against them. With just a blood-sample, you can create a variety of tools to fight them, from the simple option of, say, shark-repellent, to a disease bio-engineered to kill only them, any of their blood-relations, and any blood-relations of their blood-relations.

Meta

100CP Entitled Alien: You may or may not be human, but you have a certain quality to you that causes people to be less concerned about things like that. After all, in the end, what does it really matter where you came from? All that matters is what you do with your life.

200CP It's In My Dna: Since your exobyte powers are biological, they are much more intuitive to use, and they can now be passed down to your children. They'll still keep to the same general theme, your fire powers won't be manifesting as ice powers or anything, but they might manifest in a different way.

400CP I'll Do More For Earth Than You Ever Could: You are a master of faking your death, and have better luck at finding any material weaknesses your foes may have. For instance, if you know you're going up against the fae, you'll be able to find cold iron more easily, or if you have an issue with the blue boy-scout, you might stumble on an abandoned Kryptonite deposit.

600CP The S Stands For Hope: You seem to have a greater impact on the world. If you clean the streets of crime, you'll find that the root cause of the problem seems to have weakened. With enough work, you'd be able to raise the hopes of even a city of eternal gloom like Gotham until it shines like Metropolis-or perhaps you want to tarnish Metropolis's gleam? If so, worry not, for as useful as this perk is for making things better, it can just as easily be used to make things worse.

Magic

100CP Conjurer Of Cheap Tricks: As long as you give a reasonable explanation for your powers, people will accept them, although they might not necessarily believe it, depending on how much your explanation fits in with what they know of the world, and will tend to assume other powers fit in with said explanation.

200CP Johnny Con-Job: When your day-job might involve making bargains with extraplanar entities, it usually pays off to know how to manipulate your words. You are a master of this, easily being able to speak something twice and mean something else, not changing what you say, Watch out that you don't get out-conned, though.

400CP Mark Of Cain: You can now mark your captured foes with an ancient sigil, binding their will to your own and allowing you to command them as you will. That said, enough damage and trauma from their former friends attacking them will be able to snap them out of their controlled state.

600CP Rites And Rituals: With this, your mastery of the arcane grow beyond the mere minions that come from the knowledge contained in exobytes. You know how to call upon all manner of beasts that dwell within the realms beyond. With enough arcane power, or valuable enough regents, you could call up a whole army of monsters to fight by your side.

Powersets

These will be your main line of offense against the forces of Brainiac, as well as the enemies of your new mentor. These can scale enough to let you go from fighting average thugs and hooligans to taking down the demon lord Trigon, or even the Greek Gods themselves! Or, at least, with a group by your side. Choose between Tank, Controller or Healer, it'll give you a discount on the powers in the relevant sections.

Tank

400CP Earth: Taking this power will allow you to rumble onto the scene and really shake things up! Shape earthen constructs in order to crush enemies, reinforce allies and rattle and daze opponents

400CP Fire: If you choose to wield the wild, unpredictable forces of flame, you'll have to be tough. In return, you'll gain the ability to cause flames to soar up around you, searing your enemies to a crisp, as well as being able to shoot it, obviously.

400CP Ice: To counteract the heat of the last option, let's cool off with some ice. Using your command of the arctic winds, you can lock down your opponents, pushing and pulling them around the battlefield before freezing them in their tracks and chilling them to the bone.

600CP Atomic: This is the power of the sun itself, in the palm of your hand. Using the incredible power of nuclear energy, you can rearrange the atoms of yourself, your friends and your foes. Split atoms, translate your allies into fortified metal and cause your enemies to burn under the intense pressure of the atom, causing untold destruction.

600CP Rage: With blood and rage of crimson red, ripped from a corpse so freshly dead, using this new hellish hate, you'll burn them all, such is their fate. Tap into the rage of the emotional spectrum to create energy blasts, deadly plasma attacks and even vicious constructs. Whether you wield this with righteous fury, or allow yourself to be consumed by petty anger, you can eradicate your enemies with blind rage.

Controller

400CP Gadgets: With this, you'll find yourself pulling all manner of gadget and superscience gizmo out of your pockets and pouches, which, if deployed smartly, will help you control not only the enemy, but the battlefield itself. Strategically placing your devices and employ an array of dangerous and deadly contraptions in order to achieve victory.

400CP Mental: As a true master of mind over matter, you can move objects with just a mere thought, to protect yourself or damage your enemies, then use the force of your will in more subtle ways, such as creating illusions to disorient and confuse. Create force fields with a mere thought, or blast foes down the street.

400CP Munitions: You can either create heavy ordinance out of thin air, or simply possess enough skill that you can fight on the same level as those with elemental blasts or whatever. Regardless of what the case might be, you can run and gun with the best of them as you cut a path through your enemies with big guns and bigger explosives. Lay waste to the battlefield and any enemies that happen to stand in your way with military grade ordinance.

600CP Light: The rings that grant the ability to form hard-light constructs are typically reserved for a chosen few. In times of great crisis, however, it has been known for hordes of reservist rings to be distributed throughout the affected area. With this ring, you can rain devastation on your enemies with missiles and bombs, blast them with a hail of bullets or simply crush them with raw might.

600CP Quantum: With these powers, you can slow down opponents, change their density and even teleport behind them through manipulation of time, space and gravity. Bring your enemies to their knees with graviton fields, and control both their time and their futures.

Healer

400CP Electricity: This imbuelement of lightning will allow you to shock your foes and revitalise your friends. Spreading out the raw energy inside you will allow you to easily take out large numbers of hostile forces.

400CP Nature: This primal power lets the user call forth poisonous botanical forces to restrain and overwhelm the enemy and aid allies. Furthermore, when the going gets tough, they can even transform themselves into an embodiment of nature's wrath.

400CP Water: Keep your allies alive using powerful storms and flowing water. Bend and blast the tides themselves into incredible streams and torrents to unleash a flood of destruction, or shape it into awe-inspiring constructs and wash away those that would oppose you.

600CP Celestial: Tap into the power of the gods themselves, and use your divine light, or profane darkness, to curse, restrain and overwhelm your enemies and soothe and mend the wounds of your allies.

600CP Sorcery: Wield the unseen forces of the universe, and hold life and death itself in your hand as one of the world's newest archmages. Your sorceries can doom enemies to failure, or ensure your friends have the strength to carry on. Mystical creatures shall also be drawn to you, and you shall learn how to summon them from a safe demiplane. Choose wisely which you summon, for each shall act according to the arcane power that makes up their being.

Mobility

Unlike the main powers, these options are mainly for the sake of getting around faster. That's not to say they don't have any combat usefulness, simply that such things are not their intended function.

200CP Agility: Become a master aerialist, gaining the ability to climb up walls, shoot out a grappling line from your hands and glide through the sky after leaping off of great heights.

400CP Flight: Soar over the vast skyscrapers, swooping down to harry your foes with devastating attacks. There is no place out of reach for fliers, able to traverse any environment with ease, and the increased mobility opens up new forms of attack.

400CP Speed: Travel at such intense velocity that you can even run up both walls and ceilings. Unfortunately, your exobytes don't have enough data on the speed-force to do much else with their access to it.

Items

0CP Starting Weapon: This is a weapon of the same kind that you learnt how to use from the exobyte weapon data. Martial artists get katars, brawlers get large gauntlets and blasters get hand cannons and gauntlets that might put you in mind of a certain billionaire playboy philanthropist, if that wasn't the wrong series entirely. *You can get more for 50CP.*

100CP Guises: This collection of holographic image projectors can allow you to disguise yourself as a robot, a zombie civilian or hillbilly, or one of Scarecrow's hallucination monsters.

100CP Backup/Henchmen: Typically, you need a lair for this kind of service, but whatever. You now have three people who'll back you up in a fight, as well as a device that lets you summon them to your side.

200CP Lair: This is a place for you to crash, somewhere for you to rest your head, a home away from home. It comes furnished with a central computer system, a bank, a second computer for

cape-related emails and a workstation for your projects. It follows you from world to world, adapting in order to fit in, but always keeping its theme on this inside. You can choose your lairs theme, from a lavish penthouse to a hidden place in the sewers.

400CP Orbital Strike: You have a satellite in orbit, equipped with a powerful laser, as well as a device that lets you indicate an area to fire said laser at. It needs half an hour to recharge between firings, but it's still quite powerful.

400CP Supply Drop: You have a device in orbit which, once every half hour, can drop things from the sky that heal you and your allies, as well as reinvigorating you.

600CP Exobyte Cache: This canister contains a collection of exobytes, with data from millions upon millions of enhanced individuals, geniuses and mages. Even without any knowledge or scientific research, it can be used to recreate the accomplishment of the future Lex Luthor; a mass empowering of citizens of a given Earth, or granting people a powerset, movement power and weapon data. Given the chance and ability to study and understand them, you would easily figure out a way to ensure that the powers granted were more specific, as well as being able to expand the options; full access to the speed-force, as opposed to the limited version that the exobytes grant right now, for instance. It replenishes every jump, and if you had the time and intelligence, you could probably figure out a way to make more.

Companions:

50CP-400CP The Old Squad: You may import up to eight companions, who have 600CP to spend on powers, perks and items.

100CP Sidekick/Accomplice: This youth idolises you, and will loyally follow your directions through thick and thin. They have the power of flight, as well as your choice of weapon.

100CP Hello Again, For The First Time: If in the real world, you've made a character in the game, you can pay points to recruit them as a companion. They get the freebie for their origin and morality, as well as their powers, weapon and exobyte-enhanced style.

200CP Canon Character: If you can convince someone from round here to come with you, you get to take them as a companion.

300CP Jumperverse: You now have some of the best company in the world; namely, three versions of yourself. One of them is black, or white if you happen to be black yourself, one of them is a communist/capitalist, whichever you aren't and one of them is from a version of World War 2. Each has copies of the powers you bought here.

Drawbacks

If this is your first jump, then here's the deal with drawbacks; they suck, but you get more CP than just the starting 1000 from taking them.

0CP Schrodinger's Earth: So, you've been to a DC Earth before, have you? Well, given that this one doesn't seem to have a number, I suppose it wouldn't be too hard for me to sync this one up with that, so if you want, I could have your history there apply here too.

0CP Echos Of A Lost Arachnid: Strangely enough, a large number of the new exobyte-enhanced individuals bear a strange resemblance to a certain arachnid-themed friendly neighborhood superhero. He's not from round here, but you know who I mean, right? If you want 100CP, you too are just another rip-off of him.

100CP Tricolor Costume: Your outfit now consists only of three colors. You just can't bring yourself to wear more than that.

100CP That Thin, Fragile Line In The Sand: Much like Gotham's dark knight, you can not, and will not, bring yourself to kill. You will always bring Joker to Arkham, instead of offing him there and then. However, this doesn't necessarily mean that you have to save people.

200CP All Will Be Analyzed: It would seem that Brainiac didn't just copy the strengths of the heroes he encountered. Choose a relatively common substance or quality, such as the color yellow; any powers obtained here will not work on such objects.

200CP The Morbid Type: Your sense of what is socially acceptable to do in polite company is reduced. For example, if someone were to mail the severed head of a vampire, your first idea for what to do with it might be "wear it as a gruesome hat"

200CP Super-Intern: Normally, your mentor will have a pretty hands-off approach to the whole thing. However, with this, you are now effectively their new sidekick/accomplice! Whilst this may seem pretty swanky, you will have to obey their directions. By the way, don't worry if you got Batman, he might not like guns, but he does accept that people can't control what exobytes they receive.

200CP Tulsiaeh: For the duration of the jump, you lose your ability to use your powers to damage effectively, only being able to use your other role. Optionally, your personality may have been changed to be lewder than normal. You can keep this change after the jump is done, if you want.

300CP The Daily Grind: Everything about this just seems so boring. Defeat 20 Riddler goons. Now defeat 20 Joker goons. What's even the point anymore? You'll still do it, it just won't seem fun to you anymore.

300CP The Paradox Will Consume All: You have a greater-than-average chance of encountering the paradox reapers, and they seem to be stronger than normal when you're the one fighting them.

300CP Overwriting Pre-Existing Data: It seems that the Exobytes weren't exactly designed to deal with the host already having powers. You'll need to go through this with just your purchases from here.

600CP All Is Lost: You don't start out when Lex Luthor sends out the exobytes. Rather, you start off in the future where he comes from, just before he stabs his kryptonite spear into Superman, killing him. Can you survive for ten years in the future Lex worked so hard to prevent coming to pass?

600CP Lexiac: Instead of coming back to seed the world with exobytes, Lex decided instead to merge himself with Brainiac, and take out both the Justice League and all the other supervillains. You, along with the pre-existing superheroes, will have to try and take on the full force of this madman. And in case you were planning on using that exobyte cache? Don't. Lex has built an override into them. Anybody enhanced by any of those exobytes will simply be slaved to his will.