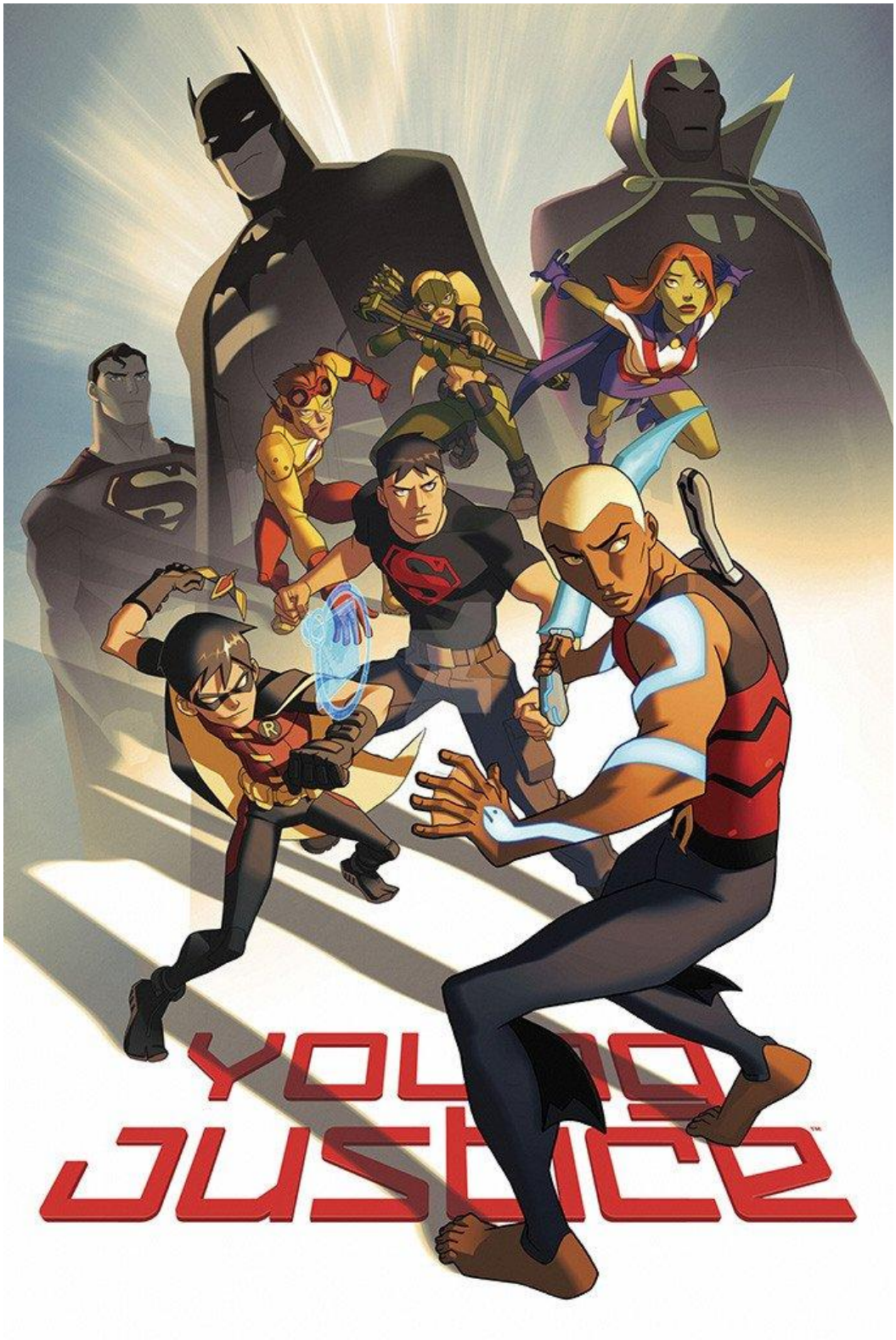


Young Justice Jumpchain - CYOA V1.0
By Some Bored Guy On The Internet

Welcome Jumper, I am certain you have heard of the DC Multiverse. For the next decade, you will be sent to Earth-16.

Like almost every DC Universe, this one has metas, aliens, magic, and billionaires dressing up as bats to beat up mentally ill people. But unlike most of them, this one focuses on the younger heroes.

You arrive in your starting location on the morning of July 4, 2010, a few hours before Robin, Kid Flash, and Aqualad break out Superboy from his imprisonment in Cadmus, and from there, unless you change it, events will transpire to the formation of the Team.

At some point in the jump, you will be approached by a member of the Justice League to join the Team, that is unless you committed a relatively major crime that puts you on the League's bad side.

You'll be here for the next ten years. To help you on your journey take this:

+1000cp

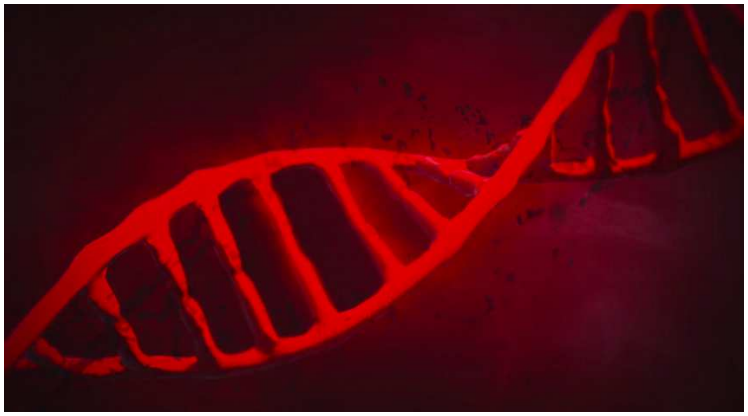
ORIGINS

Drop-In [Free]: You have no new memories or history in this world; you'll randomly appear in whatever location you have chosen with whatever you purchased.

Vigilante [Free]: Who needs fancy powers, or magical abilities. You have the technology, skill, experience, and most importantly the wit on your side. You've received training from the best of humanity, and now, you are ready to take on anyone.

Alien [100cp]: It appears like M'gann, you come from a different planet, depending on your planet of origin, your backstory could change. For example, if you are from Mars, you may be one of J'onn J'onzz's nieces or nephews, but not a direct sibling of M'gann. Or if you are a Kryptonian, you might have been sent off to Earth together with Kal-El, but your ship got sidetracked.

Meta [100cp]: You were born as a normal human, but one day you awakened your Meta Gene, turning into a meta-human, a member of the Homo Meta race. This active Meta Gene grants you superhuman abilities and characteristics not possessed by ordinary Homo Sapiens.



Mystic [200cp]: You appear to be a member of the Homo Magi race. You are a descendent of great Arion and Vandal Savage. You were born with the ability to use magic, and have explored it your whole life.

Age: Roll a 2d4 +10 to determine your physical age
Gender: Keep your previous gender
Or pay 50cp to determine either of these yourself

RACE

Alien Origin gains a discount on this section

Human [Free]: You are an ordinary human or a humanoid alien that only has minor cosmetic variations to humans.

Amazon (Requires Female) [100cp]: A warrior race of women who live on the island of Themyscira. While this alone will not make you anywhere near the level of Wonder Woman, or even Troia, you are stronger than a normal human could ever be and do not age while on Themyscira.

Thanagarian [200cp]: You are from Thanagar. A bipedal humanoid race with bird-like wings attached to your back. Physically, you are far stronger than a normal human, but you look remarkably similar except for your wings.

Atlantean [200cp]: You are an Atlantean. A human subspecies derived from Homo magi and Homo meta that have evolved to live underwater and are the inhabitants and citizens of all city-states of Atlantis. You can endure immense pressure, and blunt force, lift around 2 tons, breathe underwater, swim at great speeds, and can choose to have the appearance of a human mixed with some form of sea life.

Kryptonian/Human/Genomorph Hybrid [400cp]: It appears Superboy is not the only hybrid anymore. Like Superboy, you are a clone of Superman and an 'ordinary' human (Batman, Lex Luthor, or Lois Lane). You have immense strength and durability comparable to a Kryptonian, infrared vision, and enhanced senses. But you do lack the rest of their abilities. You do, however, share their weaknesses: Kryptonite, Red Sunlight, and Magic.

Demigod [600cp]: You are an offspring of a Greek god/goddess and a human woman/man. This means you are of divine blood, which grants you strength, speed, durability, and flight comparable to Wonder Girl. The odds state your father is Zeus, but if you want, you can choose your godly parent. If you do manage to connect to your godly heritage, you can draw power from their domain, although this could take decades, if not centuries of training.

Martian [800cp]: You are a white or green Martian, an adept shapeshifter, a powerful telepath, and a skilled telekinetic. Unfortunately, when you are near fire or exposed to extreme heat you will lose access to your Martian powers and be severely weakened.

Kryptonian [800cp]: It appears Krypton has another survivor. You are a full-blooded Kryptonian and can draw power from a yellow or blue sun. Like Kal-El and the rest of the Kryptonians, you are capable of acts of immense strength, speed, durability, flight, heat-vision, have enhanced senses, super breath, and a myriad of lesser abilities. Kryptonite and light from a red sun will drain your powers and the former will leave you in crippling agony. Additionally, while your physical stats are at the level of the upper tiers of divinity, your defense against magic is comparable to an ordinary human.

Hybrid (No Discount) [Variable]: It seems you are not a member of any one race. Instead, you are a hybrid of two. You appear to possess all the powers and weaknesses of both your races. The cp cost of your race is variable: The More Expensive Race (No Discount) + 200 cp.

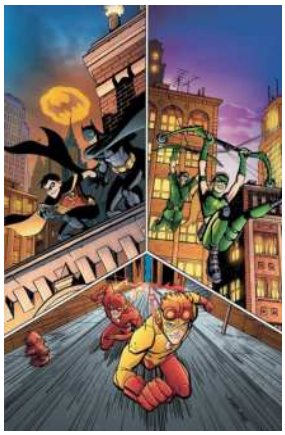
LOCATIONS

Roll 1d8 or pay 50 CP to choose

1. **Happy Harbor:** Welcome to Happy Harbor. A small municipality in the state of Rhode Island. Mount Justice is just outside its borders.

2. **Washington D.C.:** The capital city of the United States. It is also the home of the Hall of Justice and Cadmus Labs. Wonder Woman and Wonder Girl (Donna Troy) are the resident heroes of this city.

3. **Gotham City:** Arguably the most famous city in DC Comics. It is the home of Batman, Robin, Artemis, and Batgirl. The Dark Night does not like unknown elements in his city, but it is doubtful he will notice you right away.



4. **Central City:** The hometown of speedsters. Flash, Kid Flash, and are resident heroes of the city.

5. **Star City:** You have failed this- wait that's from the CW Show. Never mind that. This city is guarded by the vigilantes Green Arrow and Speedy.

6. **Poseidonis:** A large city-state and the capital city of Atlantis, located in the Atlantic Ocean and currently ruled by High King Orin, known to the surface dwellers as Aquaman.

7. **Santa Prisca:** A sovereign island nation in the Caribbean Sea, and is the primary source of the neo-steroid Venom. It is effectively ruled by Bane, whose Venom factory is located on the island.

8. **Free Choice:** It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

Most Common Super Power [100cp]: The majority of the important people on this Earth seem to be fairly attractive, and now, so are you. Your appearance has been boosted to a solid 10 out of 10.

Barry, No! [200cp]: Oh wait? Do you mean to tell me Barry Allen does not mess up the timeline in this Universe? Oh, it is his grandson who started the trend of messing up the timeline in Earth-16. I see, anyways, it does not matter, changes to the timeline do not affect you anymore. You instantly gain any new memories of your life, however, your personality and emotions do not get affected unless you want them to. Also, no random-ass Kryptonian can go back in time to kill you as a baby.

Anti-Anti-Life [400cp]: There are quite a lot of telepaths in this world, hell, the closest planet with life to this one is full of them. It is unwise to leave your mind unprotected. Not to mention, a New God of Evil is trying to obtain the Anti-Life equation that can enslave anyone. Anyone, but you that is. You are now immune to any, and all mental intrusions, unless you allow them yourself.

For **only 200cp**, instead, you can gain immunity to telepathic abilities, however, this does not protect your mind from other forms of mind reading, control, or manipulation such as Queen Bee's pheromone manipulation, Wonder Woman's Lasso, or Dr. Fate's magical take over of your mind.

One More Life [600cp]: Gabrielle Daou was a Quraci girl who died, but after fusing with the spirit of a Motherbox, she came back to life, more powerful than she ever has been. Although she did lose herself in this fusion and became something else, that is not the case with you. You still are the same person you always have been, except, that the once per jump, or every ten years when you die, you will come back to life. And since you have been fused with the spirit of a Motherbox, you are better than you used to be. This perk acts as a Capstone Booster.

Drop-In Perks

Perfect Memory [100cp]: You have an eidetic and photographic memory, allowing you to recall any event you have witnessed, heard, or any book you have read in an instant.

Truth Always Prevails [200cp]: Even when truth seems too ridiculous to seem real, people will believe you. As long as you tell them the truth (or what you believe you believe to be the truth), they will find themselves believing you. Regardless of how outlandish your claims may be.

Team Player [400cp]: You are born to be a team player. You possess qualities that bring out the best in your teammates, so much so that a group of three average metas could take on a Kryptonian several times, and almost always come out on top, that is without the usage of Kryptonite.

Genius [600cp]: Despite your apparent age, you possess one of the greatest minds that the world has ever seen. Your ability to come up with ideas and invent is nearly unparalleled, and actually building your inventions is child's play. What's more, your inventions have a lot more room in terms of following conventional physics; you can create things like teleportation devices, collars that nullify superpowers, and more.

- **Capstone Boosted:** Normally you would be one of the greatest minds on Earth, now, you are the greatest mind on Earth. Even in the 31st Century, you would be considered a Genius, with only a single equal, Brainiac 5. In the 21st Century, the closest intellectual peer you have is Metron, the creator of Motheboxes, and many other New God technologies.

Vigilante Perks

Peak Physical Condition [100cp]: A normal human can never measure up to a metahuman, but now you can. A combination of good genetics, and an active lifestyle has allowed you to attain physical perfection. You can now perform at the peak of human ability. This perk comes with great abs.

Casanova [200cp]: Zatanna, Batgirl, Rocket. What do they have in common besides being powerful, intelligent, and beautiful women? Nightwing has been with them. He is quite a dog. A real ladies' man. And now, so are you. You seem to have a charm that attracts your preferred gender(s) the same way Dick Grayson does.

Shadow Training [400cp]: Have you been trained by the Shadows? You have the martial arts skills and stealth training comparable to the best of them, easily rivaling the likes of Cheshire and Nightwing, but with further training as well as multiple life and death battles, it is possible for you to rival Lady Shiva herself.

Master Planner [600cp]: What makes the Batfamily special is not their physical prowess, it's their mind. They are all capable of coming up with strategies even against the most powerful foes. Dick Grayson at the age of 13 was capable of coming up with strategies to take down multiple enemies on a par with Red Tornado, on the fly. Provided you study your enemy and their weaknesses, even as a 'Normal' Human, you could take down a Kryptonian.

- **Capstone Boosted:** Even amongst the Batfamily, there is one man who is far above others when it comes to prepping. But that is no more, he now has an equal in you, Jumper. Your ability to plan, and prepare against enemies has reached the level of the Dark Knight. As a 'Normal' Human, you could successfully form plans to take down the operations of a 50,000-year-old immortal genius who has been working towards his goal long before you were even conceived.

Alien Perks

Encyclopedic Knowledge [100cp]: Most aliens who show up on Earth seem to speak English. Superboy who woke up in a test tube was given an Encyclopedic knowledge about the history of this world and could speak the majority of the Earth's languages (eg. Spanish, Atlantean, French, Korean, Arabic, and Russian, among others). And now, you receive a similar encyclopedic knowledge about the history of the world you start in, as well as the languages that are spoken there.

Instinctual Powers [200cp]: The powers you possess are innate, something you were born with. As soon as you gain your powers, you gain a rough idea on how to utilize them. Similar to how Kryptonians have shown to do so after escaping Phantom Zone, and Superboy has done so after using Shields.

Inherited Powers [400cp]: Many aliens in the show, procreate with other races (mostly humans). Normally, which powers your offspring inherits would be a random process. They may possess all your powers, like Jon Kent. Some of your powers, like Conner Kent. Or none of your powers. However, that is no longer the case. You get to decide which powers you possess will be passed down to your offspring.

No Weakness [600cp]: Most alien races in this Universe seem to have a specific weakness. Martians are severely weakened when exposed to hot temperatures, and Kryptonians experience near death when a piece of their old home is placed an inch away from them. With this, any racial weakness you might have is removed. Meaning a Martian can dance in Lava, while a Kryptonian can bathe in Kryptonite, receive blows from magic users, and stand under red sunlight without an issue. However, for situational powers like a Kryptonian needing yellow sunlight, this perk does not have any effect.

- **Capstone Boosted:** Situational powers you may possess, are now unaffected by the situation. For example, a Kryptonian would be able to use their powers under a red sun without seeing any diminishing in their level.

Meta Perks

Counseling [100cp]: You possess the patience, care, and medical training Black Canary has. Through regular therapy sessions, you could help a group of teenagers who went through traumatic experiences, be the best version of themselves (emotionally). With this, you can even help the likes of Superboy, and Orion with their trauma, and help them through their anger issues.

No Blockage [200cp]: There are multiple methods to disable metas powers in this world. Well, those methods do not work on you. Your powers cannot be suppressed, removed, copied, or stolen by anything or anyone.

Experienced Meta [400cp]: Having powers is good, but knowing how to use them is better. This perk gives you the equivalent of two decades worth of experience in using your powers in various situations. This translates to knowing most of the tricks your power is capable of. For example, a true shapeshifter would be capable of density shifting from the start, and a Speedster, could generate vortexes, or even phase through objects with this from the start.

Meta-Gene Activator [600cp]: Meta Gene is a remarkable concept. A dormant Gene that activates to endure catastrophic physical trauma by developing new abilities. Normally, this activation is a painful process, and despite nearly 12 percent of the population possessing it, only a fraction of these people manage to activate theirs. But that is no longer the case. You can now activate Meta Gene by touching someone's head, the power they gain is fairly random, comparable to average metahumans, and you cannot activate it on individuals with no Meta Gene or active Meta Gene. In other jumps, the odds of someone awakening powers through this method is 12 in a 100.

- **Capstone Boosted:** Before, the odds of awakening the Meta Gene in a random individual was 12 in a 100, but now, there is a 50/50 chance you will awaken a metahuman ability on those you try to activate the Meta Gene.

Mystic Perks

Magical Talent [100cp]: This perk gives you the same genetic predisposition towards magic that an average Homo Magi possesses. Without this, you will not be able to use the magic possessed by sorcerers of this world. (Free for Atlanteans)

For an **additional 300cp** (discounted if this was free) your magical talent now rivals that of Wotan, Mera, and Zatanna. This does not give their magical abilities, just the ability to reach their level eventually.

For another **additional 300cp** (discounted if this was) your magical potential rivals that of the first Homo Magi, Arion. You now possess the potential to be the most powerful sorcerer alive. Although it could take you decades, if not centuries to reach that level.

Magical Tradition [200cp]: There are many magical traditions that grant amazing powers. You gain a journeyman's level of education in a tradition of your choice. This can be Latin Magic Used by Wotan, Druid Magic practiced by Khalid, Urban Magic Thirteen utilizes, or even the backward magic Zatanna family use. This will give you the skill and knowledge comparable to Zatanna of Season 1, but not her raw magical power or potential. Can be bought multiple times. This may be purchased multiple times to gain multiple traditions, even traditions not listed here.

Prediction [400cp]: Some magic users are more supernaturally sensitive than others. Like Madame Xanadu, you are capable of foreseeing the future with the aid of rituals. Although, these rituals take time and are not always easy to interpret, and at times, can even be misleading.

Master of Magic (Requires Magical Tradition) [600cp]: Your magical knowledge and expertise are enough to rival that of the Immortal Sorcerer Wotan. You gain centuries of magical training that can allow an Average Homo-Magi to rival Post-Time Skip Zatanna. And if you have the Magical Talent of Wotan, you are now his equal. If you had the talent of the first Homo Magi, you are the most powerful Mortal Sorcerer to ever live, powerful enough to give even Doctor Fate a substantial challenge, as long as his vessel is someone like Kid Flash (Wally West).

- **Capstone Boosted:** You now gain a magical boost to your raw power as well. If you were previously equal Post-Time Skip Zatanna, you are now equal to Wotan, and if you were equal to Wotan, you are now Arion's equal. And provided you have the talent of the first Homo Magi, you can even challenge a Lord of Order or Lord of Chaos while they are utilizing proper Vessels. (ie. You may challenge Doctor Fate with Kent Nelson as a vessel, but you cannot challenge Nabu. The Child who was empowered by many Lords of Chaos is still above you.)

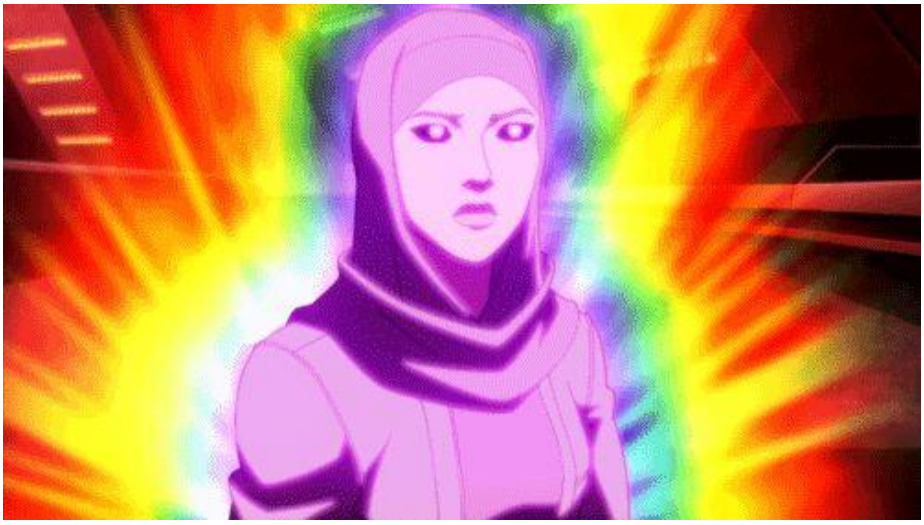
POWERS

Those with Meta Origin gain a discount in all powers. Discount for both Race and Metahuman means the power is free.

Agelessness [100cp]: Like Vandal Savage, and his son Arion. You possess an endless life span. As soon as you reach your physical prime, you will not age. Meaning you can live for the next 50,000 years without aging a single day.

Aura Generation [1000cp]: This is arguably the most diverse power in this jump. You have the ability to generate multiple colored auras, each with a different ability. Initially, you will only be able to use one aura at a time, with the ability to switch between them at will. You may eventually use all your powers at once, by unlocking a Rainbow Power state, where you emit all your auras at once.

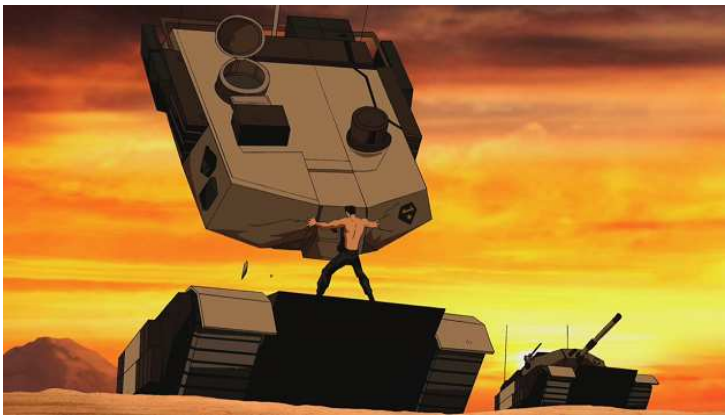
- **Red Aura:** Force Fields - Capable of taking blows from an Earth-16 Kryptonian for a short while before cracking.
- **Orange Aura:** Flight and Telekinesis - The telekinesis is significantly weaker than the Psychic power, flight is comparable to the first purchase of Flight.
- **Yellow Aura:** Energy Blasts - Compatible with Energy Projection power.
- **Green Aura:** Holograms - can create decoys of yourself and others, create fake surroundings, and even walls. Although, the holograms are not solid and are easily disrupted.
- **Blue Aura:** Light - you can emit light, enough to blind those looking directly at it.
- **Indigo Aura:** Boom Tubes - Generate indigo-colored boom tubes.
- **Violet Aura:** Healing - You can heal yourself and others, including advanced AIs, ie. a Motherbox. You can even cleanse others of mind control.



Bad Luck Manipulation [500cp]: You can consciously use the probability fields, to manipulate bad luck to your advantage. This can allow you to make your enemies trip, or their weapons malfunction, powers to go out of control, and coupled with magical training, this power can do far more.

Brick [200cp]: You are quite strong, Jumper. Like Kaldur, you are capable of lifting a couple of tons, wielding heavy weapons, and dish blows with heavy hitters for a short while. While you are far from being a true heavy hitter yourself, you're still capable of trading blows with them. (Free for All Races except Humans)

For an **additional 200cp**, this increases your strength to the level of true heavy hitters, enough to rival some of the strongest teenage heroes, enough to match Aquaman (Orin), Superboy, and Wonder Girl. At this level, you can lift tanks, are bullet-proof, and even heavy artillery fire cannot hurt you. Who knows if Superman was weakened with red sunlight, you might even break his arm. (Free for Kryptonian Hybrid and Demigod)



For another **additional 200cp**, this boosts your strength to the level of an Earth-16 Kryptonian under a yellow sun. You can support the weight of an entire building with ease, casually carry school buses, and even throw giant plants into the sun. (Free for Kryptonian, Discounted for Demigod)

Flight [100cp]: You can fly under your own power. Either through wings, or through mental power, you can cruise at speeds of approximately 100mph, and sustain a speed twice that for a while. (Free for Thanagarian)

For an **additional 100cp,** you can fly as fast as an Earth-16 Kryptonian under a yellow sun, which is at least supersonic. (Free for Kryptonian and Demigod)

Elemental Kinesis [400cp]: Select an element such as fire, electricity, ice, earth, plant, or darkness. You may produce this element (condensing ice from the air), and/or have limited control over it (make gigantic plants grow from seeds). This allows you to create blasts of the element, walls, or other simple objects.

For an **additional 200cp,** you may control one more element, and combine them to create a variety of effects.

For an **additional 200cp,** you are capable of turning into the element you can manipulate. Similar to what Mist does.

Energy Blast [200cp]: Like a certain boy scout, and a great many others, you are capable of unleashing a destructive blast of energy from some part of your body (chosen when you take this power, can't be changed later). By default, this power is roughly as powerful as Superman's Heat Vision. Powerful enough to destroy most Parademons, blast a hole in a ship, and even give Fully Upgraded Bricks a pause. (Free for Kryptonian)

Fire Breath [200cp]: Like a certain demon bound to an old knight, you are capable of breathing fire that can seriously injure even the likes of Superboy and Wonder Girl. Provided they are tormented to your flames for long enough.

Frost Breath [200cp]: Your lung capacity has increased to allow you to unleash a powerful breath, capable of blowing even the likes of Superboy and Wonder Girl away with gale-force winds or quickly freezing them into solid blocks of ice. (Free for Kryptonian)

Healing Factor [200cp]: You possess a healing factor. It is potent enough to resist most infections, effectively fight off alcohol or disease, and let you heal flesh wounds in minutes, and serious wounds in hours, but it is not powerful enough to regrow organs or limbs. This also slows down your aging process considerably. (Free for Kryptonian, Kryptonian Hybrid, Demigod, and Martian)

For an **additional 200cp**, your healing factor is comparable to Vandal Savage. You are capable of healing flesh wounds in seconds, serious wounds in minutes, and regrowing missing organs and limbs in a couple of hours. And to truly kill you, someone would need to destroy the majority of your body.

Infrared Vision [100cp]: Your vision allows you to visually detect heat signatures, allowing you to easily see in the dark. Furthermore, this also gives you the ability to see vast distances when you want to, and microscopic objects. (Free for Kryptonian Hybrid)

For an **additional 100cp**, you can also see through any solid object or surface, with the exception of objects and surfaces lined with lead. (Free for Kryptonian)

Marine Telepathy [200cp]: Like the Current King of Atlantis, you can telepathically communicate with sea life, delivering warnings of danger, or recruiting their aid in battle. (Discounted for Atlantean).

Martian Blood [200cp]: It seems you have been injected with the blood of a Martian, this allows you to transform into any non-sapient animal you have seen before, even those who are from outer space. You gain their abilities, and powers, although this transformation can be overwhelming if an animal has innate rage issues.

Super Hearing [200cp]: You possess superhuman hearing, allowing you to pick up the faintest of sounds over long distances, as well as high frequencies not audible to regular humans. Initially, this will start at the range of a city block but can reach the same level as Earth-16 Superman. (Free for Kryptonian and Kryptonian Hybrid)

Super Speed [300cp]: You possess Superhuman Speed, initially you start on par with Kid Flash (Wally), speeds approaching Mach 1, but can eventually rival the likes of Superman and Captain Marvel. This speed extends to your speech and perception, enabling you to speak at higher frequencies and see objects at speeds far higher than what the typical human eye could perceive. (Free for Kryptonian and Demigod)

For another **additional 300cp**, this boosts your speed to the level of Barry Allen and Bart Allen. Which allows you to move at speeds approaching the speed of light. While there is no Speed Force in Earth-16, this power also grants a minor durability boost to avoid taking damage from running too fast.

SHAZAM! [1400cp]: You can take on a divine form like Captain Marvel and Mary do by saying the word "SHAZAM," which grants you the powers of significant figures from various Greco/Roman Mythologies. These powers alone make you a worthy adversary against a full-grown Kryptonian.

- Wisdom of Solomon
- Strength of Hercules
- Stamina of Atlas
- Power of Zeus
- Courage of Achilles
- Speed of Mercury

Telekinesis [400cp]: You possess fairly powerful telekinetic powers. Able to create protective force fields, send telekinetic blasts no weaker than the Energy Blast, hold up small buildings, move vehicles, move tree-sized pillars, increase your physical strength, etc. At the start, your telekinesis rivals that of Miss Martian but has the potential to grow. (Free for Martian)

Telepathy [600cp]: You are a powerful telepath. You start at the same level as M'gann from the first season, and have the potential to rival, or even surpass her at her peak, that is with the right training and enough time. If you consider someone else from the show to be a greater telepath than Miss Martian, your potential rivals theirs. (Free for Martian)

Teleportation [300cp]: You are now capable of teleporting. Initially, you can only teleport within your eyesight, but with enough mastery of your powers, you can teleport without having to see, and bring multiple people with you.

Transmutation [400]: You can change the state of elements from solid or liquid, into gas. Although you cannot reverse this process, and it does not work on living tissue. Meaning you cannot turn a person into gas.

True Shapeshifting [400cp]: You can change your form on a cellular level, completely altering your physical appearance, including your organic clothing, allowing you to mimic other people or animals and other creatures. At first, you will not be able to take on a form of your opposite gender but eventually can master them. Your power is not restricted to humanoid forms; you can grow several extra arms, grow gills, a mermaid tail, and much more. The only restriction you have is, that you can't change your mass. Comes with a free Bio-Suit, capable of changing form with you. Advanced applications of this power include density shifting, although that could take years for you to learn. (Free Martian)

ITEMS

Item trees are discounted to the origin, General Items are non-discounted, and 100 cp items are free to the origin.

General Items

Money [100cp]: You start your jump with a million dollars in your bank account. Quite an achievement for a teenager. In your future jumps, you start with the equivalent of a million dollars to whatever the local currency is.

New Genesphere [200cp]: A living New Genesis technology. She is a Sphere that is capable of adopting several forms, including that of a flying motorcycle, and a pill bug mode that can jam control signals, and take control of mechanized objects. She seems to enjoy your company and appears to be very loyal.

Ghost Dimension Machine [400cp]: A device built by Apokoliptian scientists, capable of projecting the Ghost Dimension into normal space. The Ghost Dimension is a field that is detrimental to the mind, body, and spirit of those caught within it, causing immense pain and making them subject to some degree of mind control by repolarizing energy from the Source into Anti-Life.

Motherbox [600cp]: Motherbox is a living computer from New Genesis, created by the Genius of Metron, and used primarily by the New Gods of New Genesis. Mother Boxes have vast undefined abilities which range from teleportation via boom tubes, to matter manipulation. She seems to have formed a connection with you and will show you love and support. Or if you want, you may be in the possession of a Father Box, which is the evil equivalent of the benevolent Mother Box.

Drop-In Items

Fake Papers [100cp]: Living in a world where everything requires an id can be difficult. With this item, you will have fake papers despite just appearing out of nowhere. It would take someone like Batman looking into your case for a couple of weeks to find out they are fake.

Nth Metal [200cp]: You receive 1 cubic meter of Nth Metal. This special metal has disruptive properties such that a missile made by this metal can bypass even the most powerful, and advanced force fields. If you use up or lose all of the Nth Metal, you receive another cubic meter of it at the beginning of every year.

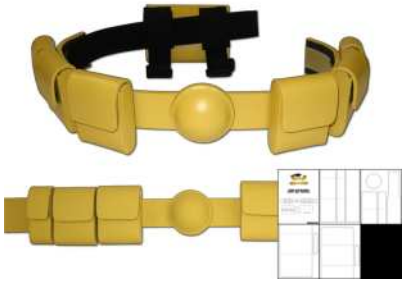
Jumper Labs [400cp]: You are in possession of a building that hides a secret lab comparable to the Cadmus Labs. The lab seems to lack Genemorph slaves, DNA samples, clones, prisoners, and personnel but has an access to the cloning equipment, as well as any other advanced tech that you would expect to find in such a lab. The supplies you need replenish on a weekly basis. This is truly the dream of any mad scientist.

Time-Sphere [600cp]: Are you from the 31st century? That would explain why you appeared out of nowhere, with a machine capable of transporting through time and space. You are in possession of a Time-Sphere, which is one of the most advanced technologies from the 31st Century and is capable of flying interstellar distances, and traveling through time thousands of years into the future or past. But beware, changes to the timeline could have dire consequences.

Vigilante Items

Batsuit [100cp]: Not necessarily a 'Batsuit', but you possess a suit made of triple-weave Kevlar centered around the most obvious target, the chest-mounted with a symbol of your choosing, which in part is intended to lure gunshots to the armor's thickest point. It comes with a scalloped cape (if you want), a cowl, a pair of gloves, and boots.

Utility Belt [200cp]: Never leave the house without it. This is a vigilante's best friend. An iconic storage device that allows you to carry all your equipment and gadgets. Which comes with Batman's most used gadgets, and a shark repellent spray.



Jumper Cave [400cp]: You have a secret cave of bare rock and metal support frames with a number of floodlights and spotlights to provide illumination. A metal platform houses a powerful computer which uses the same system as Justice League computers. The computer can be used to view and analyze footage from cameras around a city wide range. The platform also holds a lab bench with a microscope, and a set of steps leading down to a lower level where the Jumper Mobile is stored.

Jumper Enterprises [600cp]: A multi-billion dollar corporation owned by you, Jumper. This company is on par with Wayne Enterprises and LexCorp in terms of quarterly revenue, and influence.

<u>Alien Items</u>

Alien Ship [100cp]: This is the Ship you arrive on Earth with. While it does not seem to have any cloaking device or weaponry, it seems to possess interstellar traveling capabilities.

For an **additional 200cp** (discounted if this was Free) your ship is comparable to the Bio-Ship that M'gann used to come to Earth. The ship is capable of cloaking itself and has operational weaponry systems. If you want, it can be alive, in the same way, her Bio-Ship is alive, or it could be like a regular ship, with a slightly advanced AI to help it function.

Inertia Belt [200cp]: Made with Cooperative technology, the belt that when you wear grants you the ability to fly at speeds of approximately 100 mph and create Force-bubbles. Bubbles of kinetic energy grow stronger if kinetic force is exerted on them. The bubble can absorb unlimited amounts of kinetic energy, but is not as compatible with other energies, and can be broken with a minor thermal blast.

Phantom Zone Projector [400cp]: A Kryptonian device used to send prisoners to the Phantom Zone and retrieve them once their sentences are up. The Projector retrieves only specified individuals and is programmed to recognize subjects based on their DNA signature. It can only send or retrieve one subject at a time. This is a humane alternative to killing, and for enemies who cannot be killed. The projector is altered, so it can only be operated by you and does not require a substantial amount of power to function.

Reach Scarab [600cp]: You have a special Scarab implanted in your spine. Unlike other scarabs, yours is permanently "off mode", preventing the Reach from taking you under their control, and, in addition to that, it can be removed from your spine without killing you. The Scarab grants its host several superhuman abilities: It is capable of constructing objects and shifting shape with nanotechnology, has highly advanced scanners capable of scanning for lifeforms through buildings and detecting when others are lying, translating seemingly any language, projecting holographic images, extreme durability, flight, and sonic and plasma weaponry.

Meta Items

Meta Suit [100cp]: You possess a super-suit that does not impede any of your powers, although it does not offer much in terms of protection. The suit repairs itself within 24 hours if it is destroyed, or damaged.

Inhibitor Collar [200cp]: A special control collar designed to prevent the wearer from accessing their superhuman abilities, it can also apply enough electric shock to render a person unconscious. The collars must be pre-programmed for an individual's specific abilities. You receive a shiny new set of this collar, and blueprints on how to program them, and build more.

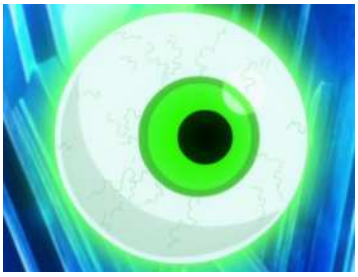
Zeta Tubes [400cp]: You are in possession of a Zeta-Tube, a device that the Justice League, the Team, the Outsiders, and STAR Labs use to move its members and allies from place to place via the Zeta-Beam. It is powered by replaceable power cores, which is re-supplied to you on a monthly basis. You also receive the blueprints on how to build more of them.

Kingdom [600cp]: Many metahumans are the ruler of a small nation. And now, you have a nation of your own. You are its King or Queen. People in your country have a positive appreciation for you right now, but beware, treating them poorly, and/or poor living conditions could lead to a nationwide revolt. (Martians who bought this item could choose to be Red Martian, indicating your royal status)

Mystic Items

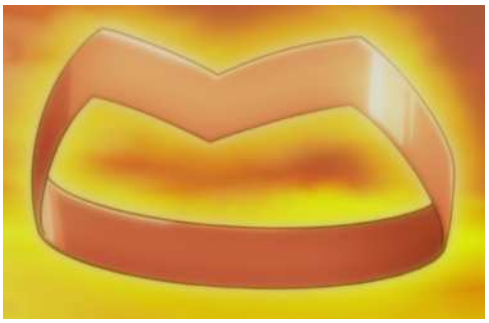
Stage Outfit [100cp]: An outfit similar to the one Giovanni or Zatara Zatanna wears while performing acts of magic, for performance, and while fighting crime.

Sword of Beowulf [200cp]: A one-handed sword that only those of purest hearts can use. But since you bought this with cp, now, you can use it too. The sword itself is capable of shooting deadly orange beams of energy and increasing the physical attributes of an ordinary human, equal to that of Superboy.



Eye of Ekron [400cp]: The Eye of Ekron is the most powerful mystic weapon of the 31st Century. It picks its own users. And now, it has chosen you. It allows you to fly in space unaided, fire powerful energy blasts capable of overpowering Zatanna, manipulate matter on a small scale, and give you various other abilities.

Crown of Prophecy [600cp]: You are in possession of Arion's Crown. The crown was gifted to Arion, Lord of Atlantis, by the Lords of Order, making him their first agent of Order on Earth. This crown grants a significant boost to magical power, enough for an average Homo-Magi with Journeyman Training to surpass the likes of Queen Mera and/or Giovanni Zatarra. Someone like Arion wearing the Crown, could take on Klarion, and potentially come out on top. And if you were more powerful than Arion, then perhaps you could give the Child a challenge. Normally, the Crown would judge a person's character, and if the Lords of Order do not find them worthy, kill them. However, this Crown has been modified to deem you and those you deem to be worthy, worthy. Others who put on the Crown, meet an unfortunate end.



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 600cp to spend on perks, powers, and items.

Six Companion Import [300cp]: Import up to six companions from your previous jumps and create your own 'Team'. They each gain an origin of their own and 600cp to spend on perks, powers, and items.

Wolf [100cp]: A few weeks after you arrive you'll encounter a super-powered animal of your choice that possesses the powers Brick 2, and Animalistic. He or she seems to like you a lot and will follow you. It is slightly more intelligent than a normal pet and will follow most of your commands.

Cannon Companion (Team Member) [100cp]: You can choose to recruit any canon character that has joined the Team at some point. You'll eventually meet them at an opportune time, and should be able to convince them to join you unless you mess it up.

Cannon Companion [200cp]: You can choose to recruit any canon character. You'll meet them at an opportune time, and should be able to convince them to join you unless you mess it up.

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Stay Extender [+0cp, Toggle]: Want to stay till later than 2022? Feel free to use this toggle to stay in this jump as late as you desire.

Physical Mutation [+0cp]: You possess an unusual physical feature that sets you apart from others. This is an aesthetically pleasing, minor mutation, such as red eyes.

For an **additional +100cp**, this could be more severe, like unusual skin color, wings (vestigial unless you have a source of usable wings), or a tail.

For an **additional +100 cp**, you possess a very unusual body that makes ordinary humans hate you on sight. You could look like an unholy mix of reptile and human.

Ugly [+100cp]: You have a face only a mother could love. Scratch that, even your mother couldn't love you. You are deformed, similar to what may happen to Match in the future. No power or technology can fix you physically for the next ten years.

No Killing Rule [+100cp]: The iron-clad rule of DC Heroes. Thou Shall Not Kill. Doesn't matter if it is a mass-murdering lunatic like the Joker or someone that threatens your life. If someone does die while fighting you due to an accident, you will feel horribly conflicted and saddened by it. The only exception to this rule is during large-scale alien invasions. During those, heroes seem to completely disregard this rule.

Anger Issues [+100cp]: You have the emotional control of an angsty teenager with daddy issues. You are prone to having bad temperaments and getting frustrated much quicker than normal, tend to brood and act extremely emotional when upset, and you tend to snap at others who try to help or get close to you. This drawback can be remedied with years of therapy.

Santa Clause [+100cp]: The items you bought through cp usually fix themselves or get replaced after a certain amount of time, but that is no longer the case. Instead, every year on Christmas Eve, Santa Clause takes a look at his naughty or nice list and decides if you deserve a present this year. If you do, you receive your replenishing / destroyed items, (if you do not have any such items, you receive a cheesy Christmas sweater) but if not, you get a lump of coal. Darkseid has been receiving one for the past two hundred and fifty millennia, give or take a couple of years.

Trial of Jumper [+200cp]: Superman, Batman, Wonder Woman, Lex Luthor; a lot of people in the show have been put on trials where their guilt was presumed. Now you get such a trial. During your time here, you will be tried by a governing body such as the UN, or Intergalactic High Court. Although they may lack the power to enforce this law, they are still a nuisance at the very least.

Bounty [+200cp]: You seem to have pissed off the wrong person. Because you got a large bounty on your head. This will continue to grow if you do anything of importance. Initially, you'll only attract Earth assassins and mercenaries. But overtime, the value of your bounty will grow large enough to attract alien bounty hunters, and perhaps, The Main Man himself.

Young Justice? [+200cp]: You seem to have forgotten about the plot of Young Justice. You still have your memories of DC, for example you know the secret identity of Batman is Bruce Wayne, but anything specific to Earth-16, is unknown to you.

Locked Away [+200cp]: No out of jump powers, perks, items, nor warehouse. If this is your first jump, feel free to take the +200cp, DC is rough to begin with.

Time Displaced Assassin [+300cp]: It appears Lor Zod no longer hunts down Superboy, instead he has turned his sights on you. He believes killing before your ten years are up on this Earth, would allow his father, and its army to take over the Galaxy. He could appear at any time, and anywhere with his Time Sphere, and unlike Kon-El, you do not have Legionnaires protecting you from this mad Kryptonian.

Meet Your Match [+300cp]: It seems Project Cadmus managed to obtain your DNA sample, and create a clone of yours. This clone of yours possesses all your powers and abilities (including out of jump), and seems to have uncontrollable rage, directed mostly at you, and everything you represent.

BeLEAGUEred [+300cp]: The Justice League believes that you are a great threat to the world and that you must be imprisoned for life or, if it comes to it, killed. Being imprisoned for more than a year will result in you being sent home as if you had died.

Blinded by the Light [+300cp]: The Light has identified you as a major threat to their plans and will spend a significant amount of time and resources to try to find a way to turn you or otherwise dispose of you.

Enemy of Order and Chaos [+600cp]: Lords of Order and Chaos can rarely agree on anything. But the one thing they agree on is that you are a threat to the balance between Order and Chaos. They decided you shall be eliminated by any means necessary. Initially, only Doctor Fate and Klarion will go after you, however, provided you manage to beat them, they will empower Adult and Child to go after you (Adult is Child's equivalent for Lords of Order). Yet, if you manage to beat them, then a Lord of Order and a Lord of Chaos will find a way to enter the mortal realm and face you. These are beings who keep Order and Chaos on a Universal Scale, so good luck Jumper.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.