



DC Villains: Nightmares of Krypton

v1.0

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Krypton is the birthplace of the legendary species of heroes and villains known as the Kryptonians. Kryptonians are a race of unbelievably powerful humanoids who, on a superficial level, resemble the humans of Earth. The escape of young hero-to-be Kal-El from Krypton minutes, hours, or perhaps even moments before it is destroyed is one of the defining events of the various iterations of the mainline DC comics continuities and some of the scariest villains in all of DC's expansive multiverses and omniverse are Kryptonians themselves; either the humanoid species, or some other sort of lifeform native to Krypton that has somehow survived the destruction of the world, or even been brought back its untimely death. This unusual jump gives you the chance to become a Kryptonian, or perhaps another sort of monster from Krypton's past, and step into the DC Comics Omniverse for a decade, using the powers and skills of some of Superman's most deadly foes.

That said, as is the case with the vast majority of jumps, what you do with your new identity, species, powers, and possessions is entirely up to you. Will you show the Man of Steel and his Super Family the true might of Krypton? Will you go a different path and try to show that even these monsters can be heroes, perhaps seeking to join the Justice League or even start your own Justice League, but entirely for aliens? Regardless of your exact intentions, for the next decade, you will be a Kryptonian threat, able to conquer whole planets, devastate entire solar systems, and generally be a potent force of nature on par with the mightier members of the Justice League and other super organizations.

Take 1000 Kryptonian Points to fund your adventures.

Author's Note: This is an unusual idea for a jump, but I really like comic book villains, and while I'm not opposed to doing Out of Context Supplements for fun ideas, I actually wanted to try something different. So, for this jump, and maybe future jumps I make if I like this idea enough, I'll make more in this style wherein a jumper chooses an origin

that is a character origin and BECOMES the character in question, gaining all of their memories and the like.

Starting Location

The DC comics omniverse is laughably vast. Kryptonians have explored plenty of it, and their stories take place in many different locations. You can freely select your starting location, as well as your comic book era if you wish.

Age and Gender

Your age is determined by your origin. Whatever edits are necessary to reskin General Zod, Rao, or Doomsday to fit your gender and sex occur seamlessly (if they are necessary at all).

Origins

None of the origins are drop-in compatible. All origins come with a corresponding physiology perk that is free for them and only available to them. This perk defines their new baseline abilities and gives them their default form for this jump.

General Zod [+200 KP]

Perhaps the last general of Krypton, General Zod is a tremendously skilled military leader and strongman who is one of the voices that called for change prior to the destruction of the planet. He attempted a military coup and was defeated. The price he paid for his treason was banishment to the dreaded Phantom Zone. This was a blessing in disguise as it allowed his followers and him to evade Krypton's destruction. Zod inevitably escapes the Phantom Zone, encounters Superman, and gets entangled in the life of the Man of Steel. Zod is a tactician of incredible skill, a charismatic figure, and someone who has many of the same powers as Superman.

Rao The False God [Free]

The name "Rao" in a Kryptonian context typically refers to the powerful and benevolent god of the local red star of Krypton. In the New 52 continuity, "Rao" is also the name of a false god; an ancient Kryptonian king masquerading as a god through the usage of crystals known as the Stones of Life. He attracts followers through the dint of his raw charisma, his unusual abilities, and the benefits his followers offer those who join them, but in exchange, every person who worships him unknowingly gives him portions of their lifespan, and he possesses the power to redirect damage dealt to him to them. This strange villain is a mighty cult leader who can easily become a nightmare to fight. To kill him, you must either disconnect him from his servants and worshippers or whittle down his health by killing an unthinkable number of people first, defeating them with each blow you land against Rao, until Rao's final follower has died, and he can be slain. He also still possesses his Kryptonian abilities, so even discounting his supernaturally enhanced physiology, you're still facing a Kryptonian with all of the heavy abilities their kind possesses.

Doomsday [200 KP]

The Superman Slayer... Doomsday seems more monster than "Kryptonian," but most origins for the monstrous humanoid specifically say that he was once an infant who was released on Krypton in the unthinkably distant past and promptly slain, its remains were collected, they were genetically modified a little, it was cloned, then slain, genetically modified a little more, cloned, slain, over and over until it eventually gained the ability to modify itself in response to pain and trauma without death and external genetic modification.

How sapient Doomsday is changes depending on the writer, universe, and continuity, but Doomsday has shown both standard powers, such as laser vision and flight; sometimes Doomsday is depicted as sapient and with the ability to speak. Doomsday possesses truly shocking physical power, speed, and an ability to react to physical trauma such that he can recover from a blow in the fight and develop a resistance to whatever damages the monster. To fight him is to face a nightmare you must end swiftly, lest it become immune to even your heaviest blows.

Perks

Origins get their 100KP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Kryptonian Physiology [Free, Mandatory for General Zod, Incompatible with Faux-Deity Physiology & Kryptonian Monster Physiology]

Kryptonians. On their homeworld of Krypton Kryptonians had physiques that were similar to those of humans, lacking the flight, super strength, durability, and other impossible abilities that define those of them who have gone to Earth and other worlds that orbit yellow suns. As a Kryptonian your cells are solar super batteries and when they are filled with the light given off by yellow suns your capabilities are otherworldly in scale. Kryptonians empowered by the light of yellow suns have exhibited wildly faster than light flight, heat vision that can slay superheroes and supervillains, the ability to exhale frost and ice, and durability that makes them virtually impossible for humans and many different sorts of earthly technology to hurt them. As with gaining strengths, you also gain weaknesses in the form of a weakness to green kryptonite that is native to whatever reality and continuity you start this jump off in. Other such kryptonite, so long as it is native to the reality you start the jump off in affects you however such kryptonite would (blue kryptonite is harmless, gold kryptonite strips you of your Kryptonian powers until the end of the jump at which point you regain them, etc.). This physiology also confers the ability to get the positive effects of non-yellow sunlight if such a precedent exists in the comics, such as blue sunlight further bolstering Kryptonian powers beyond their defaults in the light of a yellow sun.

This perk defines your base form, for this jump, as that of a standard Kryptonian. Make no mistake, standard Kryptonians that have the chance to soak in the light of a yellow sun are unthinkably powerful, often capable of most if not all of the purely physical feats Superman exhibits (though there are sometimes exceptions to this). In future jumps this follows you as an alt-form you can don at will.

Faux-Deity Physiology [Free, Mandatory for Rao, Incompatible with Kryptonian Physiology & Kryptonian Monster Physiology]

Rao the False God. To start with, this offers you all of the base abilities of Kryptonian Physiology but also gives you a bit of extra oomph in the form of a few abilities unique to you. Firstly you can, at will, radiate red sunlight which will depower all of the Kryptonians in your presence whose cells are supercharged with yellow sunlight or any other sort of empowering sunlight that would give them powers. This red sunlight does not negatively affect you, though other red sunlight could. Beyond this you also gain Rao's stranger powers such as his ability to modify people's genetics with a touch and his connection to the lifestones (which are a part of the item that is free for this origin). In this jump this defines your base form and in future jumps it becomes an alt-form you can equip at will.

Kryptonian Monster Physiology [Free, Mandatory for Doomsday, Incompatible with the other Physiology Perks]

Depending on the continuity you visit, Doomsday was sometimes a Kryptonian once, perhaps even very recently if you were to visit the DCEU, but Doomsday has become something else. Something unique. This perk gives you Doomsday's most basic abilities, such as his enhanced strength, durability, speed, and ability to evolve in response to trauma and injury.

As Doomsday you are truly nightmarish to behold, a monstrous abomination of dense muscles and bony protrusions. But also as Doomsday you are a speedy evolver, evolving in battle and in response to every injury you sustain. You are immensely powerful, capable of resisting blows by even the strongest Kryptonians who have lived long lives bathing in the light of a yellow sun, and your simplistic strikes still hit hard enough to damage and even kill such figures. What's worst of all for your foes is that you possess a fierce ability to come back from the dead even if utterly and totally annihilated, with this serving as a free 1-up that comes with the additional effect of rendering you totally immune to whatever killed you but in exchange only operating once per jump.

If you happen across someone or something strong enough to kill you when you die you can choose to come back once per jump/once per decade (whichever comes sooner). Upon coming back from death you gain an enhancement to the strength of your Doomsday form and you can never be damaged by the type of damage that did you in before at least not without significant modifiers.

If you get stabbed to death then when you come back from the dead you're stronger and normal knives will never again damage you. Magical knives might be able to harm you, but they'll lose a tremendous amount of the damage they'd do, and each time you take a hit from them your resistance to magical knives will skyrocket. You grow in leaps and bounds with every single clash, and in time who knows the sort of catastrophic monster you could become...

Enough clashing could result in you evolving whole new abilities. Such instances will invariably be rare, but each time they happen they become a permanent part of your powers whenever you are in your Doomsday form, which is your standard form in this jump and becomes an alt-form in future jumps. You do start this jump off vulnerable to Kryptonite but this weakness can be overcome quite easily with even brief exposure to the stuff.

More Memories? I'm Still Me [Free for this Jump/50 KP to keep]

This jump has an unusual mechanic in that it forces you to become the namesake of your origin. You gain the physiology, knowledge, and yes, memories of whichever origin you select for yourself. In this particular jump, that means that you can gain the knowledge and memories of a masterful general, the knowledge and memories of a charismatic cult leader that has lived for millennia, or the experiences and instincts of a murderous one-monster-army that has brought entire civilizations to their knees. This perk prevents those memories from changing you, ensuring that though you have Doomsday's memories, or the incredible experience of Rao, you are still yourself. For free, this perk is keyed to the memories you gain as a part of the origin you chose here, and will continue to protect from those memories in future jumps, but to keep this perk

and universalize the effects and to gain future instances of this handy protection, you need to purchase an upgraded version of this perk for 50 KP. This prevents you from losing who you are by virtue of getting new memories.

Kryptonians Are A People Of Science [200 KP]

The name of the perk is no joke. Kryptonians are a people of science, and when Krypton's most famous cousins are bruisers who are often mischaracterized as fighting exclusively with their solar-powered muscles, and their scientific achievements and tools get forgotten, it's even easier to forget about things like Krypton's Scientist Council, technology like the Phantom Zone Projector, and Sunstones. This perk gives you a potent mental database of Kryptonian technology you now know how to make, with a special emphasis that depends on your origin. Jumpers who become General Zod gain knowledge of military technologies, such as robots and starships. If someone chooses to become Rao the False God, then they gain knowledge of Rao's strange technology, such as his staffs and his citadels. If someone elects to become Doomsday and purchases this perk, then they gain advanced knowledge of both genetics and of the curious crystal sciences that give Kryptonians a curious affinity for crystal technology. Once purchased this perk can be purchased again at a discounted rate to gain another origin's area of speciality and a third purchase (also at a discounted rate) will give you the sum total of all Kryptonian scientific knowledge, including how to design AIs on par with Brainiac (and how to make them loyal to you), as well as how to create Doomsday (even though Doomsday isn't usually created by Kryptonians in most continuities.)

This perk will also continue to operate in future jumps, giving you knowledge of science possessed by members of whatever species you become in future jumps. If you fully invest, spending 400 KP on this perk, then you gain all of the scientific knowledge known to future species you become in future jumps (and for clarity's sake, this means if you go into 40K and don't change species, you still gain all of the scientific knowledge known to local humans. So this always updates if there is new science to learn that is known to members of your species).

General Zod

Built For This [100 KP | Free for General Zod]

General Zod is sometimes the son of scientists, but he himself was built from the very start to be a soldier. He has a lifetime of experience in the military and, for all of his faults, has fought valiantly in defense of Krypton (even repelling Doomsday in one continuity!) and to enact his sometimes horrifying ideals. With this perk, regardless of whether or not you are Zod, you find that you have his natural temperament, calmness under pressure, and ability to adapt to changing circumstances. You are also a masterful combatant, well-versed in Kryptonian martial arts and hand-to-hand combat. In future jumps, much of this carries over with you gaining equal mastery in martial arts native to the worlds you visit.

Sons Of Krypton [200 KP | Discounted for General Zod]

Zod is a true Kryptonian, and more so than the other villains here, he is used to commanding Kryptonians. Zod has the fanatical loyalty of a contingent of powerful, skilled soldiers who, driven by his visions of a new Krypton, do his bidding and devastate their foes even when they stand in the glow of a red sun and can only rely on their sharp blades and ranged weapons rather than map-changing levels of brutal physical might. You are a terrifyingly talented demagogue who excels at leading people who are like you. How much they are like you bolsters your skill in leading them, with everything they share in common with you being things that contribute to how effectively they take your orders and how bolstered they are by your leadership. If you are leading an army that meaningfully consists of “Your People”, then that army will be wildly more effective than it would otherwise be. If you lead even a small group of untrained Kryptonians who share your ideology and you have the right resources, the conquest and subsequent holding of entire star systems might well be possible...

Head Of Defense [400 KP | Discounted for General Zod]

General Zod was once the head of Krypton’s planetary defenses. He was tasked with safeguarding the world from alien cosmic threats. And like him, you are a prodigiously talented defensive military leader, able to predict how enemies will try to take over places you control, and you are remarkably gifted at protecting what is yours. You excel at defensive warfare, and those who seek to take what you’ve earned will find it an incredibly difficult thing to do. The longer you possess control over a place, the easier it becomes to defend, to the point that misfortune strikes those who dare to try and take back what you’ve conquered and made your own.

Kneel Before Jumper [600 KP | Discounted for General Zod]

Zod is not just a defensive leader; he’s also a great and mighty conqueror. Those he brings low, he demands kneel before him. When you’ve bested an enemy, you can make them face death or else grovel for their lives before you. Oftentimes, an enemy who agrees to do this with others is bluffing, banking on a last-minute save or preparing to spring a trap, but in your case, when an enemy is bested, and you spare them, they lose their allegiance to their former allies.

You can easily persuade people to abandon their allies and join you, with you gaining boosts to your charisma based on your personal power and how much you overpower those around you. The stronger you are, the more vulnerable people are to your potent

charisma, and if you beat people, you instill in them an urge to obey you. Those whom you beat submission into will become fanatically loyal to you, eager to do your bidding and see others brought to kneel before you.

Rao The False God

A Miraculous Conman [100 KP | Free for Rao The False God]

Rao has a good thing going. He's a fantastical leech who happened across alien artifacts and gained a form of conditional immortality via their use. For his immortality to work, he siphons some of the life force of his uncountable numbers of followers, using genuine charisma, scientific devices, and the potent power of his nature as a Kryptonian to accrue worshipers whose life force sustains him. Like him, you are a remarkable actor, particularly talented when it comes to passing off your powers and skills as divine acts, making you incredible at attracting followers. This is especially powerful when you perform your acts in person, such that if you heal someone, even the most skeptical person present will be persuaded that you have a true power, regardless of the exact method through which you achieved your act.

Interdisciplinary Theology [200 KP | Discounted for Rao The False God]

Different people and different cultures value different things and have different conceptions of God and gods in general. Appealing to everyone is a challenge, but you have found a way to make it work. And your way doesn't just involve rewiring people's bodies and brains.

You can easily study how people view gods and make sense of it in a way that gives you remarkable talent when it comes to coming up with a coherent theological framework that you can effortlessly slide into, thus making yourself appealing to people even without the usage of powerful technology. You're also quite able to persuade even those who were previously faithless or otherwise skeptical, with you being what people need to believe in. This also allows you to make others critical parts of your religions, which gives them much, much weaker forms of your faith-based resistances, if you happen to have them (which you do, if you possess the *Pious Power* perk and/or are Rao). The more essential you make them to your religion, the more the benefits of any given faith powers you possess they can reap.

Personal Prophets [400 KP | Discounted for Rao The False God]

Those who believe in you gain a boost to their charisma that scales based on a number of different factors. The most important factor is how much they believe in you. The more they believe in you, the more powerful this effect will become. The second most important factor is how personal their connection is to you, meaning that if they've only ever interacted with followers of yours, this portion of the buff will not be high, but if they've been in your presence, it'll grow stronger, and if they've directly touched you, then this will become a very powerful part of the buff to their charisma. The third factor is whether or not they are acting in line with your goals; if they are, the buff is strengthened further. The fourth and final factor is whether or not they are using things you've made or otherwise approved of. When your followers wield equipment made by you, or at least approved by you, their charisma experiences a potent boost.

Pious Power [600 KP | Discounted for Rao The False God]

There is a power in belief, and this is something that Rao knows quite well. He has begun to tap into what belief can offer those who draw it out of others and into themselves, but you have taken things further.

Rao's power from piety is conditional. He needs to be connected to his followers through his technology. You have no such weakness. When people believe in you, even if you are nothing more than a charlatan using technology to mimic divinity, the connection that tethers them to you is real and not dependent on technology, and thus cannot be severed, as his connection could be. Beyond this, you don't just draw on lifeforce to prolong your life; you actually draw real power from belief. The belief others have in you actually makes you stronger, with the degree of growth you experience being tied to the degree of belief someone else has in you. A friend who thinks you're a good person will give you an iota of growth, but someone who believes you're a deity who will protect them grants you a real boost to your powers.

How this boost manifests will depend on the nature of the belief in question. If people believe you are a righteous protector, your endurance and durability will get the majority of the buff. If people believe you are a powerful sun god, your powers that are thematically linked to such things, like healing and life, will get the majority of the buff. If you get people to believe you are a wise sage, their belief will boost your intelligence and wisdom.

Doomsday

Cruel Collateral [100 KP | Free for Doomsday]

Zod is a conqueror, Rao causes people to give themselves to him willingly, but Doomsday is a different beast. As Doomsday, you are a civilization-level threat, and to truly embody that, you now deal impossible harm to your surroundings with your blows. Your attacks, decimate buildings, and your blows destroy ecosystems. You do not leave survivors, and you force cartographers to redraw maps in the wake of the annihilation you leave behind. What's more, your foes, which will usually be everyone, are uncommonly unlucky when they are swept up in the devastating ripple effects of the havoc you wreak. They are blown away by the shockwaves of your attacks, they are struck by the debris you create with explosions, or get stuck under buildings that collapse under the weight of your blows. Small inconveniences pile up when facing you, ones that make it harder for all but the strongest foes to even reach you. It is entirely possible, probable even, that the majority of your victims will die due to secondary, or even tertiary effects of your strikes.

Life Force Absorption [200 KP | Discounted for Doomsday]

This power is one that someone might think would be present in many different iterations of Doomsday, but is actually present in surprisingly few. You possess the power to absorb the life force of those around you, drawing in their energy and making their strength your own. This power, which you can toggle on or off at will, allows you to turn even the act of massacring weak, powerless innocents into something that empowers you. If you are an embodiment of evolution (Whether you are Doomsday or you otherwise possess the perk of the same name), with this ability, you find that you can gradually gain the abilities of those whose life force you absorb, though when you initially absorb their energies, you find that you only possess marginal control over these powers. You need to train them to use them effectively.

Slayer [400 KP | Discounted for Doomsday]

Some iterations of Doomsday have entire histories tied to the Man of Steel. From *Superman & Lois's* Bizzaro-Doomsday to *DCEU's* General Zod-Lex-Luthor-Monster-Doomsday, occasionally, Doomsday will be intimately linked to Superman in ways that go deeper than Superman being a good punching bag for the rampaging monster. Like Doomsday, you are a fated foe of a powerful figure. At the start of every jump, you can pick someone who will come to see you as an embodiment of doom, destruction, and defeat. Your chosen foe will find their efforts against you radically weakened, while even glancing blows from you are devastating to them. You are the nightmare of your nemesis, and you naturally excel at fighting them, able to ignore their resistances and immunities, and find your natural defenses tremendously empowered when it comes to blocking damage done by them. Your nemesis will either learn to fear you or die filled with unearned courage.

Embodiment Of Evolution [600 KP | Discounted for Doomsday]

Doomsday has been described as the Great Inescapable Sin of Krypton, and the beast is so unthinkably powerful that he has been worshiped by the denizens of Hell. His endless rage and unstoppable might are not his only abilities, as he has gained the power to infect the air around himself with deadly spores and a nightmarish toxin, meaning that some versions of him can make even the air he walks through a deadly weapon, features

that have allowed his threat level to continually evolve as he encounters and defeats more heroes and villains alike. Now your evolution has suffused you similarly, so thoroughly that every conflict and struggle makes you stronger. And very importantly, this is not linked to your Doomsday form (if you even have one). This is so powerful that racial/species weaknesses that should affect you are immediately dampened in their effectiveness against you, with things that make you weaker losing nearly all of their effectiveness, while even things that should kill you merely harm you instead. If you expose yourself to more of these substances or processes, you'll grow an even greater resistance against them, eventually leading to full-on immunity to them if you expose yourself to enough of a given weakness.

Every single conflict trains you. Every blow you take makes you a little bit stronger, with the boost to your power growing proportionally based on the strength of the blow in question. It's not just your ability to survive that has grown, however, as you find that every single blow you deal to a foe, no matter the type of foe you're facing, hits a little harder. When you overcome enemies, you experience drastic bursts of experience, and no foe, no matter how strange, is immune to or invulnerable to your strikes. What's worse, though, is that the enemies you face fuel your growth in ways keyed to making them more vulnerable and to making it so that your abilities become a worse matchup for them. This is an extremely potent ability, so much so that you naturally evolve ways to hammer people with their worst weaknesses the longer a fight goes on.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 KP items for free, with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General Zod

Black Zero [100 KP | Free for General Zod]

A terrifying vessel made of black Kryptonian metal, this ship has appeared throughout various DC continuities in assorted forms, though it's only been a ship once. The version of Black Zero you now possess is the colossal prison frigate that General Zod of the *DCEU* commandeers and repurposes as his command ship. This Black Zero is a gigantic FTL vessel that can safely traverse both the Phantom Zero and normal space without any difficulties. This vessel is a powerful thing, piloted by several Kryptonian pilots who can pilot the vessel nearly perfectly and will fight to the death to defend it. This vessel also contains the World Engine: a special vehicle that can terraform any planet into a replica of Krypton, but it does require a few hours to fire a beam that does this. Still, if it succeeds, then any planet is transformed into a replica of Krypton. Black Zero is also filled with an arsenal of Kryptonian weapons and battle armor, as well as standard ship-to-ship weaponry that can allow it to defeat lesser vessels. All in all, this is a powerful command ship that can be an effective part of any interstellar fleet.

Phantom Zone Projector [200 KP | Discounted for General Zod]

The Phantom Zone, an enigmatic dimension discovered by Kryptonian scientists and used as an alternative to capital punishment. This place was where General Zod and his soldiers were once imprisoned. The Phantom Zone is notoriously escapable, with various Kryptonians, monsters, and alien foes of Krypton having escaped through various means. You possess a projector to the Phantom Zone: a piece of Kryptonian tech that can be used to open portals to the Phantom Zone, and the particular part of the Phantom Zone is actually inescapable without external assistance, specifically, only you can release prisoners you capture. In the Phantom Zone, people and monsters do not age, and they cannot physically interact with people outside of the Phantom Zone. If it weren't for you possessing control over a specific part of the Phantom Zone as per owning this projector, creative prisoners would be able to eventually locate parts within the zone through which they could escape unaided. Thankfully, you don't have to worry about that.

Disciples of Zod [400 KP | Discounted for General Zod]

What is a general without an army to command? Well... Okay, if you're a Kryptonian and you're going to a world that orbits a yellow star, then you don't really need an army, but you're a general, so you should have troops to command. This item gives you a collection of Kryptonian soldiers, 40 in total, who are your devoted followers and who will do your bidding eagerly. This army will follow you into future jumps, and in each jump, you gain a new army of a specific species of locals, and the size of the army is inversely proportional to how powerful they are (an army of dragons in a typical fantasy world will have about as many members as this army of Kryptonians, but an army of humans would number in the hundreds.). Soldiers in this army respawn more quickly if they are less powerful, but even at the longest, it only takes a month for them to respawn.

Rao The False God

Interstellar Chapelship [100 KP | Free for Rao The False God]

The first impression alien civilizations often have of Rao and his cult comes from the vast town-sized spaceship that he is inside of when his forces first enter new worlds. This colossal vessel houses many of Rao's most devoted worshippers and comes ready with the supplies and fuel needed to travel the universe while keeping its crew alive and in perfect health.

This astounding vehicle is capable of powerful, faster-than-light travel and can go from one end of the universe to the other in weeks, making travel easy and convenient. This vehicle also has an unusual property in that it fills those who see it with awe, impressing them with its size, with its construction, with its make, etc. The impact of this is that their first impressions of you are magnified. With this, you'll find it easier than ever to persuade entire civilizations to join you.

This ship contains the Stones of Life during this jump, if you take this item and are Rao, but these Stones do not contain the properties of the Religious Rocks item listed down below. They are a part of your connection to your followers if you have this item and are Rao, thus allowing you to retain your immortality in future jumps even without the Pious Power perk, but the only function they serve in the future without Religious Rocks is that they allow you to prolong your life at the expense of others. Without having selected Rao as your origin this item does not include the Stones of Life.

Staff of Rao [200 KP | Discounted for Rao The False God]

This is an infinite supply of the powerful and strange relics known as the *Staffs of Rao*. These devices are linked to each other and to a source of power that permits them to function fully, no matter what surrounding circumstances are affecting them, such as you being in a different dimension or them having no other source of power. These devices are capable of an astounding array of feats, from firing destructive blasts to healing both people and vast stretches of land in one go, capable of completely transforming biomes from one biome to another. These devices are also part of how Rao genetically manipulates other people, altering their DNA to make them compliant with his will and zealous worshippers of his, such that they will take their own children to be blessed by him and his followers.

There's more to your particular iteration of the Staff of Rao than what meets the eye. In addition to being unlimited in number and performing all of the same functions as the baseline relics, yours are connected to you in new and exciting ways. Your staves function as extensions of yourself in many significant ways, such as you being able to use them as vectors through which you can use perks, and anything that touches them counts as touching you for the purposes of any perks, items, or abilities that depend on touch. With this item, all sorts of places will learn to hail you, jumper!

Religious Rocks [400 KP | Discounted for Rao The False God]

If you do possess the stones of life as per the Rao origin this is a direct upgrade to them. If not then this item gives you them.

These strange artifacts are the true source of Rao's immortality and his faux-divinity. The stones of life are loosely sapient standing stones that have the ability to bind lifeforce together, serving as the vehicle through which Rao has attained his form of conditional immortality. Rao is able to bind the lifeforce of those who believe in him to his own and through the stones feeds on miniscule amounts of their lifeforce passively and actively redirects harm he endures to them, causing damage he takes to do little more than inconvenience or maybe move him if he gets struck with sufficient force even if the damage should be enough to kill him so long as he has enough followers to disperse the damage to in his stead. The central key to retaining a buffed version of Rao's immortality is purchase the capstone perk for the Rao origin, but by purchasing this item you'll not only be able to retain Rao's immortality even without being Rao, you'll be able to freely share the benefits of this item with other people, giving them your own immortality and creating a complex net of immortality for those you love. Beyond that you'll also be able to travel through time and space, using the stones, with you being fully cognizant of how to use them to achieve a variety of spectacular feats that ignore the constraints of time and space such as opening portals to different times, and teleporting even vast objects instantaneously across space.

Doomsday

Kryptonite Arsenal [100 KP | Free for Doomsday]

It wouldn't do if *The Great Inescapable Sin of Krypton* lacked the tools to hold the Kryptonians to account would it? This is a powerful and dangerous stockpile of Kryptonite weaponry. Not Kryptonian weaponry, weapons fashioned from Kryptonite, designed to weaken and murder even the hardiest Kryptonian under the optimal circumstances. This is a hefty stockpile of weapons, usually melee but with a few ranged weapons mixed in here and there, and they are all always ready to be used in a fight. This includes Kryptonite bullets, always a handy thing to use against a particular Man of Steel. Unlike most Kryptonite this ignores the convention that Kryptonite from a universe other than the one a particular Kryptonian is from doesn't work on them. In future jumps this stockpile of weaponry transforms into a stockpile of weaponry that is super effective against another group, defaulting to some alien or supernatural species if possible and if not possible then becoming super effective against members of a group of your choice. These weapons also do not harm you and those who are your allies, even if they otherwise would. Broken weapons are replaced within a week.

Jumper Virus [200 KP | Discounted for Doomsday]

The Doomsday Virus is a nasty fungal illness that Doomsday can sometimes inflict on his foes, with a series of grotesque symptoms. Firstly it causes them to become more aggressive, and then mutates them overtime until they look like horrid fusions of Doomsday and themselves, making them destructive, hateful pseudo-clones of the monstrous creature. It can also just outright kill them and destroy life and matter around Doomsday. At the very end of one's infection with the Doomsday Virus they become genetically identical to Doomsday, becoming clones of the hateful monster and dying in all of the ways that matter. This item is a vial of Doomsday spores that when released cause either the air to be filled with spores containing the virus or giving you the ability to temporarily become a mobile hotbed of the sickness (or to make someone else both a victim and the mobile hotbed of the sickness).

If you unleash this virus on an area it will become permanent (and infect an area the size of a small town with each use) and thus render the area uninhabitable even by machines as the spores are also corrosive. If you use it on yourself or on someone else you turn yourself or them into a source of the virus, which will break them down over the course of minutes or days (depending on their resilience to viruses, but even people otherwise immune to viruses will gradually be weakened and become doomsday clones if infected with this) and allow them to spread more of the virus around though such a state is temporary. If you use the vial on you you become the temporary hotbed of the virus for a full day. You get one vial a year, and once per jump/once per decade (whichever happens sooner) if you die then the virus is released around you and the first person to be infected and succumb to the virus will become a new body and act like a 1-up for you preventing chain fail via death and not requiring the use of another 1-up. If you die away from anyone and have infected a place with the virus or otherwise created victims of the virus and one of them still lives you can take over their body and still get the benefits of using this as a 1-up. Either way this is a 1-up use and only happens once a jump/once a decade (whichever happens sooner). You are immune to the destructive and negative effects of this virus, and can designate others to be immune as well, though the more people who are immune the longer its destructive effects take

to work. Doomsday is a beast of destruction and sparing those from his hateful will disrupts his work.

Doomsday Tapestry [400 KP | Discounted for Doomsday]

The greatest nightmare from Krypton has a long and storied past. In some continuities there are legends about Doomsday, prophecies that it will take the Last Knight of the House of El to bring him low and that even the mighty Man of Steel will fall in this apocalyptic confrontation, granting the victims of this hateful engine of destruction peace but at truly great cost.

This item is a profound tapestry that denotes different versions of your own story and different legends and prophecies that may be inspired by you. In these legends and prophecies you alternate between being a hero and a villain, in some you are the key to defeating an impossible evil, and in others you are an impossible being with a unique physiology that can only be felled under specific circumstances. There is much to be learned by studying this wondrous, ever changing work of art but the real boon to be gained by possessing this tapestry is an unbelievable boon to your regenerative capabilities that put you on par with one of the most frightening depictions of Doomsday to ever appear in comic books: the power to regenerate if people even think of or remember you.

One particularly terrifying version of the Great Inescapable Sin of Krypton was so impossibly difficult to permanently destroy that the very thoughts of those who remembered him was enough for his essence to be able to pull itself back together and eventually allowed him to recover from destruction. This tapestry gives you a regenerative ability that equals that particular depiction of Doomsday, making it so that the more famous and/or infamous you are the faster you will heal from wounds even from total annihilation. If you are totally destroyed but the tapestry exists you will be forced to enter a state of either no activity (if you lack non-physical powers) or lessened activity until thoughts of you have allowed you to build up enough energy to rebuild yourself, which will then occur and allow you to appear near someone thinking of you. So long as this tapestry exists you cannot be slain in such a way that you need to use a 1-up to escape a chain failure, but this tapestry will always exist somewhere where it is theoretically reachable even if such a place is incredibly difficult to reach. It can only be destroyed by purposeful attacks and the wisdom contained in its prophetic writings strongly discourages people from attacking it.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend KP to import companions into this jump, giving them 600 KP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 KP per person you do this for, or you can spend 200 KP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 KP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 KP]

This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this, your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that, you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points; if you block access to 3 of the four, you get 600 points; and if you lose access to all four options, you get a full 800 KP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

World of Kleenex [100 KP]

Oh well this is unfortunate. You find it noticeably harder to control your powers and struggle with reigning in the endlessly destructive potential of your powers. It is possible to learn to overcome this drawback with enough sincere effort but it won't be easy and it'll certainly further complicate any serious efforts to befriend victims of "Your" actions. And obviously this has more disastrous effects if you pursue any sort of romantic relationships in this jump.

Memories [100 KP]

All three of the enemies this jump allows you to become are terrors who have plagued entire worlds. This drawback ensures that the general public will remember what “You” have done and will make it harder for them to trust you, with everyone being far more ready to assume you have foul intentions. You cannot escape this by going to new places, if you try news about who you are and what you have done will follow you, arriving about as quickly as you do. This can be overcome, but it will require real effort on your part.

Phantoms [200 KP]

The Phantom Zone: the spooky prison-plane used by Kryptonians to house their prisoners. This place is filled with strange Kryptonians and monstrous creatures, and now it constantly follows you around, occasionally releasing monstrous beasts and every once in a while releasing a Kryptonian. Kryptonian releases will be around once in a year, but each Kryptonian in the Zone is a criminal of some sort and many have curiously odd abilities that can make them a hassle to fight, though if you aren't the sort to fight and instead you'd rather recruit them... Well, that's certainly a possibility.

Kryptonite [200 KP]

This makes you possess a killer weakness to Kryptonite. All Kryptonite. No matter what universe it is from. Yes, this affects you even if you are Doomsday. And this also universalizes the effects of Kryptonite: to you, even if no one else, all Kryptonite is harmful. It all drains your powers and deals active damage to you. There is no overcoming this weakness, it will harass and bother you for as long as you stay in this jump.

Biblically Accurate Experience [400 KP]

This is rough. With this you further embody the character you've selected as your origin, losing the ability to use alt-forms and feeling the instincts and goals of whoever you chose to become more keenly touching your mind. This does not cause you to lose sight of yourself, and you are still able to ignore the impulses that now course through you but with this you had better be ready to overcome the monster you've chosen to embody and cling tight to your morals.

Justice [400 KP]

The Justice League has not forgotten you. And they do not care for your excuses. They will try to bring you to justice and they are remarkably stubborn. It may be possible to persuade them to give you a shot but if you take this they'll have you on an incredibly short leash and earning their trust will be a complicated and difficult affair.

Council Of Continuity [600 KP]

Hmm... Looks like it's time for multiversal shenanigans. With this drawback a council of the different versions of the character you've become have formed and they view you as a strange anomaly to investigate and quite possibly, quite probably really, oppose. If they see you acting in ways that the character you've become wouldn't approve of then they'll do their best to oppose you and destroy you. Everyone in this jump has intelligent versions, including Doomsday, and these different versions will carefully study you. Opposing them is possible, but so is befriending them if you happen to vibe with the villain you've become.

Darkseid [600 KP]

The dark god of tyranny sees you. And he is intrigued. This is not a good thing. Darkseid is the ultimate villain of nearly all continuities contained with current DC comics, and the feared New God finds your chain fascinating. For the duration of your chain Darkseid will test you, his forces attacking you when they can, and his schemes involving you. At critical points he may even send stronger and stronger avatars to dispatch you permanently. If he can end your chain he may well be able to steal it and grow to terrorize the multiverse that exists out past the confines of whatever DC is calling its expansive collection of works.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Changelog: I created this document on June 9th, 2026. A public WIP of this was shared in the wake of General Zod's perkline being completed on June 11th, 2026. The perks, aside from the alt-form perks, were all completed on June 15th, 2026, and the version number was updated to 0.8, indicating a near-publication level status. On June 17th this jump was completed, with all of the drawbacks and items being written out, and version 1.0 was published to various places.

-Sunsuits, an important tool in the arsenal of any multiverse-exploring Kryptonian, are part of the things that the general science perk covers. I'm of the opinion that they'd be part of the General Zod portion of the perk, but if you can find a way to justify making them part of another origin, I won't try to stop you.

-The Doomsday Tapestry is something I invented but it does take from existing Doomsday lore and builds on it. It's essentially a phylactery, with a few extra goodies taped onto it.

-After thinking about it for a while I decided to do my sometimes employed "+200, Free, 200" origin approach to this jump. It's not really fair that General Zod, for as cool as he is, is just a standard Kryptonian with no special bells and whistles and he costs the same as Rao; an immortal Kryptonian with god-like stuff, and Doomsday with his...

Doomsday ness.