



DC
COMICS™

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THE NEW 52!

JUSTICE LEAGUE DARK

NEW MEMBERS!



This is a world you may very well be familiar with. On the surface, it is much like your own – with the addition of costumed vigilantes and superpowered aliens playing the world's biggest game of cops and robbers. But under this world lies another, a world of shadows and eldritch secrets. Where magic is real and the things that hid under your bed go bump in the night.

These things are dangerous and every bit as much of a threat to the world as the enemies that the capes face. They are, however, quite a different beast altogether and require some strange people with strange skills to face them. Thus, a group of heroes came together, struggling to put aside their differences in the face of great evil, and stood between humanity and the worst of the horrors that the mystical world had to offer. These people – and otherwise – came to be known as the Justice League Dark, for they stood in the shadows, fighting the things that the true Justice League could not.

You arrive as the Enchantress has gone mad. Her insanity ravages the globe as the sphinx stands on two legs, people are killed in showers of books written in dead languages, and simulacra of June Moon hunt down the mad witch's true host. As the team is initially formed, they will eventually approach you, asking for help. What happens from there is your choice.

Here's 1000 CP to get you started.

You can be either gender you like. Con Man and Magician can be anywhere between 18 and 60 years old. Monster can be from 20 to 1,000. Guide can be any age from 2,000 to 10,000. Where you begin is entirely up to you so long as it's a public place on earth.

Now, on to who – and what – you are (All origins except for Con Man grant you additional memories of a life lived here.):

Con-Man (0 CP): - You awaken in a run down pub. You have no past to bind you and no future to shackle you. Your story here is yours to tell.

Magician (0 CP): - A real, honest-to-gods wizard. Born with magic in your blood, your power manifested at a young age. From that point on, you were inevitably drawn into the world of magic and quickly found your powers growing. Whether you found a teacher or simply taught yourself, your abilities are potent and will only continue to grow as time passes.

Monster (0 CP): - It's not an insult, it's simply a description. Magic flows in your blood as well, but not in the same way it does a mortal mage. You're... not quite human – at least, not any more. You're likely far beyond human in at least some areas and possessed of some unique abilities. You may not be evil, but there's a pretty good chance a lot of people won't exactly be eager to be friends with you. There's also a good chance for you've been walking the earth for centuries.

(You must purchase either Ghost, Frankenstein, or Vampire.)

Guide (100 CP): - Millennia ago, you were cursed with the gift of eternal life. This could have happened in any number of ways: maybe you happened upon a magical artifact of some kind, maybe you pissed off an ancient god, or perhaps this was a result of your own spell. Regardless,

you have spent the time since then helping and guiding untold amounts of people, generation after generation. If this was due to some facet of your curse or simply some inherent altruism, you no longer remember.

In your long years, you have honed both your power and your knowledge. And even someone with little talent for magic could acquire respectable skill and power in such large amounts of time.

Of course, there must be some reason the JLD is interested in your help. These are your choices for abilities:

Friendly Neighborhood Grifter (100 CP, Free Con Man): Everything from picking pockets to short-count scams. If it's a way to make cheap money in a less-than legal way, you have knowledge of how to do so and a knack for pulling it off. After all, being a magician doesn't always guarantee steady income. And you still need to eat, yeah?

Don't Show Weakness (100 CP, Free Con Man): You have a hell of a poker face, which is a valuable thing for someone in your line of work. You're adept at hiding all emotions behind a cool façade. Anger, sadness, jealousy, and – most importantly – fear. Doesn't mean you don't feel these things, just that you're good at not letting it show.

Fluency (100 CP, Free Magician): Magical spells can be a real tongue twister, you know? Luckily for you, that's not a problem. Whether it's speaking in ancient Latin, backwards English, or ~~the speech of those outside~~ you'll never trip over your words or mispronounce a spell. Rather handy to make sure you never summon a demon when you're trying to wash the dishes.

Meditation (100 CP, Free Magician): You know three dozen different ways to meditate, focus, or otherwise quiet the mind. Useful not only for magic, but for long-term mental health. Good to occasionally take time and decompress, y'know?

Stranger (100 CP, Free Guide): Some strange magic enshrouds your form. If you so wish it, your features shall become... distorted. Nothing truly changes, but onlookers will only be able to recall you as an extremely generic version of your race or species. They would be able to recognize you on sight, but attempting to describe you to someone else would only result in their frustration.

Untouched By Time (100 CP, Free Guide): Given enough time, all injuries you experience will heal perfectly, refusing to leave behind scars. This doesn't give you any ability to heal anything you couldn't before, it just makes sure any healed injuries do not mar your appearance. This also means that -- if you age -- you'll damn well age gracefully.

Potential (200 CP, Free for Con Man, Magician, and Guide): Magic is a force of nature, of creation itself, and it is a vast and wondrous source of power. For as long as life has existed, there has been those who attempt to harness it. You are one of the few who managed to do so. Or, rather, you have the potential for doing so. As of now, you have only a rudimentary ability

to manipulate magic and even less knowledge of spells. You're also not exactly the second coming of Merlin, but you have more talent than the next Joe Blow walking down the street.

You will need to find a teacher or other source of knowledge if you wish to advance your skill and ability with the arcane.

A Blind Man Walks Into A Bar (200 CP, Discount Con Man): You're a very talkative bastard, aren't you? You bring it out in others, too. Everyone always lets you stall. They seem all too eager to stop their attack, to put off executing you. Whether to gloat over their victory, threaten you with what they'll do when they win, or simply banter with you, you don't buy time – they practically hand it out for free.

Circles and Symbols (200 CP, Discount for Magician): Rather simply, this is knowledge of how to construct various magical symbols. Runes, circles, glyphs, you have an expansive knowledge of them, their uses, and how to modify them. On their own, they don't have a ton of use besides warding away certain beings, but they are often important parts of other rituals or enchantments.

Supernatural Appearance (200 CP, Discount Monster and Guide): Something about your appearance is... off. It may be blatant or subtle, but something about your appearance just isn't normal. You could be inhumanly tall, timelessly beautiful, or instinctually terrifying. Up to you, really, but whatever it is means you're sure to be noticed if you decide to go for a stroll through town.

The Fog of Ages (200 CP, Discount Monster and Guide): One of the things that can make a supernaturally long life hard to bear is the gradual loss of memory. Over time, family, friends, and lovers all fade from the mind. Your happiness and sadness, your highs and lows. All that makes a person who they are slowly slips away. For you, that isn't a problem. Your memory of events from ten-thousand years ago are as sharp as those from ten minutes ago.

Your Own Skin (400 CP, Discount Con Man): It is human instinct to preserve your own life. Instincts as old as your species are ingrained deep within your very DNA that calls for self preservation and selfishness. For you, this is particularly true. So it's all the more heroic when you turn a deaf ear to instincts calling for you to save yourself.

Any time you have to opportunity to walk away from a dangerous situation – to turn away and pretend you didn't hear the cry for help, to let the sheep deal with the wolves themselves – but instead choose to stay, Fate smiles upon you as your chances of success skyrocket. You and those around you may not come out unscathed, but you'll always give at least a glimmer of a chance and a greater likelihood of reaching it than most other blokes.

No Trap Can Hold Me (400 CP, Discount Con Man): Well, not for long in any case. No situation is utterly hopeless for you, no prison inescapable, no magic too binding. Every minute your enemies leave you alive, torturing or gloating, is a gamble, and not one likely to pay off. This doesn't simply apply to physical prisons: trapped in another dimension or adrift at the end of time, there is always a way out and you will always be capable of finding it. Escape is simply a matter of when, not if.

Prodigal Sorcerer (400 CP Discount Magician): Learning spells has never been difficult for you. With nothing more than bare-bones instructions, you can easily piece together what you need to cast a difficult spell. Hell, even just seeing a spell once would be enough for you to recreate it, or come pretty damn close. But your talent extends farther than just learning old spells. You have a natural ability to create new pieces of magic of surprising complexity and potency – the types of rituals spells you'd expect to find in ancient tomes and millennia-old scrolls. There's a very good chance you could go down in magical history as a genius of the Art.

Arcane Expertise (400 CP, Discount Magician and Guide): You're very knowledgeable all sorts of things on the spooky side. Off the top of your head, you can name two dozen types of spirits, rattle off twice a dozen regional tales of folklore, and identify the minute differences in two magical circle traps that could mean the difference in escaping them and ending up with your soul strewn in the aether. In fact, you're one of the world's foremost experts on the arcane. Any number of people or organizations would be willing to pay handsomely to have you on pay roll.

And that's not all. This also means it is much easier for you to learn more information of a similar vein, whether in this world or any other, and any intuitive leaps made while studying magic or the like tends to be far more accurate than it otherwise would be.

The Curse of Immortality (400 CP, Free Monster and Guide): Well, a curse from the perspective of some. Your opinion may differ on the subject.

Whether due to your nature as something inhuman or the effects of some strange magic upon you, you have been rendered ageless and immune to mortal disease. Your natural lifespan is effectively infinite. If you aren't killed, you'll walk to the end of time without a wrinkle in your skin or a single grey hair upon your head and you'll never so much as catch a cold for as long as you live.

Ghost (400 CP, Discount Monster): You, my friend, are a dead man. Well, mostly anyway. At some point in the past, you died and your spirit fled your body – but did not leave the mortal coil. See, you stuck around as a ghost.

This gives you a few neat abilities:

First, your body is now a pure extension of your soul, essentially being a self-contained astral projection. This means you're not bound by the laws of physics; you can't be touched by normal means, meaning you can only be harmed or interacted with at all by magic or psychic affects or things that target the mind or soul. This means that not only can you phase through pretty much anything, but you can levitate and move in any direction by willing it.

This also gives you the ability to possess any living thing with a conscious mind by phasing into their mind. Or, at least, it gives you ability to attempt to possess them; powerful psychics, mages, incomprehensible beings, or simply those who possess strong wills can eject you from their mind.

Oh, and because you're paying at a premium here, you're not just some two-bit ghost. You can shift in and out of the ethereal plane at-will, meaning you can manifest physically as often and as long you want. Or, if you prefer, you can get this perk for free, in exchange for taking "Giggle At The Ghosty".

Frankenstein (400 CP, Discount Monster): Oho, you're an interesting specimen. See, you're undead – which isn't truly uncommon in and of itself, but unlike most undead, you're not a project of magic, but of Science! Mad science, to be precise. A mad doctor, in a misguided attempt to create, or perhaps recreate, life stitched together parts from various corpses. In the end, he succeeded, and you were the result.

You're big, green, and covered in stitches from where parts were tacked on to you. Your nature has left you incredibly strong and equally durable. Treating vampires as unruly children and ignoring hails of gunfire are easily within your reach. This process has also left you distinctly lacking in many of the weaknesses of mortals; food, water, and air are just comforts for you, not necessities and you will find that age does not touch you.

You can heal minor wounds over time in the same way humans do; scratches and cuts will heal in days. While more significant damage such as damaged organs or missing limbs won't heal on your own, they're not particularly lethal, either and can be replaced by sewing on new parts or by magic. Getting run through by a sword won't kill you, but it'll be annoying until you can find a replacement for whatever got sliced up in there.

Vampire (400 CP, Discount Monster): Well, well, well. You were turned by a vampire, but the curse interacted strangely with you, mutating and evolving into a different strain. This has given you a number of rare abilities, usually only present in very old and powerful members of your kind.

But first, we'll get the basics out of the way. Being a vampire comes with some fairly standard abilities and weaknesses. You can outrun a car, rip humans to shreds, and heal from practically anything that doesn't destroy your brain or heart.

Of course, you can't do all these things on an empty stomach, and you'll need to occasionally feed on blood to survive and remain at full strength. You're also weakened by sunlight; it doesn't harm you, but it does render you practically human.

Now, on to your unique abilities:

First, you have complete control over your thirst for blood. You'll never lose control and drink blood unless you wish to do so.

You have fairly extensive shapeshifting, being capable of assuming classical vampiric forms, from wolves, to bats, to clouds of mists and hybrids between them. You can even create clothes with this ability.

You also possess the power of telekinesis, capable of casually lifting several grown men and snapping their necks. This same ability allows you to fly by force of will.

You may also take this for free if you take the drawback “Behind Times”.

I Cheat (600 CP, Discount Con Man): The truth about magic is it's all a great, big, bloody lie. Really, it's simply telling a lie so great that the universe itself hands you the effect without the cause. What does it matter which dead language you chant in or where you draw your power from? It doesn't, because when you get down to it... it's all the same. Your realization of this has given you the skills required to mix and match different forms of magic. From spells to entire magic systems, you can pick them apart and put them back together in whatever form or fashion you want.

That's not all, either. Your grasp of the way magic works lets you make adjustments to spells on the fly. Changing the size, scope, or to some extent, the actual effects of spells is child's play for you. And this doesn't only apply to your spells; you have an innate talent for understanding any spells or enchantments you come across, immediately discerning both their purpose. This innate ability to understand the structure of spells also allows you to find their weak points, and most spells, like diamonds, can be shattered if tapped in just the perfect spot.

The Path of Magic (600 CP, Discount Magician): The choice to walk the road of magic is not one to be made lightly. It is fraught with danger and terrible costs... but it is also one of magic and wonder. May just be worth it, yeah? If you wish, you may initiate someone into the world of the arcane. Doing so will awaken their potential to wield magic. How you accomplish this is largely up to you – it could be anything from formally accepting them as your student to a ritualistic sharing of blood.

Most people won't have more than average mystical potential and will require lots of time and effort to see noticeable gains in ability. But given time and proper training, they could still be able to accomplish a great deal. Even a little magic, applied correctly, is a powerful and dangerous thing.

The Gift Of Sight (600 CP, Discount Guide): You are an Oracle of near unparalleled ability. The past, the present, and the future are all laid bare before you. You can peer into the minds of others, scry any location or any person, and make impressively accurate prophecies. And your powers aren't simply deep, but also wide. Any related abilities are also within your grasp: reading auras and palms, acting as a medium, communicating mentally with anyone, conjuring illusions, astral projection, and contacting beings on entirely different planes of reality are all possible for you.

Your Sight is also incredibly clear, meaning all but the most potent of illusions fail to affect you at all and obscuring things from your view requires powerful magic. Even gods would struggle to hide from your mind's eye for long.

Primordial (600 CP, Discount Monster): You're not some common ghoulie. Something about you is greater than others of your kind, enhancing your abilities beyond those of your kind and granting new ones altogether. But that's not all; this isn't simply limited to the monstrous forms gained here. Any alt form you assume will be pushed to the absolute apex of their potential.

Ghosts are no longer pale shades fluttering on the edges of the afterlife. You are a fearsome and powerful phantom, reinforcing your existence and your strength in the metaphysical plane. Within the astral plane or similar spiritual realms, you could realistically claim to be a god. Your ghostly form is utterly arbitrary, you can split into hundreds of bodies, grow to colossal proportions, and bend the very fabric of the psychic plane around you. You can possess all manner of things, from hive-minds to minor gods to enchanted houses as old as time. And once you have your hooks in, it's nearly impossible to get you out, requiring truly titanic amounts of will or power to exorcise you.

Frankensteins were supercharged when they were created, not simply with a bolt of lightning, but the light of life itself. Your body is no ordinary pile of shambling corpses, now being something out of myth and legend. Your strength is bolstered, allowing you truly impressive feats of strength from tearing through thick steel plates as if they were no more than paper to lifting and tossing the weight of a small house. Your durability is also enhanced to similar proportions; you now require heavy explosives before you start to feel anything at all. Your resistance extends to magic as well, with spells finding it much harder to affect you. But your true gift is in creation. For you are able to create others of your kind by simply stitching together corpses and injecting the resulting chimeric creation with your own blood.

Vampires' normal abilities are twice again as powerful and their weaknesses are lessened. You are hardly weakened by sunlight and need a fraction of the amount of blood required before. As well, any vampires you create are no longer mere fledglings, beholden by their hunger, but are instead similar in strength and ability to what is described in the Vampire perk above and can easily be created en masse, allowing you to create large armies of powerful vampires in a short amount of time.. But the true strength gained from this is an entirely new ability. You gain the ability to absorb the ambient magic from around you, sucking it right out of the air – or potentially even pulling it directly from the grasp of others attempting to wield it -- to drastically enhance your own abilities and weaken anyone else drawing on it. You are even able to channel this stolen magic into your vampiric to enhance their abilities as well.

I Am (600 CP, Discount Con Man and Monster): In your time, you have seen things beyond imagining, stared into the heart of the abyss and watched it blink first. Your willpower is enormous, your mind impregnable, and your sense of self inviolable. Nothing that walks upon this world or any other can truly break your mind or shatter your will. Attempts to possess you simply fail – and often backfire, for the things that attempt it can even be trapped within your own mind.

Magical Blood (600 CP, Discount Magician and Guide): You're no two-bit magician plying parlor tricks and making pacts with bottom-feeding spirits. In your veins flow the blood of old – the blood that flowed in Atlantis before it sank beneath the waves. Drawing magic is as easy for you as drawing breath, casting spells is no harder than flexing your hand.

Not only is your talent impressive, but you also have advanced training in some type of magic. There are any number of magical disciplines and traditions you could have been trained under, from backwards magic, to traditional eastern magic, to some hodgepodge style all your own. Whatever the case, you start off comparable to Zatanna in strength and skill, and have roughly

the same potential she has. Given effort and training, you will grow to be one of the most powerful mortal mages alive.

Or... you could take shortcuts, make deals and pacts. Take on the boons of outside forces to enhance your innate power. Though this, as I'm sure you can ascertain, would be costly and fraught with great risks.

But remember, your power may be grand, but that means the cost of your power is, too, all the more grand.

Maybe you'd also be interested in some mystical artifacts?

Infinite Cigarettes (50 CP): Well, if you're going for the "occult detective" look, these will help sell it. Plus, lung cancer probably isn't a huge worry for you, huh?

Enchanted Zippo (100 CP, Free Con Man): Got a light? Now you always will. This classic Zippo has been enchanted, turning it into a mystical flamethrower. Just flip the lid, start the flame, and you can manipulate the fire with you will. Also comes in a Bic version, if you prefer to flick your Bic at ghoulies instead.

Fancy Clothes (100 CP, Free Magician): You have an entire wardrobe of impractically flashy or revealing clothes. From extremely tight dresses to over-the-top stage magician uniforms, they're sure to catch peoples' eyes. They're also enchanted to be self-cleaning and self-repairing, of course.

A Good Blade (100 CP, Free Monster): A fine sword, forged by a master blacksmith and woven with enchantments, it is preternaturally sharp and durable and will never dull or rust.

Twin Pistols (100 CP, Free Guide): A bit unorthodox, perhaps, but undeniably effective. These m1911s are copies of the pistols wielded by Pandora. Made by Wayne Industries with shock buffers and new polymers to allow reduced recoil and impressive accuracy, these are very well made weapons. But that's not all, because they're also enchanted to allow you to channel your magic through them for increased effectiveness.

The Blade of Ma'at (300 CP, Discount Con Man): This ordinary-appearing dagger is actually a powerful magical artifact of an ancient Egyptian goddess of truth. The magic of this knife prevents it from physically cutting any living being. Instead, when the dagger is plunged into the heart of a being, they are bound to truth so long as it remains in place. They may still lie, but if they do so, the full divine power of the goddess will be delivered upon them, either simply destroying or driving mad all but the most powerful beings.

Of course, the dagger takes a lawyer's view of the truth. Careful wording will allow the effects to be sidestepped and as the dagger doesn't compel them to speak, they can simply choose to either say nothing or only give part of the story.

Merlin's Staff (300 CP, Discount Magician): Was this really Merlin's staff? Who knows. But it is a powerful focus, capable of magnifying the potency of any spells cast through it, so I don't think it's overly important.

Castle (300 CP, Discount Monster): A somewhat small medieval stone castle, perfect for a monster of legend. Includes a well-stocked dungeon, if you're into that sort of thing.

Rod of Asclepius (300 CP, Discount Guide): An ancient and potent artifact. This golden rod is imbued with incredibly powerful restorative magic. By simply channeling magic through it, even a novice magician would be able to heal nearly any physical or spiritual malady short of death. It is also bound to you, meaning it can be summoned with a thought.

The House of Mystery (600 CP, Discount Con Man): This mansion, appearing as a relatively normal large house from the outside, has existed in some form or another for at least as long as mankind. On the inside, it is much larger than the outer appearance would suggest – how large? That is unknown; perhaps it's infinitely so. – and constantly shifts to accommodate your desires.

But that isn't what makes this house truly special, nor is it the fact that it is filled with entire societies, or that it is alive and bound to you. No, what makes this house truly unique and of singular value is that it is a crossroads of reality. The House is connected to every single point in space and time and this gives it the ability to slip between the layers of reality and appear anywhere you wish, be it a planet on the other side of the great black beyond or another dimension altogether. There are few places the house cannot go and it'll be all too happy to do so.

The final noteworthy abilities that the House possesses is that it can be summoned to your location with nothing but a mental call and that in a similar way, anyone who accepts your invitation into the House can be summoned back into it at any time you wish.

Couple more things worth mentioning: this house cannot be permanently wrested from you; your bond may be temporarily blocked to prevent you from summoning it, but no one else can usurp it and you may allow inactive companions to roam inside of it.

Pandora's Box (600 CP, discount Guide): The real Pandora's Box was long believed to be a chest which held within it all the evils of the world and was opened by the eponymous Pandora -- because goddammit, you don't just give someone a box and expect them to not be curious, right? In reality, the box was a portal to an alternate universe, where everything was twisted and villains ruled the earth. In any case, this is not that box.

It's not a box at all, point of fact. This is simply a replica of the real thing, which takes the shape of a human skull – with the addition of a third eye socket in the center of the forehead and the fact that the top of the skull is removeable. Instead of leading to an alternate earth, this particular skull simply acts as a doorway to a dimension of endless pure magic. Any attempts at travelling through to this dimension will inevitable fail, but when opened, the magic will flow unceasingly from the skull – at least until it's closed again.

You can use this magical energy for whatever, from powering artifacts or rituals to simply recharging or amplifying your own power. Just so you realize, just because the amount of magic in the other dimension is infinite, the amount that can flow through at once is very much not so. After all, just because you hook a fire hydrant to the ocean doesn't mean you can instantly flood a city, does it?

The Books of Magic (600 CP, Discount Monster): Long rumored to be artifacts of immense power and quote possibly the source of magic itself. These legendary artifacts have been the coveted for millenia by everyone from two-bit sorcerers yearning for more power to the greatest mages of all time, such as Merlin himself. Split into four volumes – Order, Chaos, Life, and Death – it is said that possessing these books would give the wielder near absolute power over those concepts and over magic itself.

However, contrary to their name and the rumors long spread about them, the Books of Magic are actually more science than magic. Forged long by a powerful mage known as the Hunter, he researched methods of fusing magic and technology in an attempt to escape the persecution of his people. The Books, in addition to serving as a gateway to Epoch, the Hunter's home world, also contain all of his research.

Armed with this knowledge, you would be able to become the world's foremost expert on fusing magic and technology.

Croydon's Compass (600 CP, Discount Magician): Made in the dirty thirties by a sadistic wizard the name of Angus Croydon. Croydon was mostly known for squandering his power on arranging satanic orgies and cannibalistic rituals with England's blue-blood, but did manage to make this one legitimately powerful artifact:

A large antique compass capable of pointing to each and every notable of source of magic in the world. Anyone in possession of it could be first on the scene of every mystical awakening and the first to dig up every artifact that's worth anything. Though it'd be practically worthless in a world without magic, it's an artifact of immense value in this one.

What's life without friends?

Demon Butler (200 CP, free with House of Mystery): A demonic butler, bound to your will and your property. Completely and unerringly loyal, this demon is quite well mannered and skilled and looking after your belongings. He is also able to shift into a more powerful form to defend them.

Does not take up a companion slot, but must stay within property or vehicles you own or inside your warehouse. Can teleport between any such places.

A Team To Call Your Own (50-400 CP): You may import up to eight companions who each receive a free background and any freebies associated with it. They each receive twice as much as was collectively spent on them and you can continue to spend more CP on them, though this doesn't increase how many companions you may import. You can instead choose to have them be new people – or otherwise – that you'll meet while here.

We're Friends, Right? (200 CP): Maybe you've become bros with Deadman, maybe Nightmare Nurse is the girl of your dreams, or maybe you're best mates with Constan-...pfft! Sorry, couldn't keep a straight face. Anyway, this will allow you to bring a member of the team along with you when you leave. That is, assuming you can convince them to leave.

Can be bought as many times as you like.

If 1000 CP isn't enough for you, you can gain another 1000 here, but it is going to cost you.

A Right Bastard (100 CP): You, uh, probably don't have many friends. You're not exactly easy to get along with, see? Nearly everything that comes out of your mouth is either an insult or some snarky dismissal. You don't necessarily mean the things you say, but it seems to be the only way you're able to express anything.

Age Of The Soul (100 CP): Jumper, you are far older than your appearance would indicate, yeah? Now, that's no longer the case. Some unbreakable enchantment was placed upon you that reflects your inner age upon your outer form. Now, you shall appear as an elderly version of any form you take. Any attempts to alter your age or the appearance of your age invariably fails.

Open Invitation (100 CP): At some point, you accepted John Constantine's invitation into the House Of Mystery. Doing so gave him a certain degree of power over you. Now, at any time, he – or whoever currently controls the house, or even the house itself – can forcibly recall you to the House. This doesn't truly force you to stay, but expect to occasionally be pulled into the house at incredibly inopportune moments, as you are snatched away from whatever you were attempting to do and shoved into some new problem.

It Helps (100 CP): Maybe you're haunted literally, maybe you're haunted figuratively, or maybe it's just a bad habit. One way or another, you're addicted to some substance, be it alcohol, heroin, or something as common as cigarettes. It doesn't matter what and it doesn't matter why, what matters is that you'll be completely unable to kick the habit and will go into withdrawal if you don't get your fix.

You Should Thank Me (200 CP): You really are a selfish cunt, aren't you? You're more than willing to sacrifice others to achieve your goals. Your goals may very well be noble, such as saving the world or the one you love, but in your mind, the ends always justify the means. Collateral damage isn't in your vocabulary and innocence is irrelevant. Oh, sure, you might feel a twinge of guilt about sacrificing that poor guy to prevent your enemy from getting their hands on that dangerous artifact, but you'll ultimately manage to justify it to yourself. Your companions, at least, are immune to this.

Sod The World! (200 CP): Within you, love burns bright. There is another person with whom you are madly in love, for who you'd lay down your life, sell your soul, and burn the world. I mean that literally, by the way. Maybe they feel the same way or maybe not, but there's a good chance they're unnerved by the lengths you're willing to go to ensure their safe. But that doesn't matter. Whether they return your feelings or not, there is nothing you would not do to protect them – nothing.

You can choose to have this be a companion or someone you're already in a relationship with, but you're going full yandere. Hope they're okay with that.

Bit Of A Problem (200 CP): On some jaunt through a dimension filled with wild and untamed magic, something inside you was irreparably warped. During your time here, you'll be perfectly incapable of uttering a single lie, and nothing you can possibly do will manage to remove this effect. You can choose not to reply, of course, but you can never intentionally reply with a falsehood. For another 100 CP, you can not only not lie, but you will constantly say whatever crosses your mind whenever someone else can hear you do so.

Deadman's Wonderland (200 CP): They say it's better to have loved and lost than to have never loved at all, but is that really true? Well, you'll find out soon enough.

During your stay here, you will continuously fall completely and utterly in love. And then have that torn away from you. Your lovers will all quickly be killed, have their soul stolen, turn against you, or simply turn away and leave. Nothing you can do will prevent these emotions from being born inside of you and you won't want to do so, regardless.

The Quartet of Sin (300 CP): Throughout history, three people have committed unforgivable sins and been judged before Eternity. The Phantom Stranger, History's Greatest Traitor, Judas Iscariot himself. Pandora, whose curiosity doomed mankind to suffering. And the Question, whose very history and memory were stripped from time. And now, another.

At some point in the past, at least two thousand years ago, you were brought to trial before the Wizards who sat upon the Rock of Eternity and found guilty. Guilty of a Sin, that's with a capitol S, comparable to the man who killed Jesus of Nazareth and the woman who unleashed evil upon the world. And you were sentenced to atone for it, from then until the end of the world. Now, you must spend the millennia from the past actively working towards redemption until the modern day. When your time here would have ended, your weary soul may finally rest as you are allowed to move on.

One more thing: The curse from the Wizards also sealed all of your abilities from outside of this jump. On the upside, it halts your aging while here and prevents you from taking your own life. Have fun.

The Cold Flame Burns (300 CP): You, my friend, have made some very powerful enemies. The Cult of the Cold Flame is a fanatical group of, well, cultists. Originally founded by a group of magicians that included Zatarra and Sargon the Sorcerer, the cult grew into other aspirations. Their goals, beyond amassing power, are largely unknown. Well, save for the fact that they really want to kill John Constantine.

And now they feel the same way about you.

Be prepared for a group of deranged magicians that are neck deep in magical artifacts and pacts with dark forces to use every ounce of power they can muster to kill you – or worse.

Dark Responsibilities (300 CP): The JLD was born in triumph over impossibilities, in defiance of fated doom. And they spent the rest of their existence continuing to do so as one armageddon after another was defeated.

Now, however, they will fail. Inevitably, every time, they will fail and the world – and sometimes so much more – will be lost forever. Unless you help them. If you struggle valiantly alongside the team, the chance to prevail will exist. It will never be a sure thing, but it won't be the absolute impossibility it would be without you there.

If you choose to ignore this, all that was, is, and ever could be shall perish – and you along with it.

Never Go Full Necro (300 CP): Oh boy. Somehow, at some point, you were cast into Hell and, well, I bet you can guess what happened there. You spent, from your perspective, centuries in constant agony. Eventually, your time there came to an end, whether you managed to escape on your own or were somehow pulled from the Pit. But taking the man out of Hell did little to take the Hell out of the man. Your experiences left you violent, paranoid, and with debilitating scars upon your very mind and immortal soul.

This left you not only unhinged, but twisted your nature closer to the demons whose world you so long shared, making you amoral at best and a cackling psychopath at worst. You will not be the person you were before and you will enjoy very few things outside of the suffering of others. Needless to say, you'll be fun at parties.

Giggle At The Ghosty (0 CP, requires Ghost): Ah... remember that bit about being able to shift between ghost form and physical form at-will? Yeah, that's no longer the case. Now, you're stuck in spiritual form. Oh, you can still use most of your abilities and can use magic or the like to interact with objects, but you'll have no physical form. If you want to feel any physical sensation whatsoever, you'll have to possess someone.

Oh, and any attempts to revive yourself will result in a set of contrived coincidences causing your death in increasingly ridiculous and unlikely ways. It won't end your chain, but it'll return you to ghost form. And don't think you can simply make a mindless or robot body or the like to inhabit either, those will also quickly be destroyed.

Behind Times (0 CP, requires Vampire): Instead of possessing the weaknesses as described above, you instead possess a more classic set. Sunlight will burn you to ash within moments, you are repulsed and caused mental agony by religious symbols, and your thirst for blood is unquenchable and nearly uncontrollable.

Notes

Magic is... okay, I'm going to be frank, magic is bullshit. It changes based on a writer's whim and the needs of the plot. However, one thing always remains consistent: it always has its price. The price for any particular spell may be anything from simply the energy required to cast it to the genocide of untold numbers of people to something abstract, such as the love shared by two people. Normally, all mages are also charged a more abstract price for their power, as well; Zatanna's price, for instance, was the death of her parents. You won't have to worry about that after this jump is over.

As for what magic can actually do, well, it's pretty much anything with the right combination of power and knowledge. If you choose to specialize in some form of magic, you'll be more powerful in that form at the cost of overall versatility. What types of magic are there? All kinds. Choose a real life magical tradition to base it on or just make something up, if you want.

You can be more than one type of magic.

Primordial Vampires can use the magic they absorb to power their own magic if they can already use magic.

You can use The Path of Magic to teach others magic systems created by I Cheat, but they must draw on the same power source as normal DC magic does. Which, by the way is simply a background magic field, but is also present in places of power, leylines, magical beings, and can be drawn from the sacrifice of life. This power will be present in any other world where you use The Path of Magic to teach others.

The House of Mystery is a replica, not the Constantine's/Zatanna's. You can also choose to take the House of Secrets, if you prefer or you can buy it twice to get both Houses. Your House will never betray you and won't become infected with the parasites that the canon ones do.

Taking both Sod the World and Deadman's Wonderland will result in the person you love dying and you becoming consumed with bringing them back. You'll probably even succeed... only to have them immediately ripped from you once again. I don't recommend taking both of these.