

LARFLEEZE



After all of his beloved treasure was destroyed, Larfleeze had fallen into a slump. He was left moping as he and his last remaining 'possession', his butler Pulsar Stargrave, slowly drifted towards Creation Point, where they would be reduced to raw energy. Just as Pulsar managed to talk Larfleeze back into action, N'Odens, Laord of the Hunt crossed the barrier, revealing the existence of an entire other universe on the other side. His dimension had been reduced to entropic ruin after eons of constant warfare between living gods, so the few survivors have come here to begin anew. But the survivors are the gods responsible for the sorry state of their home universe in the first place, leading to inevitable chaos when they clash with Agent Orange.

You have **1000 Choice Points** to spend. Hopefully you can avoid getting caught up in the insanity. Unless that's why you're here?

Backgrounds

You can start anywhere in the Prime Earth universe, as any race. Your race doesn't give you any superhuman abilities. Changing your sex costs 50 CP.

Drop-In

You appear at your chosen location with no history in this world. You don't know anyone and they don't know you, so while you won't be getting any backup you also won't have anyone trying to settle old scores.

Lantern

A member of one of the seven Lantern Corps, you hold within you incredible amounts of your chosen emotion, more than anyone in your entire sector. Your exact history depends heavily on which emotion you represent.

- **Violet Love:** The Star Sapphires were founded by the Oans who refused to reject their emotions, instead reveling in them. The Star Sapphires are a collection of women on a quest to spread love across the universe, whether the universe wants it or not. This usually results in them becoming yandere murderers, and not the fun kind.
- **Indigo Compassion:** The Indigo Tribe wander the stars, gathering the worst criminals and monsters, those with the least compassion in their hearts, and filling their minds with the emotion until they've become mindless zombies. This way they can atone for their crimes, but not willingly. Only you and Indigo-1 have your minds intact.
- **Blue Hope:** The Blue Lantern Corps bring hope to the universe, as well as assisting the Green Lanterns in their duties in times of need. Normally a Blue Lantern requires a Green Lantern partner in order to properly use their Ring, as Hope is

useless without the Will to fight for a better future, but you can use your Ring without this limitation.

- **Green Will:** The Green Lantern Corps act as the universe's intergalactic police force, protecting the planets and populations in their sectors and arresting interstellar criminals to be held in Sciencells on their headquarters-planet, Oa. There are 3600 sectors in the universe, each patrolled by at least one Green Lantern.
- **Yellow Fear:** The Sinestro Corps originate in the antimatter universe on the moon Qward, after the Green Lantern Sinestro went rogue. This Corps is made up of the most terrifying beings in the universe, and they wish to enforce their own brand of order (with them at the top) in the cosmos through raw fear.
- **Orange Greed:** Agent Orange, Larfleeze, was originally the only Orange Lantern in existence thanks to the immense Greed flooding his mind and preventing him from sharing the power, but now you possess an Orange Lantern Ring he can't control. Be careful he doesn't steal it from you.
- **Red Rage:** The Red Lantern Corps were founded by Atrocitus after a failed experiment by the Green Lanterns' leaders, the Guardians of the Universe, led to the near-total extinction of all life in Sector 666. The Red Lanterns are made up of raging berserkers that are for the most part trapped in perpetual fury, barring examples such as Atrocitus and yourself.

House of Tuath-Dan

You're one of seven incredibly powerful beings that emerged in the beginning of the universe. But not *this* universe. Nearly as old as the parallel universe you call home, you and your family waged unending wars across the cosmos that ultimately left it a barren waste of ruins floating through emptiness. You barely even remember what stars are, it's been so long since you've seen anything but raw destruction. Searching for new lands to conquer, you followed your surviving siblings through the Creation Point to this new and untapped universe.

Perks

Perks are discounted to their origin, 100 CP perks are free for their origin.

General

Long Lived (100 CP)

Most of the people you'll meet here are deceptively ancient. Larfleeze claims to remember the Manhunter genocide billions of years ago, and the House of Tuath-Dan go back all the way to the creation of their home dimension. Like them, you won't age past your prime, and your body slowly returns itself to a healthy state in lieu of scars and chronic injuries when damaged.

Channel 52 Special Report (200 CP)

From time to time, Bethany Snow, Ambush Bug, Calendar Man, and Vartox will interrupt your adventures with breaking news. They'll inform you of new dangers facing the world, such as how supercriminals are on the rise, a massive underground hub of crime has been discovered in Gotham, or that Wonder Woman and Faora are fighting in the upper atmosphere and may or may not make out afterwards. They don't have any special awareness beyond keeping track of current events, their special news satellites, and Ambush Bug and Calendar Man's investigative journalism, but they'll always keep you up to date on superhero-equivalent news. When lost and/or killed horribly, Calendar Man will turn up a few months later, safe and sound. You can also tune into this channel with any TV set to watch their 24/7 news coverage.



Jumper is Seriously Pissed! (200 CP, can be bought multiple times)

Pick a color and either an emotion or a concept such as chaos or freedom. You can imbue your voice with that color to emphasize what you're saying and unmistakably mark your words with the emotion or concept the color is tied to. Yes, they can somehow see the color you're speaking in. Works especially well if you're shouting about yourself in the third person. Anyone who hears you will instantly recognize what you represent, and if it's a particular emotion such as despair or desire then they'll be mildly affected by your aura even if they're outside your area of effect.

Helpful Hallucinations (200 CP)

In times of great stress, the ghost of someone important to you will appear to offer you their wisdom, guidance, and possibly snide remarks. Except they aren't really a ghost, they're just a hallucination dredged up by your subconscious out of scraps of memory and spare delusions. They're still plenty useful though, and can help you make important breakthroughs.

Drop-In

Consummate Professional (100 CP, can be bought multiple times)

You're an undisputed master in a single profession, having trained for years to work for the best of the best. You never break form and know all the ins and outs of your field. It's not an exaggeration to say that people would kill to have you working for them.

It Ate the Master! (200 CP)

You have uncanny luck in surviving battles. How? By not fighting, of course! Whenever you're only indirectly involved in a fight, such as being defended by one of the combatants, pointing out how you're looking for a job now that your old employer just kicked the bucket, or are simply sitting on the sidelines, you won't be killed if the other side wins. This won't stop them from taking you prisoner or anything like that, but you won't be killed. This only applies to threats that target you specifically, so if your defender fails to stop the planet you're on from being blown up by a rogue interdimensional portal determined to spite her ex-husband, then I'm afraid you're out of luck.

Steely Resolve (400 CP)

When push comes to shove and everything you love is on the line, you can muster up the courage to do what needs to be done to save the day. You receive an incredible boost to your competency and luck when working against difficult or impossible odds, making crazy-enough-to-work plans and stumbling across just what you need in the nick of time. You could dig through piles of mutilated robot corpses in search of one lacking a specific computer chip, find enough intact balloons in a ruined city to carry you through the air, float to the access hatch on top of a massive alien weapon, and convince it to shut itself off, all while avoiding the rampant collateral damage of the superhero fight going on around you.



An'Ankra Essence (600 CP)

You've merged with the cosmic force that binds all of existence. While your unique multidimensional nature as a jumper precludes you from using the full potential of this bond, limited forms of its abilities are still available to you. With focus and concentration you can understand and control the material world around you, creating nearly anything from their most basic quantum components or deconstructing them to the same, and finding vague information of the location and status of people and objects no matter where they hide, and (of course) firing powerful blasts of cosmic energy. You can also transfer your consciousness into nearby life forms such as trees and clones, and once per jump (or every ten years if they're longer) you can reconstitute yourself from nothing after being killed.



Lantern

Overemotional (100 CP, can be bought multiple times)

Each Lantern Corps is fueled by a particular color of the Emotional Spectrum. Love, compassion, hope, will, fear, greed, or anger. You have this emotion in spades, as well as enough self-control to keep from losing yourself to it. This allows you to use the Power Ring of the Corps associated with your emotion at the strength of a basic recruit, and with some training you'll reach the skill of an average Corpsman.

Do I...Know You? (200 CP)

By acting casual you can fool people into believing everything's normal. The illusion breaks after a few minutes, whether you're still there or not, but it can be good for strolling straight into the middle of the enemy camp and casually asking the villain what his dastardly plans are.

MINE (400 CP)

You can temporarily fill your mind to the brim with a single thought, one desire to drive you on until you complete your goal, whatever that happens to be at the moment. This allows you to ignore all distractions and thoughts of failure, all temptations that would try to divert you, and all attempts to influence your mind, no matter how much power is backing them. There simply isn't even the smallest bit of room in your consciousness left for them to fit. This triggers automatically when something tries to invade your mind, tearing it apart with the unbridled, naked emotion, and wears off again after a few minutes.

The Unmitigated Greed of Larfleeze (600 CP, can be bought multiple times)

You have incredible amounts of your emotion and skill at wielding it, far more than almost anyone else in the universe, and you've been a rising star in your Corps since the day you were recruited. You match Sinestro in power, close but not quite reaching the legendary heights of Hal Jordan. This is still more than enough to fulfill your duties as an elite Lantern and puts you above most single opponents you could face here.

Living Power Battery (+200 CP, must take Light Saturated for no points)

After spending billions of years alone with your Ring and Power Battery, soaking in the emotional light, your body has become particularly attuned to its nature. Your entire being, down to your very cells, radiate with its light and power. You no longer need a Power Battery as your Ring passively maintains full charge just from proximity to you. Your extraordinary connection to your Emotional Light has also left you far more powerful than the average Lantern, akin to an entire Corps in your own right. This can't be used for White or Black unless you have a ring of that light that you can use from a previous jump.



House of Tuath-Dan

Aesthetics (100 CP, can be bought multiple times)

You stand out in a crowd, thanks to your strange appearance. Eyes that constantly emit streaks of lightning? Ten heads? Hair that flows behind you like a comet's tail? A body made entirely of purple techno-organic flames? It could be almost anything, but whatever it is you have a unique trait or two that really makes you stand out from the crowd. Nobody would have any doubts that you're a big deal in some way or another.

Engagement by Combat (200 CP)

When you defeat someone, they're bound by an ancient oath they swore to their father to marry you. Of course this actually happened, what do you mean nobody remembers doing anything of the sort? Regardless, whoever you defeat in fair combat will feel compelled to be yours in body and soul, including presenting you with a valuable possession of theirs as dowry. This only activates when you want it to, so you don't wind up engaged to entire armies (unless that's what you're going for). But if you reject their advances, they'll more than a little upset that you broke their heart.



Decisions, Decisions... [400 CP]

While the Council of Ten have the power to tear apart the universe, they're ultimately harmless thanks to their inability to agree on...well, on anything. They argue and feud amongst themselves over the smallest things, taking eons to reach even a single decision. It took them billions of years, but they finally managed to work together long enough to come up with a way to bypass all of that and defeat the House of Tuath-Dan once and for all. Until you stole the secret from them. You can skip past an entire discussion, negotiation, or argument and instantly reach the solution you would have had if you'd talked it out. All involved parties will know how the conclusion was reached as if they'd spent the time arguing, and will be exactly as satisfied with it as they would be normally.



Divine Durability [600 CP]

Befitting your heritage, your body is supremely powerful. You can flatten cities simply by moving through them, and ordinary armies would be helpless to stop you as you tear through their defenses with effortless ease. Not even a Lantern could hurt you directly, although they can still restrain you or launch you far off into space. You can also breathe in space. As if your strength influenced your growth, you stand anywhere from eighteen feet to eighteen hundred feet tall, although your exact height doesn't change how strong you are.

Other-Dimensional Divinity (+200 CP, must take Light Saturated for no points)

Instead of your power manifesting through your body, you represent an aspect of reality on a cosmic scale such as despair, desire, or exploration. For example, representing exploration may give you the ability to see into the past, future, and alternate dimensions, an emotion like despair would let you soak an entire planet in it and command anyone infected by it as thralls, and desire could allow you to appear as the most beautiful and incredible being in existence to all who see you, controlling them indirectly through their desire for you. You also have a snazzy title like 'Laord of the Hunt', '[Name] of All Sorrows', or simply 'The Wanderer', based on your theme, personality, and powerset.



Items and Equipment

Items are discounted to their origin except the 100s, which are free. Free items bought more than once are discounted after the first purchase. Existing items can be imported into similar purchases.

Drop-In

References (100 CP)

A collection of glowing praises and recommendations from some very impressive people you've worked for over the years. Which is strange, considering you've never even been here before. It'll be a piece of cake to find employment in your chosen field with these. They automatically update for each future jump.

Warship (200 CP)

A large ship designed to carry you and your army/followers/worshippers between distant planets. It can't support passengers for longer than a few days, but this is all it needs to cross the intergalactic distances to reach your enemies.

Citadel of Eternity (300 CP)

A floating palace in orbit around your starting planet, or in deep space if that's more your style. It can fly to new locations and act as a meeting ground for feuding gods, although it's true strength is its purpose as a sort of cosmic lifeboat. It can cross dimensional barriers with ease, even when it should be impossible for anything to get through without being annihilated. Unlike the one owned by Xum of All Things, this one isn't filled with powerful weapons and treasures from other universes, although that could change if you have some of your own to store.



Fathom, the Forever Blade (400 CP)

This glowing red knife consumes the very being of whoever is struck by it, channeling it directly into the wielder and making them one with it. Driving it into your target will allow you to mimic them and their abilities to a limited extent, such as stealing their appearance as a cosmetic alt-form and temporarily copying their powerset, while killing them with it will steal away everything they are and add it to yourself.

Memories, personality traits, and the like will be taken as well, but not merged with your own. You'll have a perfect understanding of them but you won't confuse who you are with who they were. Normally the knife is as big as a person but it resizes itself to fit whoever wields it.



Desolate/Comedic Comics (600 CP)

Why is everyone here either a complete moron or a snarker with a dry wit? How do they keep barely scraping through deadly situations as if the universe needs them alive for the next fight? Maybe this is how? You have a set of dials set into the wall of your Warehouse that only open at the beginning of each jump. By turning it you can use it to alter genre and tone. Dialogue, atmosphere, and even realism can take a setting from dark and dangerous to snappy and comedic. You can also set how far around you this affects, if it's only your immediate presence or if it's a setting-wide change. For the most part the broad events still happen the way they would have otherwise, but it's almost like reality is bending over backwards to keep the details in line with the new genre conventions. This isn't perfect, and bits and pieces of the original will still slip in from time to time, but this is pretty rare.



Lantern

Cave of Treasure (100 CP)

A dark, foreboding cavern on a desolate and uninhabited planet. Inside is piles and piles of...things. Things that you would want, mostly. Beautiful paintings, gold and jewels, spare clothing, knick-knacks, random pieces of junk, it could be pretty much anything as long as it's something you would want. These can't be objects that would increase your personal power, at least beyond their monetary or sentimental value.

Emergency Beacon (200 CP)

A small circular disk with a large red button on one side. When pressed, you instantly receive an alert that the person you entrusted this to is in imminent danger. You're told exactly where they are, although you won't have any clue as to what the threat is or how dangerous it is. Good luck.

Larfleezia (300 CP)

After saving this planet from tyranny and destruction, the people have elected you King or Queen. You can decide what the planet is like, for example, if it's populated by happy blue centipede people or a race of top hat-wearing robots, as well as what the name is. The planet and its inhabitants follow you to future jumps.

Box of Emotion (400 CP)

This simple-looking chest was stolen from the Guardians of the Universe themselves, and has somehow made its way into your hands. Inside is the raw essence of one of the Emotional Entities. It can be used as both a well of emotion to allow normal people to use a Power Ring, used as a Lantern would use their power battery to refuel your Ring, or to power mundane technology near-indefinitely. If released, it will immediately try to escape and bond with a host. While outside of its box it can feed off of its emotion to grow in strength, and after many, many years of this it would mature into a full Emotional Entity, either the original or a new one.

Power Ring and Battery (600 CP)

The weapon of choice of the seven Lantern Corps, Power Rings use ancient Maltusian technology to harness and control the light of the Emotional Spectrum. While inert without inhuman levels of the necessary emotion, when powered it can fire energy blasts, create hard light constructs, grant you flight and an environment shield for intergalactic travel, among many other abilities. Certain Corps also have unique powers that come with



their rings. Violet Rings can trap people in crystals to convert them into more Star Sapphires, Indigo Staves can teleport a small group across the universe and brainwash people into compassion zombies, Orange Rings can steal the identities of those they kill as Energy Avatars and create constructs that impede your enemies' attempts to concentrate, and Red Lanterns have napalm blood that they can spit out as an attack. Your Ring can be sentient and capable of mentally communicating with you and other rings if you want, but this is optional. Your ring also won't be restricted like some others. Green Rings don't have the usual limits placed on them by the Guardians, Blue Rings can function independently of Green Lanterns, and Red Rings won't kill you by taking them off. Comes with a handheld Central Power Battery that can create new rings and batteries and recharge them. Created rings can have custom rules like non-lethal only or brainwashing the wearers with its emotion.



House of Tuath-Dan

Armory (100 CP)

A collection of staves, guns, plasma snares, suits of armor, and various other weapons and gear, all powerful enough to hold back Agent Orange himself.

Camp Crystal (200 CP)

A glowing handheld pyramid that, when thrown, erupts into a temporary home large enough to comfortably house you and your retinue. The camp burrows as deep as it grows tall and reshapes the surrounding land to give it a more impressive look, such as drawing menacing stone spikes out of the mountainside beneath it. You find a new crystal inside the camp after each use.

Store of Omnimetals (300 CP)

A cargo ship carrying 40 million cubic feet of omnimetal, enough to build several buildings' worth. They predate the current multiverse by a large margin, and are especially attuned to the nature of spatial dimensions. Because of this they're extremely useful in technology involving warping space and bridging between dimensions, making building such creations far easier than they would be otherwise. Your supply is restocked at the beginning of each jump.

Omnachine (400 CP)

This strange device adapts itself to suit your current need. As its name implies it can do almost anything, from performing on-the-spot surgery to changing a person's sex to transferring their consciousness into a rock and programming the body to serve you in their stead. While its offensive uses are severely limited, it's hard to match the Omnachine in sheer utility. Normally it takes the form of an undetectable and incorporeal essence about your person, but manifests itself in a form best suited to the task at hand when summoned. You can summon and reshape it with a thought, although it always appears to be made from blue energy and loose strands of lightning.





Celestial Starsoul (600 CP)

A unique and incredibly valuable artifact from your home dimension, the Celestial Starsoul is capable of firing powerful energy blasts, telekinetically controlling objects around you, shifting molecular structure to transmute materials, converting energy to matter and matter to energy, as well as generating a protective field for you and those around you. This field is potent enough to ward off minor dangers such as an impact at terminal velocity, a complete lack of breathable atmosphere, and planetary-scale emotional manipulation.

Due to the Celestial Starsoul's unique ability to transform energy into matter, when combined with a Power Ring it can be used to make the constructs permanent, or to resurrect energy avatars killed by an Orange Ring.

Companions

Jumper Corps (50+ CP)

Feeling lonely? Worried about all the lunatics running around the place causing trouble? You can import or create up to eight existing companions for 50 CP each, and each receives a background and 600 CP to spend. They can't buy more companion for themselves.



Energy Avatar (25+ CP, Orange Power Ring only)

Orange Lanterns are able to steal the identities of those that they kill, taking their forms, powers, and even their very souls to use as energy avatars made up of orange light. For 25 CP each you can start with some already, having killed them and trapped them in your ring prior to the start of the jump, but they won't be any stronger than the average Lantern. They don't count to your companion limit, as they're extensions of your greed rather than autonomous individuals.



Board Certified Lackeys (100 CP)

A dozen small, imp-like creatures that took three years of night school classes to learn how to minion and how to minion properly. They'll assist you in battle by carrying, preparing, and bringing you your weapons, and out of battle in more general servant roles. They aren't nearly as skilled at buttling as the next option, however.



Pulsar Stargrave (100 CP)

A fastidious Coluan manservant trained in all manner of butlership. You've purchased the papers from his previous master signifying you as his new employer, and he'll see to your needs to the best of his ability. Seeing as he was willing to crawl through a mountain of corpses, blood, vomit, and other vile substances to retrieve Larfleeze's corpse on the slim chance the abusive Lantern was still alive, if you treat Stargrave with even the slightest modicum of respect he'll be eternally loyal to you.



G'Nort Esplanade G'Neesmacher (100 CP)

The single worst Green Lantern in the entire Corps, G'Nort makes up for it with tenacity and sheer heart. Well, he doesn't really, but he tries. Larfleeze's cousin fourteen times removed, G'Nort was pushed through Green Lantern training by his uncle, one of the most influential Lanterns in the Corps. He was formerly responsible for patrolling an uninhabited sector, as his best grade in Green Lantern Training was a D+, but the Guardians took it away after he accidentally blew up a planet.



Larfleeze (400 CP)

Alternatively known as Agent Orange, this psychotic one-man-Corps has been entirely consumed by the Light of Avarice. His one desire is to take anything and everything for himself, and he has the power to do it in many cases. Despite this, he has a surprisingly warm heart, and has been known to show mercy to his hated enemies as well as treating even distant relatives as close family.



God(dess) of the House of Tuath-Dan (400 CP)

Somehow you've convinced one of these interdimensional troublemakers to come with you after your ten years are up. Sena the Wanderer, N'Odens, Laord of the Hunt, Dyrge of All Despair, Errata of the Void, Ardora of Heart's Desire, or Xum of All Things will follow you on your adventures. For the most part they're as petty and cruel as they are powerful, although Sena is a notable exception. She's relatively goodhearted and well-adjusted by human standards, if a bit prone to her mind wandering. Literally.



Drawbacks

You can get up to 800 extra CP from drawbacks.

Long-Running Series [+0 CP]

If you've been to a DC jump before, you can carry over your history. People will remember you and everything you did will apply here. This isn't guaranteed to be exactly what you remember, having been filtered through the New 52 reboot if you haven't jumped post-Flashpoint yet, but for the most part everything will be the same.

Weird Name [+100 CP]

Despite any attempts to correct them, people will constantly mispronounce your name and titles. Laord of the Hunt would become Lord of the Hunt, Dyrge would be written down as Dirge, and G'Nort would be referred to as Gnat. Your name will be as similarly butchered, even if it's otherwise extremely easy to spell and pronounce.

Alimony [+100 CP]

You owe your ex-wife or ex-husband a year's worth of alimony and will have to continue paying each month during the jump. If you don't pay up, they'll convert themselves, their loved ones, and half of their race into a gigantic portal to another universe and try to kill you and the planet you're on in the explosively destabilizing dimensional rift.

Time Addled [+200 CP, requires Long Lived]

With how long you've been around, you've started to lose track of what's a memory, what's a lie, and what's a hallucination brought on by torture and enslavement. Well, 'started to' is a bit of an understatement. It started a very long time ago (How long? You don't remember), and by now you can barely remember what you originally set out to do in this universe, let alone why.

Enslaved [+200 CP]

You've been captured and put to work serving your new masters. They're either capable of countering all of your powers or simply so far beyond you that escape is unlikely. If you do somehow make it out, then you're home free.

Notorious Criminal [+300 CP]

You're wanted on thousands of planets for a wide range of crimes, including theft, destruction of private property, murder, and outstanding parking violations. If the Green Lantern Corps finds out where you are they'll send Lanterns to arrest you. You might be able to negotiate with the Guardians of the Universe into quarantining you in an empty system if you're powerful and dangerous enough, but if they think they can lock you in a sciencell all bets are off.

Light Saturated (+300 CP)

Your powers have overwhelmed your mind, far greater than the influence they normally have. Almost all of your decisions are considered through the lens of your emotion or concept rather than your rational mind. If you don't have any strong emotions and don't represent a cosmic force than you'll simply act irrationally most of the time.

Sibling Rivalry (+400 CP)

Five unruly beings with abilities of comparable power, but vastly different natures, have entered this world alongside you. While not directly hostile to you, they have clashing personalities and will have no issue, say, torturing you for five hundred thousand years to get a tiny piece of information out of you if you have something they want.

Avatar State (+400 CP)

You've been killed by Larfleeze, trapped within his ring, and reanimated to serve his will. Unlike the others you still have some small amount of autonomy, however. You can speak and act freely within the bounds of his inane orders, and while you can't directly harm him you aren't required to save him from his own shortsightedness unless he specifically compels you to. Unfortunately, your unique connection means even if you're reanimated with the Celestial Starsoul you won't be freed from your bond.

Ancient Map (+600 CP)

You don't have any powers or items, and neither do your companions. What you do have is a map. Previously belonging to one of the Guardians of the Universe, this will lead you to an ancient temple on a distant planet. Everything that was taken from you lies deep within the ruins, if you can both find it and make it there alive. Expect the journey to be long and dangerous even for someone with superpowers.

Titanomachy (+600 CP)

You start in the universe of the House of Tuath-Dan, billions of years before the events of *Larfleeze* take place. The gods are warring between themselves, killing each other and everything around them in their endless petty power struggles, and you're going to see the worst of it. Your jump doesn't end until the beginning of the comic when the gods pass through Creation Point.

Ending

Move On

Jump to the next world. Time here is frozen.

Stay Here

This becomes your new home. All of your previous jumps and your homeworld is unfrozen.

Go Home

You return home with everything you've collected across your adventures. Time is unfrozen in your previous jumps.

Notes

Lantern background: Lanterns start with a normal power ring, battery, and Corps training, but these aren't any different than others you would find here and they don't respawn if lost or destroyed. If you buy Overemotional a second time along with The Unmitigated Greed of Larfleeze, then you have as much of your emotion as Hal Jordan.

Channel 52 Special Report: Calendar Man isn't guaranteed to go MIA while investigating dangerous events and happenings. It does, however, happen with comical regularity. He is Calendar Man, after all.

Other-Dimensional Divinity: These aren't meant for combat in the same way Divine Durability and Power Rings are. As a general rule, if your power could rival or kill Larfleeze in a direct fight, it's too combat-focused. Go more broad and indirect with it. If you buy Divine Durability a second time then you get the physical and cosmic powers together.

Larfleezia: Residents who aren't native to the planet will be left behind (in a safe location) when you move on to another jump.

An'Ankra Essence: This can't be used to create anything that you wouldn't already be capable of creating by other means, at least theoretically. You could create Eighth Metal, for example, but not Tenth Metal, at least without some serious OCP. Using this in a fight is a bad idea, you'd be hard-pressed to get the concentration you need. For the purposes of hopping bodies, 'nearby life forms' reaches as far as adjacent solar systems.

Fanwank responsibly.

Jump made by 