

Blackest Night / Brightest Day Jumpchain

What is death in a world like this one? Great heroes and villains alike have tasted the sweet kiss of oblivion, both deserving and not. Yet death has also been defied, and many more have returned to life through circumstance or miracle. Two heroes in particular – Hal Jordan, a Green Lantern of Earth, and Barry Allen, The Flash, both ponder this together as they talk over the gravestone of Bruce Wayne. Both had died and returned to life before. And soon, many more will return as well...but not in a way they or anyone else would expect.

Recently, the Green Lantern Corps, a peacekeeping organization created by the self-touted Guardians of the Universe, have been at war with the Sinestro Corps founded by its namesake rogue who fell from grace in the past. As this conflict raged on, other Lantern Corps were discovered or created as all seven colors on the Emotional Spectrum were revealed to the galaxy. But as this conflict and chaos rages on, a prophecy is fulfilled and as the various colors come into battle with each other, a darker force awakens. The Entity of Death, Nekron, acting through the villain Death's Hand, has prepared to unleash a plague on the entire universe. One that will see the billions of dead across all of creation rise and seek to ravage the living, before extinguishing all life entirely within the Blackest Night.

Just as this conversation began, you appear. You are a new or veteran member of one of the existing Lantern Corps...unless you are a Black Lantern, in which you rise from death not long after as the crisis of the Blackest Night begins. As the dead will rise across all corners of the galaxy as the Black Rings spread, circumstances will see you pulled into the crisis one way or another as heroes both on Earth and across the galaxy are plagued by the restless dead. Your goal is to survive, and if necessary, play a role in averting the crisis...or seeing it succeed, if you count your number among the dead.

You will be present in the events of Blackest Night, and its direct aftermath in the aftershocks of Brightest Day, should the universe survive it. You start with 1000 points to spend as you see fit.

Origin: Lantern Corp Member

There exists seven Lantern Corps in the universe. While all of them draw powers from the seven colors of the Emotional Spectrum, each one has a different mission statement and organization, and their chosen emotion forms the foundation of said philosophy. You are a member of one of these Corps, and you choose a single color below. Be aware that differences exist in the capabilities and methods of each Color and their Power Rings. Your starting location may be on your Corps' homeworld or any location within the normal DC universe itself. If you wish to be at center stage for the crisis, you will appear near Hal and Barry Allen as they talk over the grave of Bruce Wayne. You may choose to have a history in this world or appear out of nowhere at the jump start.

You may choose your age and gender freely.

Green Lantern Corps



*"In brightest day, in blackest night,
no evil shall escape my sight.
Let those who worship evil's might,
beware my power; Green Lantern's light!"*

A long time ago, the Guardians of the Universe attempted to impose order on a chaotic galaxy through various means. After a disastrous attempt to do so through the robotic legion of the Manhunters, they instead harnessed the green light of Willpower into a collection of Power Rings that would choose wielders with free will and strong moral character – and above all else, the willpower necessary to overcome great fear and use the Rings to their full potential. This, the Green Lantern Corps were founded, functioning as an intergalactic police force and military to battle the forces of evil and those who would bring destruction and chaos to the universe.

Recently, the Green Lantern Corps were rebuilt after being almost completely wiped out by Hal Jordan, who was possessed by the Fear Entity Parallax. They have also recently entered a large conflict with the Sinestro Corps, which was founded by what was once their star member, Sinestro himself. While they have managed to replenish many of their lost numbers, this conflict has led to the organization becoming increasingly militarized to the point lethal force has been allowed in what was previously a staunch non-interference policy in the affairs of other worlds. All while the Guardians have become increasingly detached and erratic in the eyes of their own organization, to the point of forbidding love between members in the Corps, causing several to resign in protest. Only Ganthet and Sayd, the only Guardians to survive Hal Jordan's rampage, are still considered trustworthy by many Green Lanterns. You are a member of the new Green Lanterns, chosen for your willpower and character.

Willpower is the center of the Emotional Spectrum, and while technically not a true emotion by itself, it forms the foundation of the others. Green Lanterns are chosen for having the will to overcome their own fears and fight across the universe against the forces of evil. It is disrupted by the power of Rage.

Sinestro Corps



*"In blackest day, in brightest night,
Beware your fears made into light.
Let those who try to stop what's right
Burn like his power – Sinestro's might!"*

Thaal Sinestro was once considered the greatest of the Green Lantern Corps. However, he saw the policies and methods of the Guardians and the existing Corps as too weak to properly bring order to the universe. He believed that fear and force were necessary in order to control the universe and bring forth a lasting peace. Thus, Sinestro went rogue and eventually harnessed the power of Fear to create an organization to bear his mission and his namesake: The Sinestro Corps. Their mission is simple: To rule the universe through fear.

Recently, the Sinestro Corps have been split into two primary factions thanks to the earlier capture and defeat of their leader: Loyalists under Sinestro, and those who were rallied under the banner of the alien tyrant Mongul II in the absence of their founder. Sinestro has recently been freed from his imprisonment and is preparing to confront the interloper, and you either remained by him as a loyalist, work under Mongul, or have operated independently until now. You were chosen to be part of the Sinestro Corps thanks to your ability to inspire great fear in others.

The primary emotion of the Sinestro Corps is Fear, both experiencing it and inflicting it on others. It is close to the center of the Emotional Spectrum. It is disrupted by the power of Hope.

Blue Lantern Corps



*“In fearful day, in raging night,
With strong hearts full our souls ignite.
When all seems lost in the War of Light,
Look to the stars—for hope burns bright!”*

The second of the Emotional Colors to be harnessed, the Blue Lanterns are a small group that exist in symbiosis with the Green Lantern Corps. They use the power of Hope and exist to bring hope to the universe as a whole, to shine light where there is none. Though originally formed by Ganthet and Sayd during their exile from the other Guardians, they are currently led by Saint Walker of planet Astonia, who was chosen by a Blue Lantern Ring after realizing his destiny at the end of a long and traumatic journey to a holy summit.

The Blue Lantern Corps recruit slowly, being more akin to a monastic order than a military institution. The nature of their powers also make them reliant on the much larger Green Lantern Corps. Despite this, you were recruited for your ability to inspire great Hope in those who lack any of their own. Currently, the Blue Lantern Corps are fending off an attack by the Orange Lantern Corps, who covets the blue light and seeks to steal the Central Battery for himself.

The Blue light of Hope is the primary tool of the Blue Lanterns. Its nature allows it to disrupt the negative lights of Rage, Avarice, and Fear. However, Hope is nothing without the Willpower to act on it, and they depend on the presence of a Green Lantern in order to use the full extent of their own powers – both are strongest when together, but Hope is little without the power of Will.

Red Lantern Corps



*“With blood and rage of crimson red,
ripped from a corpse so freshly dead.
Together with our hellish hate
We’ll burn you all—that is your fate!”*

Hate is not simply an extension of a perceived prejudice or an apparent threat to what is important. It is a raw, destructive emotion that is ignited when what you love is torn apart or taken from you by the unjust, the tyrannical, the cold maw of an uncaring universe. A flame burns within and every cell in your body cries out for those responsible to be rendered into nothing more than a bloodied smear on your fist. That is the red light of Rage, belonging to the Red Lantern Corps.

Formed by an alien named Atrocitus, the Red Lantern Corps are a collection of berserkers and avengers completely consumed by anger and hatred. They have more in common with a roaming pack of hungry wolves than the police-like military organization of the Green Lantern Corps or the megalomaniacal infliction of fear done by the Sinestro Corps. Very rarely do they even use the ability to create constructs using their Power Rings, preferring to bludgeon their quarries to death with their bare hands. When you sunk to your absolute lowest and felt rage consume you...that is when you were chosen to be part of the Red Lantern Corps.

The Red Light of Rage is far from the center of the Emotional Spectrum, and the user is almost totally consumed by their anger and hatred. The light of Hope can heal them and dispel this hate, while the light of Love is lethal to the wielder of Red, being its natural enemy.

Star Sapphire Corps



*“For hearts long lost and full of fright,
For those alone in blackest night,
Accept our ring and join our fight,
Love Conquers All—with violet light!”*

Before the Guardians became what they are today, an all-female faction would leave them behind on the belief that suppressing their emotions was a mistake. After witnessing an act of true love so pure it formed a crystal around the two lovers made of the Violet Light, they decided to harness the power of the emotion of Love and give it to those they deemed worthy. Thus the groundwork for the Star Sapphire Corps was made, seeking out sources of great love and ways to save it from jeopardy.

Due to their power source being cut from a raw gem, many chosen to be Star Sapphires were consumed by love in its entirety, becoming femme fatales who would obsess over their own loves and often act destructively to whatever they saw as an obstacle...or more often than not, attack the very object of their affection. Recently, the gems were refined into Power Rings with the hope the Corps could become a proper entity like its sibling lights, in order to spread and protect love throughout the universe. When you felt great Love and the longing to keep or obtain it, that is when you were chosen.

Love is far from the center of the Emotional Spectrum. While romantics may see it as a purely positive emotion, wielders of the Violet Light often became enamored and consumed by their own love, causing them to act irrationally or even destructively if they lack control. The Star Sapphire Corps have a bleak reputation in light of past crimes by its wielders and its founders. Time will tell if they will overcome this. Love is opposite of Rage and the two damage or dispel each other, while the light of Avarice has no effect on the Violet Light.

An important note – all members of the Star Sapphire Corps up to this point have been female, though any capable of great Love can wield the Violet light should they have the capacity.

Indigo Tribe



*“Tor lorek san bor nakka mur,
Natromo faan tomek wot ur.
Ter Lantern ker to Abin Sur
Taan lek lek nok—formorrow Sur!”*

The Indigo Tribe are an anomaly, even among the already varied and sometimes eccentric Corps. If the Blue Lanterns have more in common with a monastic order, the Indigo Tribe are more akin to nomads. They are largely unknown to the rest of the universe, but their origins began when the Green Lantern Abin Sur harnessed the power of the Indigo Light of Compassion to make hardened criminals and psychopaths be overcome with remorse, hoping that continued exposure would eventually change them for the better in a permanent fashion.

Thus, the Indigo Tribe wander. Though they can channel the other emotions and their powers, they were not chosen by the Violet Light for their ability to feel compassion, but because of their lack thereof. One bound to the Indigo Tribe is overcome with soul-crushing empathy and remorse, turning them into one of the mystics of the Tribe. Should they be freed from its grip, they more often than not return to their old ways immediately.

The Indigo Tribe lack many of the advantages of the other Corps and are ill-suited to combat. Should you choose this as your origin, you may decide if you were chosen for your lack of Compassion or if you were a rare exception and chosen for your already-existing Compassion...which would have the added bonus of not binding your personality or desires in the process. As it is one of the more parasitic emotions, Compassion is the farthest from the center of the Emotional Spectrum.

Orange Lantern ‘Corps’



*“What’s mine is mine
and mine and mine.
And mine and mine and mine!
NOT YOURS!”*

The Orange Lantern Corps, strictly speaking, don’t actually exist. It doesn’t actively recruit new members who resonate with its emotion or have it forced upon them. Rather, the Orange Lantern Corps have a single living member who uses constructs made of his victims while being reduced to almost gibbering madness by the Orange Light of Avarice.

Billions of years ago, the thief Larfleeze and his allies stole the entity Parallax from the Guardians. While escaping, they discovered the Orange Central Battery, holding the light of Avarice. Trading it in exchange for Parallax, the light’s greed consumed them and Larfleeze killed his own allies while being consumed utterly by his newfound treasure. Now, the once-cunning thief is a manic, gibbering and greedy fool wielding both the power of the Orange Light and those of his victims.

As such, actually being a ‘member’ of this Corps puts you in a difficult position. By some miracle, you possess a true Orange Lantern Ring of your own. This makes you the second (or one of the few) wielders of its light, granting great power but also half of the entire Central Battery’s influence of Avarice, likely reducing the weak-willed into greedy and dangerous lunatics like Larfleeze himself. Not only that, but Larfleeze himself is loathe to share his power with anyone for any reason, and will seek to take it back at the first opportunity. Making peace with him is near impossible until you either give up the ring, die, or kill Larfleeze – thus, choosing this is akin to taking the ‘Rogue’ drawback without points. If you can miraculously convince the notorious Agent Orange to abide by your existence while he is fueled by millennia of insanity and the power of Avarice consuming his mind, you are also welcome to.

The light of Avarice is far from the center of the Emotional Spectrum, its greed causing allies to turn against each other and obsessively collect what they perceive to be valuable, or even just on the impulse of obtaining something new. However, it cannot influence the Violet Light of Love, and the Blue Light of Hope evades it entirely.

Black Lantern Corps



*“The blackest night falls from the skies
The darkness grows, as all light dies,
We crave your hearts and your demise,
By my black hand—the dead shall rise!”*

Finally, outside of the seven Lights of Emotion, there the void in their absence. The black, yawning abyss that embraces all at their end, one way or another: Death. Representing the cold oblivion that exists outside of Life and Light is the Entity known as Nekron. Having existed since the mistake of life was first conceived by its opposition, Nekron seeks to return all to the gaping maw of oblivion and end all life once and for all. The Black Lantern Corps are his will made flesh, undead risen from the corpses of those who died unfulfilled or in turmoil...which, rather fortunately, this world has had no shortage of. Soon, millions of deceased heroes, villains, civilians, and more will rise at the command of Nekron as Black Power Rings spread across the universe like a swarm of locusts, craving the hearts and emotions of the living until their dread master can deal a killing blow to the source of all life within it – The Entity.

The Black Lantern Corps will come into existence within a few short hours, in swarms at the behest of the villain Black Hand. You are now among the legions of dead. Normally, you would be wearing a corpse like a puppet, siphoning off the memories and personality of the deceased. Instead, you are still your own self, simply an undead version of your race. You retain your free will and autonomy. What you do with it is up to you. Do you assist in Nekron’s mad mission to end all life? Or something else...?

Races:

Human – Can you believe humans always seemed to be involved in major events in the Universe. You're one of the many humans of Earth that were chosen to be part of a given Corps. Not much else to say about you.

Alien – All sorts of strange aliens join the Corps. Sometimes with spherical bodies and four arms, sometimes humanoid with strange skin colors or facial features, and so forth. You may design an alien body of your choosing or pick a race currently in one of the Corps. You may not choose any race that has innate superpowers or is near-extinct, such as Kryptonians or Martians – any benefits your biology provides must be minor, such as viewing in more or less colors than a human. You may choose to be a Living Planet like Mogo, though only if you spend 800 points for the form.

Perks:

Choose one 100 general perk to gain for free, and one discount each for a 200, 400, and 600 general perk. You receive your Corps' color 100 perk for free, and the others are discounted.

General:

Seen It All 100 – When you move between galaxies and have to visit alien planets on either a patrol or pursuing your own agenda, you see a lot of weird things. Sentient math equations. Living planets. Fact is, you live in a strange and colorful universe. As such, you're good at keeping cool when you're suddenly in a brawl with a five-headed alien or your own clone, and won't lock up from disbelief or shock...though you'll still be able to process how silly or strange all this nonsense is.

Looking the Part 100 – Something many superheroes and villains in the universe share is looking...good. Really good, actually. Even if you're part of a bizarre alien species with a different concept of beauty, you look good enough to make supermodels jealous and even enrapture other alien species entirely.

Living Life 100 – The world is full of death, that is true. But it is full of life as well. You've taken this lesson to heart, and regardless of the horrors you may face or the constant fighting you will endure, the simple pleasures of life never lose their light and your enjoyment of such will never be found lacking. No matter the trauma or the ennui, life will remain bright, and you will still live.

Didn't Skip Basic 100 – Just because you have one of the greatest, if not the most versatile, tools in the universe at your disposal doesn't mean you're prepared for absolutely anything. You have learned how to survive and thrive in various environments, from volcanic planets, underwater depths, and even the vast stretches of space between planets. You adapt quickly to working or fighting in hostile or difficult new environments, so long as you can somehow survive within them.

Punching Power 200 – Sometimes, the answer really is just punching someone. This world is no stranger to superpowered brawls, and you're no exception. You might not have your own super strength, but you're incredibly skilled and agile at unarmed combat, enough that you can hold your own against everything from multi-limbed aliens to super strong superheroes...as long as you keep dodging their punches, anyways.

“Jumper of Earth-Prime.” 200 – You were chosen for a reason – your emotions and goals resonated with that of your chosen Lantern, and a Power Ring zoomed across the cosmos to give you the power you were worthy of wielding. Now, other organizations and powers that be will similarly recognize you – when you meet a particular criteria or have a goal that aligns with theirs, individuals and items of power will seek you before others. You won’t always be THE chosen one in situations like this, but you’re on the priority list. Be aware that once you take a side or choose a group to be part of or a power to wield, this priority disappears until you become ‘available’ again...they’re greedy that way.

Lightspeed Navigation 200 – The various Lantern Corps make regular journeys between both planets and galaxies with naught but their Rings. As such, it’s good to be able to accurately navigate the vast stretches of space, especially if you’re visiting uncharted systems. You have the ability to make sense of your location just by the position of stars around you, turning near-indistinguishable celestial bodies into useful landmarks, and can easily navigate through space just by ‘eyeballing’ it.

Creative Applications 200 – It can be entertaining that when given a tool that can create almost anything, most individuals default to ‘boxing glove’ or ‘shoot a beam at it.’ You stand in stark defiance of this, and know how to use such open-ended or freeform powers or abilities optimally. This comes with the added bonus of being a creative and excellent problem solver, able to think quickly and on your feet.

Mind as an Island 400 – The power of the Emotional Spectrum is both powered by and influenced by emotion. Thus, while it is usually powerful in abundance, it can have a strong influence on the user’s behavior. Worse, if you lack the emotion to power yourself, the Ring becomes useless. You’ve trained yourself to work around these particular weaknesses. First, outside attempts to manipulate or change your emotions simply do not work unless, for whatever reason, you voluntarily allow it. Second, you can isolate your mental processes from your emotions...this dissociation keeps you aware of your own emotional state, but you’re still able to think objectively and act as you would in a calmer situation. This effect can be toggled on and off.

Heart of Color 400 – On the other side of the coin, it can help to have your particular emotion burning bright within your heart. You are very strong in a single emotion of your choosing, by default the one of your chosen Corps. This makes all powers associated with that emotion, both your Ring and others, several times more potent when you actively channel this inner strength into them. Naturally, this boost and intensity only applies to things actively fueled by said emotion.

Eyes Up, Poozers! 400 – Most of the Lantern Corps actively recruit members to do battle with their enemies or defend what they consider right. As the Green Lanterns will tell you, the fatality rate of most rookies or even trained veterans defending the universe is depressingly high. So it’s good to make sure the new kids are ready for it. You know how to teach and toughen up a new generation quickly and effectively, passing down teachable skills and the ability to use them effectively in but a short month or two...though it’s a bit slower unless you give them a ‘tough love’ treatment not unlike Earth’s own boot camps. You’re a drill sergeant, not a pansy.

Weapon Master 400 – When your primary weapon is ‘anything’, it’s good to know how to wield...well, anything. Years of training and experience have given you the necessary skills to do so. Any sort of ranged or melee weapon, whether constructs or personal weapons, that you can get a hold of, you can wield it like a master. This doesn’t work on complex devices or formulas, but any sort of weapon you can pick up and use, you’ll be able to wield with skill and mastery that would put martial artists and soldiers to shame.

Beware My Power 600 – As the Power Rings draw off of the light of their respective Lanterns by reciting their oaths and creed, so to does your body respond to your color of choice. When you draw off a particular emotion of your choosing, it also ‘recharges’ energies within your body and gear on your person (Ring included), the amount depending on the intensity until you return to full capacity. As an added bonus, recharging your Ring through a Lantern’s Oath will fully replenish other energies within your body and personal gear to their full capacity.

Symbiosis 600 – The power of the Emotional Entities and similar beings are a tempting prospect for those seeking to better themselves. It has been demonstrated with great success with the Entity Ion...but also great disaster when Hal Jordan sealed Parallax within himself. Your body is a perfect vessel for such cosmic powers or energies, able to forcefully contain or voluntarily merge with such and use their abilities with ease. Those with powerful egos or emotions behind them only slightly color your original personality instead of overtaking it completely – thus being possessed by Fear would only see you slightly more vicious than you previously were, still able to distinguish between friend and foe as well as control your actions. The sole caveat is that you can only contain one such foreign entity or power source within your body at a time with this effect, and those you sealed unwillingly will attempt to escape you in a moment of weakness...though they cannot destroy or control you from within, try as they might.

You Built it Out of What? 600 – Would you believe the Cosmic Divining Rod, the source of this oncoming disaster, was built out of a mishmash of parts found in a hardware store in some corner on Earth? Whether from your own mastery of engineering or similar mad inspiration, you have a knack for constructing advanced devices out of nothing but common Earth parts and other easy-to-obtain materials. Spaceships made of salvaged parts? Sure. A rod capable of contacting a particular Entity and manipulating emotions? Why not? You can also apply this to other science or engineering you’re capable of, substituting rare materials with common parts, and working with as much durability and effectiveness as the real thing.

Lighting the Lantern 600 – The Seven Lights on the Emotional Electromagnetic Spectrum – Will, Fear, Hope, Love, Avarice, Rage, and Compassion. Together, these Lights create Life, and are in turn created by Life itself. And outside of them is Death, the emptiness that covets and despises that light. You now know how to construct devices and batteries that are powered by one of these emotions, letting them be powered entirely by the presence of that particular light. In time, you may eventually construct your own Power Rings and Lanterns, though it will take considerable amounts of work and resources to perfect the art on your own. You may learn to tap into the other Lights on your own, though it will take time and trial and error to do so. Finally, you cannot construct or create White through this perk on your own...only if you earn the Entity’s sponsorship can you create or become a White Lantern.

Burning Light 600 – The Light of Emotions can both empower and disrupt one another depending on where they sit on the spectrum. Hope and Will power and support one another, Rage is harmed and dispelled by Love, all Lights disrupt Death, and so forth. This normally only applies to other Lanterns, but your particular emotion is able to disrupt and weaken the effects of other superpowers. Were you to burn with great Willpower, your presence would turn great barriers into breakable obstacles, and super strength into a love tap. However, this requires you to be touching the user or power, or using your own emotion-powered abilities against them in order to use this disruption.

Green:

Will 100 – You have the ability to overcome great fear. Your willpower was strong enough to draw the attention of the Power Ring. Thus, you have a great will, able to face your own fears and hardships with grit teeth and steadfast determination.

I'm Here To Help 200 – The Green Lantern Corps are a police intervention organization first, a military institution second. Thus, it's good to be able to cooperate with the locals and get them to cooperate in turn. When you act in a crisis or a dangerous situation, others tend to trust and defer to your authority until the danger has passed, so long as they have no reason to distrust you.

Jumper of Sector 2814-Prime 400 – When you operate on a non-interference policy or operate within local laws, it can feel difficult to make a difference without crossing a line. Despite this, so long as you act 'by the book' and enforce a sector within their laws and defending them from large threats, your presence improves the standards of living by osmosis as you inspire others with both hope and reassurance you're looking over them. In time, your voice may be accepted as an unofficial leader or adviser, and the society or planet you defend will improve from within without needing your direct interference.

Ancient Wisdom 600 – The Guardians of the Universe are, to put it nicely, complete and utter failures at their own mission. One of the sole exceptions, Ganthet, took you under his wing and personally trained you in both leadership and wisdom. Your judgment is almost Solomonic, able to lead large organizations with great charisma and foresight, able to resolve disputes with little more than a well-timed speech and come up with excellent solutions for complex societal problems. Your presence and wisdom is strong enough that, if you were part of a universally despised group or species, you would be given sole exception as 'the good one' so long as you lived up to the part.

Yellow

Fear 100 – You were chosen for your ability to inspire great fear in others. You know how to terrify other sentient beings with horrifying ease, and you have faced your own fears and overcome them, making them your servant instead of the other way around.

You Know The Rest 200 – Following in the footsteps of Sinestro, you are a capable schemer in both battle and politics, able to use the strengths of your opponents against them or outmaneuver them with ease...especially the self-righteous hypocrites who follow a moral code or operate for the sake of 'goodness'. You will be able to dance circles around any naive fool who comes between you and your goals, so long as you have time to prepare.

You Have Potential 400 – Being a fearmonger usually doesn't earn much in loyalty or willing followers...usually. But you have a dark charisma behind you that when you commit to a particular ideal that is fueled by fear or tyranny, you will find willing and capable followers rallying under your banner. They may not like you, at first, but so long as you represent the dark ideal that resonates with them, similar brutal and Machiavellian sorts will wear your colors with pride.

Rule By Fear 600 – It's such a simple concept, isn't it? Breaking a thief's hands, killing a criminal in full view of the populace...fear keeps others in line and ensures the trains run on time. And contrary to what the Guardians may preach? It works. When you actively enforce society through fear and tyranny, it also becomes safe and efficient for its populace. Dissent disappears, rebellion is hardly dreamed of, and your people may even admire you even as they desperately try to avoid your ire. The more frightening you and your reputation are, the more fanatically your subjects will stay loyal and in line, only intensified when you perform more public displays meant to terrify them into submission.

Blue

Hope 100 – You were chosen for your ability to inspire great hope in others. You are able to remain steadfast in the face of a great crisis or hardship, staying optimistic when others would despair, and inspire them to feel hope as well.

Friend To All 200 – The Blue Lantern Corps are, by nature, difficult to dislike – Hope is an emotion few find fault in experiencing. You're excellent at befriending others, getting past emotional and cultural barriers with ease and often leaving a first conversation with a new friend or ally...or at least someone who tolerates your existence. Only the most malevolent or insane souls can deny this inner light of yours, or those who have good reason to refuse you.

Burns Bright 400 – Hope is a difficult thing to maintain in the face of hardship. Sometimes, a grim situation calls upon making a great personal sacrifice in order to obtain that semblance of hope. Somehow, your faith in such is almost always rewarded. When you willingly undertake great hardship or make a tremendous and selfless personal sacrifice of yourself or what you value, karma conspires to reward both those you were making the sacrifice for and yourself. Losing your entire family to climb a summit and obtain great wisdom to save your planet would see your species saved and a new power unlocked, for instance. This sacrifice must both be willing and an actual loss for yourself to turn such an experience into a hopeful one.

All Will Be Well 600 – Hope is also contagious, being one of the most warm and welcoming of the lights. You can turn common individuals into saints, and even turn a wicked villain's heart into that of a selfless hero should you be able to open their minds and ears to your words. Continuing to do selfless and good deeds in a given society or sector will see an uplifting of their spirits, fostering a sense of optimism and similar kindness in others. Don't forget: All will be well.

Red

Rage 100 – It was not merely anger you felt the day you were chosen by the Red Light. It was tail-gnashing, nail-biting white-hot fury that burned within you. You feel great rage within your heart that you can tap into at will, ensuring the Light of Rage will burn brightly in your hands.

Violence Solves Everything 200 – There is no need for restraint, for all will know your anger soon enough. Your attacks and acts of violence inflict greater damage on your surroundings, dramatically increasing the collateral damage you inflict on the environment. Broken windows turn into broken buildings, and a small fire turns into a raging inferno. This effect can be toggled on and off.

Tranquil Fury 400 – As it turns out, an entire organization of wild berserkers with little more than pack mentality isn't a recipe for success. You've learned how to internalize your anger, gaining all the benefits of the ensuing adrenaline rush and berserk fury, but your cognitive and mental abilities do not deteriorate or lose clarity no matter how angry you become. So long as you speak to others with rage in your heart, they can sense the storm of white-hot anger within you, and it makes you more intimidating in social interactions and much more resilient against mental or telepathic attack.

Kill, Slaughter, Murder 600 – Rage, too, is a contagious emotion. Many sentient beings feel the desire to unleash their anger on everything that displeases or wrongs them. All it needs is...a spark. A public display of your own rage, particularly against a specific person or aspect of society, will infect others who witness it like a plague as your actions create a riot. The more intensely the target was despised before you came along, the greater and more disastrous the effects are, the anger consuming all but the most cool-headed beings into tearing their own planet apart to rend the target limb from limb.

Violet

Love 100 – You have the ability to feel great love. Your heart has felt the warmth and ache of the Violet Light, and it burns brightly within you. At will, you can recall and experience this love, its intensity growing along with the affection of the one (or ones) you care about the most.

Crossing Stars 200 – Love is an emotion that comes back to you the more you give it to others in turn. Thus, you know how to show your loved ones affection in a way that makes them happy. Among friends, you're the life of the party. Around that special someone, your presence brings comfort and warmth, perhaps even making them fall in love with you all over again...or for the first time.

Meant To Be Together 400 – Nothing will stand between you and the Violet light. When you work towards protecting or gaining the affection of someone you feel great love towards, obstacles between you and them suddenly suffer strokes of bad luck. Rival suitors fail to arrive to their date on time or even suffer fatal accidents, those who mean them harm are suddenly alone with you and no witnesses, and so forth. If you were to directly attack or harm these 'obstacles', such actions are much more effective as well.

Love Conquers All 600 – Love is a light that must be shared and connected between each other – a light you have now learned to ignite. You can create love within individuals of your choosing, directed to another target you connect to them. This will create whirlwind romances or unexpected companionship, if you so choose...but unless the foundation for love between those individuals exists already, this flame will fade and eventually die out within a few days of time. That is unless, of course, you actively work to maintain it. Should these connections be strong or genuine, you may draw off the energy of love to work small miracles like healing a lover's heart or body, or restoring them to life after they recently suffered a fatal injury.

Indigo

Compassion 100 – Whether it was forced upon you or you were already a warm-hearted individual, you feel great compassion and empathy for others. You can understand the emotions of others and feel great care and kindness towards them, giving your heart a sort of gentleness that can set weary souls at ease.

Far Away 200 – The Indigo Tribe are an enigma to most of the universe, few knowing they exist, even fewer knowing their horrifying origins. They are nomads, and know to keep themselves secret until the time is right. When you desire isolation or to become a hermit, you are able to erase your trail and all evidence of your continued existence, and all efforts to hide or obscure yourself are much more successful. Living alone and forgotten after being a horrifying galactic criminal in the middle of nowhere is valid, and only the most dogged pursuer will have a chance of finding you. Obviously, revealing yourself to the world at large will remove this effect until you disappear once more.

Nok, Nok 400 – The language of the Indigo Tribe lacks the ability to be translated by most other Power Rings, and can only be understood when they actively choose to communicate with outsiders. You've learned how to mask your own words in a similar way, making your speech sound like complete nonsense to all except those you wish to understand you, who will instead hear their native tongue as you speak. No matter what ability or translation device they use, your speech will be little more than gibberish unless you see fit to be understood.

Share The Heart 600 – Abin Sur's idea of the Indigo Tribe is a...flawed experiment, to put it mildly. Many go right back to their old ways the moment they are freed of the light of Compassion. Whether you seek to emulate him or want a more unconventional way of subduing enemies, you've learned how to inflict this Indigo light on others, forcing them to feel great compassion and empathy for their victims, causing even the most black-hearted villain to weep for all they have done. This effect fades over time and they will no doubt be vengeful...but if the capacity for redemption was within them, perhaps this will instead give them second thoughts and set them on a different path. Those who already feel great Compassion or who utterly lack the merest capacity for it will suffer no ill effects.

Orange

Avarice 100 – Jumper. You want it all. You feel great avarice and the desire to claim what you consider rightfully yours, and the will necessary to place your own desires over that of others. It is yours, not theirs.

What's Yours Is Mine 200 – Of course, when you actively seek to gain new things for yourself, it's good to be able to know if it's worth risking your skin or time for. You are able to discern the value of an item to your goals or your personal desires with a glance, and you are very good at stealing from others.

And Mine 400 – Who need friends when you can keep everything to yourself? This aggressive greedy loner mentality has worked out for you fairly well...you are much more competent and effective when working independently, or with mindless constructs or creations of yours that lack free will and merely follow your own. You could be a one-person Corps, should you so desire it.

MINE MINE MINE 600 – The madness of Avarice is one that turns family against family, friend against friend, and can make a bloodied mess out of what was previous a fight for a shiny gold coin. You know how to inflict this madness on others, using a few carefully chosen words to cause the weak-willed to become greedy and bitter shells of themselves fighting for what they perceive to be theirs. Only those with great Will, Hope, or Love can hope to resist this madness of yours, letting you gleefully watch your enemies destroy and betray each other all for a small trinket or three.

Black

RISE. Mandatory, Black Lantern Only – Only the dead can call upon Death's Light. Thus, you are one of the reanimated dead created by Nekron to feed the Black Lantern with the hearts of the living in the universe. The plus of this is that your gruesome undead body will regenerate from nearly any injury and you lack any vitals to damage, returning to the original appearance of the 'corpse'. In your case, you retain your free will and autonomy as a person, and your body may appear as a pale and lifeless version of yourself or a more 'zombified' look if you prefer. That being said, you do have a glaring weakness in this form – your Black Ring sustains this form and the light of Willpower, aided by one or more of the other lights, will disrupt the connection if struck, which can instantly destroy you if you lack some way to prevent it.

Post-jump, this form and its weakness becomes an altform, and your Black Power Ring will work regardless of the form you're in.

Do You Remember The Good Times? 200 – Their suffering is so sweet, is it not? The goal of a Black Lantern is to incite strong emotion in the target's heart to steal it for themselves. So you know the right way to get a rise out of them. Twist the knife, remind them of happier times long gone, maybe even a few insults for good measure. You're good at taunting and manipulating others into acting irrationally, an infuriating phantom that mocks the living.

The Hunger 400 – Taunting is only part of the equation, of course. The rest is horrifying and confusing your quarry with your darkened powers and demoralizing them with Death's Light. You know how to use horrifying and unconventional tactics in battle that stun and horrify foes, especially when it comes to taking advantage of your own horrific, undead nature. The living will learn to fear the dead.

The Dead Rise 600 – So touched by Death, you too know how to make the restless corpses rise as hungry revenants. At the site of a corpse or a particular grave, so long as the individual did not die peacefully, you may tap into Death and command them to rise. They will return to the world as a living corpse under your command, possessing the memories and abilities they had in life, but will fanatically serve you so long as they remain in this state. Should you possess 'Lighting the Lantern' for Black, you may even give them a Black Power Ring upon activation of this ability. The catch? Those who died peacefully refuse the siren call of the Black, and those who simply do not exist anymore cannot be raised. But Death is almost never peaceful, is it?

Items:

Get one free 100 item, and discount one 200, 400, and 600 item each.

Power Ring and Lantern Power Battery [Free/600] – What you hold is the most versatile tool in the entire universe.

Powered by either one of the seven lights of the Emotional Electromagnetic Spectrum or Death itself, the Power Ring of your chosen color is an immensely powerful item. Some colors differ between each other in terms of abilities and scope, but we will cover the basics before getting into the differences in each Ring type. As each Ring is powered by a specific emotion, the user must be able to feel that emotion in great abundance in order to use it effectively...being 'out of touch' with said emotion will cause the Ring to fail. You have received your chosen Ring's emotion and the ability to tap into it by default. You may purchase another pair, possibly of a different color than your chosen Corps, for 600 points.

A few basic abilities the Power Ring grants is the ability to create a specialized uniform for the user, representing their chosen Corps and whatever design choices considered fashionable for their species. You may design yours to look however you wish, though it comes with no extra benefits beyond aesthetics. The Ring can also fire blasts using its own energy, either in simple beams of light or 'booms', altered to suit whatever you deem fit in that situation.

The Power Ring can also create a force field around the user, shielding them from environmental dangers such as deep space or unfavorable terrain, also functioning as life support that lets the user comfortably travel in deep space or other toxic environments. The force field and life support is adjusted to be suitable to your given species or biology. This also enables the use to fly at supersonic speeds within an atmosphere, while traveling much faster in outer space – intersystem and intergalactic travel is very common for all Corps.

Another basic ability is the Universal Translator – the Ring can translate any language in the entire universe, allowing the user to communicate with various alien species and cultures with much less difficulty. The Ring can also access a Galactic Encyclopedia that contains vast knowledge of the various galaxies in the universe, informing you of planetary locations and cultures so long as it isn't obscured for whatever reason. Post-jump, this becomes access to any public information networks, should they exist. Otherwise, it stores data you personally research and discover in their place.

Finally, the most famous ability of the Power Rings, particularly Green Lanterns, is the ability to create constructs made of pure energy. The user can create any particular item or construct so long as they have the necessary emotion in enough abundance to create it. Weapons, shields, battlesuits, on-demand computers, couches – almost anything is possible so long as the user has the emotion and energy needed to create it.

The Rings possess many other esoteric abilities, some rare and conditional, others long forgotten, though these are the mainstays of their arsenal. However, they do share a common weakness – the energy a Power Ring uses is finite. Constructs eventually vanish at the will of the user or when there is no more energy to sustain them, and when a Ring runs out of power, it is effectively a useless trinket. To recharge it, you must hold the Ring to your particular Lantern Battery and recite the Oath of your color...or an Oath thematically appropriate to your given emotion, should you find them unfit for your particular 'style'. Also, emotionally charged individuals can potentially overcome your Ring's

power...those with a stronger willpower can break through Green constructs with somewhat greater ease, for instance. As the Ring's raw power is determined by your own emotions, being caught in a moment of weakness can make life very difficult for you.

Most of these abilities are based on the Green Lantern Ring, which forms the basis of most of the others. Any differences between the colors are noted below.

The Yellow Power Ring can create a double of the user sustained by their own life force and scout ahead for them, the user able to perceive and learn what the double does but is otherwise unable to affect them. Aside from a few other abilities and their chosen emotion, they are mostly identical to the Green Lantern Ring.

The Blue Power Ring has very limited functionality on its own, only able to use limited amounts of Energy Constructs, Flight, and the Force Field. Only when a Green Lantern Ring is present will Hope be able to use its full functionality. Post-jump, Blue Lantern Rings can function as though a Green Lantern Ring were always present.

The Red Power Ring, upon bonding with the user, immediately and violently ejects their heart and replaces their blood with red-hot plasma that can be vomited up as a weapon. This also makes them immune to any damage related to their hearts, obviously. Normally, removing the Ring is a death sentence for the user, but for you, you merely change back to 'normal' until you wear it again.

The Star Sapphire Ring shares many powers with its siblings, but can also crystallize an individual or more within the Violet, entrapping them with the power of Love itself in suspended animation. This can potentially be used to brainwash others...or just keep them crystallized forever, should they lack the means to escape. It can also attune itself to love in others, sensing when it is in jeopardy or detect the desires of a specific target.

The Orange Power Ring has the ability to assimilate the souls of those the user kills, letting the user summon them as loyal constructs possessing the skills, powers, and memories they possessed in life. The Ring also has a much larger carrying capacity for energy, able to go longer without a recharge.

The Indigo Power Ring is something of an odd duck, possessing the ability to briefly mimic the powers of other colors, though only one at a time. It grants you a Power Staff that acts in tandem with the ring, enabling energy blasts and teleportation. It also lacks the ability to make energy constructs, instead focused on obscuring the user from detection. Post-jump, it gains the basic abilities the other Rings possess. Unlike the rest of the Tribe, it does not brainwash you with Compassion unless (for whatever reason) you wish it to.

The Black Lantern Ring enables the user to see the emotional spectrum in the form of colors that surround the living, sometimes mixing together or glowing when they have greater intensity. When a victim feels great emotion, the user can tear their hearts from their chest, feeding from their essence. A Black Lantern can also create and manipulate darkness that dulls and weakens the other lights and emotions.

All traits these Rings share in your case is that yours is absolutely bonded to you, and cannot be turned against you or forcefully deactivated by any normal 'authority' on the Rings. What you do with them is up to you. Each comes with their own Lantern Battery for you to recharge from, which will replenish its own energies weekly.

Special Edition Copies 100 – A souvenir for your jump? This is the complete set of comics of the canon events of Blackest Night and Brightest Day, including the spin-offs. Post-jump, this includes comic versions of how you influenced events, and you get a comic in a similar style at the end of each jump chronicling your role in them.

A Box of Boxing Gloves 100 – It's exactly what it says it is. It's a bunch of differently colored boxing gloves that fit in your hands regardless of your species or size. There's nothing else special about them, though.

Tombstone 100 – A blank tombstone that will bear an inscription and design of your choice, able to change with just a touch. When you plant the tombstone to mark a particular grave, a blank one will appear the following day.

Seven Lights 100 – A collection of novelty Lanterns, one for each of the seven Emotional Colors, as well as one White and one Black. These don't have any supernatural properties nor do they give actual emotional energy, but they never run out of power and can light up a small room easily.

To Those We've Lost 200 – A gift for those long gone. This is a crypt themed around your chosen color, standing as a monument to those long gone from your journey or life. It contains constructs of those you've known and any with emotional connections who have perished in the past or during your journey, along with details on how they died. This crypt does not contain any physical remains or keepsakes unless you personally buried them there. This can be attached to a property you own or made into a Warehouse attachment.

Underground Shelter 200 – Because the apocalypse happens with such alarming regularity in this world, you've secured a secret bunker for yourself to hide out in. Located on the planet you start on, it is a safehouse that only opens for you and those you approve it. The building is durable enough to withstand several nuclear wars, though it can still be broken into by direct force. Comes with camera surveillance of notable locations on the planet, if any. Post-jump, this can become a Warehouse attachment or hidden near your starting location if applicable.

Galaxy Map 200 – Sometimes the Ring or 'eyeballing it' aren't good ways of navigating a big universe. This is a handheld holographic map of the universe you reside in, complete with system names, locations, and an indicator of where you currently are. It won't display things like 'traffic' in outer space, but you can zoom in with the map to get a holographic look at cities and buildings. The map updates its information monthly, but otherwise remains the same in each world you enter.

Airport 200 – Did you know Hal Jordan's previous occupation was an Air Force pilot? Whether you were one yourself or found the job interesting, you own a private airport of your own with a pair of supersonic fighters as a bonus. The airport can store and fuel any atmospheric vehicles you own, particularly the aerial kind. You can attach this to a property you own or make it a Warehouse attachment.

Manhunter Blueprints 400 – Where did you get these? The Guardians won't be happy about you having these...they're blueprints on how to build the Manhunters, the robotic menace that once functioned as the muscle for the Guardians of the Universe before a collection of atrocities and faulty AI caused them to be abandoned. Funny enough, the blueprint seems fairly modular, making it easy to

make adjustments in parts or their artificial intelligence, as well as designs for their weapons. Maybe you can make better use of them?

Super Morgue 400 – Because the best way to keep the dead from rising is to fill the grave with cement. This is a secure and sealed-off morgue that only you can access, and those who try to break in through brute force will have several reinforced walls and doors to move past. When you bury the dead within these caskets, they become impossible to resurrect or raise as undead, unless they were removed from the caskets. If you bought the Crypt, you may combine these two properties together. This can be attached to a property you own or your Warehouse.

Cosmic Divining Rod 400 – A copy of the very Rod that has led to the events of the Blackest Night. This device is capable of absorbing energy into itself, either dispelling it from existence or keeping it stored within itself. While the original works mainly on the Power Rings, this one works on any particular sort of energy...though it is largely just a container and a disruption device on its own. It can only store one type of energy at a time.

Interceptor 400 – An intergalactic transport vehicle that was once used by the Manhunters, repaired and made fit again for your own use. It is one of the fastest vessels in the universe, able to traverse galaxies within mere days, and is able to track energy signatures from light years away. You may import a space-worthy vehicle you own to possess similar properties.

Lighthouse 600 – A proper station for you and your Corps of choice. This is a large, technologically-advanced base with a smaller version of the Central Battery of your color resting as both a power source and a recharge station for any Rings. It comes fully stocked with living quarters and enough supplies to sustain about twenty people comfortably, twice as many if you ration and share. It also comes with an arsenal of advanced weaponry, including laser cannons and stun rods, as well as durable and advanced armor to use in place of a Ring. Finally, stored in the basement is a forge containing the tools necessary to create your own Power Rings and Lantern Batteries...though it doesn't come with instructions. The forge can also be used to create other emotion-powered technology. You may set this base down near a property you own, near where the jump begins (if applicable), or as a Warehouse attachment. Inactive companions may inhabit the Lighthouse, if you wish.

Book of Prophecy 600 – The unknown 'cousin' of the Book of Oa, this gigantic book contains almost all knowledge within the universe and its history, uncensored by the Guardians or similar forces. More than that, it contains prophecies and accurate predictions of what is likely to occur in the future, particularly things that directly involve you...though if a being or event is actively obscuring itself, its entry and its future will appear vague and missing details. You may sync any Power Rings or computers you possess to it, and it will function similarly to a Galactic Encyclopedia. Writing within it does not change the future to match, sadly, though you will always be able to change a destiny you work against so long as you actively do so. Post-jump, the Book will update to match the jump you enter, though it won't provide specifics like blueprints or the exact location of individuals.

Anti-Matter Gateway – 600 This is a functional portal that leads into the Anti-Matter Universe. Contrary to what the name indicates, the universe is a duplicate of the existing one, except it is a domain of pure evil, and a universe where magic cannot exist either. Entering this universe would lead you easily evade pursuers...though mind the locals. Post-jump, this will take you into an alternate universe of your current jump where moral alignments and tendencies are flipped – superheroes will be supervillains, corrupting forces become holy, and so forth. It is always a new universe in each jump – only the gateway is retained.

Jumper House 600 – Because sometimes a base-sized safehouse isn't enough. You have prepared for this and potential future disasters by making yourself an entire planet your Safehouse. This is a planet in an obscure system on a distant corner of the galaxy, far away from civilization or settlements, with a barren and lifeless climate of your choosing. Hidden on the planet is a base that can comfortably house yourself and eight others. You may also move properties you own to the planet and they will be similarly obscured and insulated from the environment, though note the planet's surface is extremely poor for agriculture and living on its own.

Post-jump, this planet follows you into future jumps, though it just becomes an extremely well-hidden safehouse base in worlds without proper interstellar universes. It will retain any modifications you make to it, should you wish to make the surface more livable or different. Inactive companions can remain here, if you wish.

Companions:

Jump Lantern Corps 100-300 – It's dangerous to go alone, especially with the crisis of the Blackest Night looming overhead. You may import or create up to two companions for 100 points, four for 200, or up to a full eight for 300. They pick one of the Corps for free and receive 600 points to spend on perks or items.

Calling All Colors 600 – The entire universe is being threatened...you might even be that threat, yourself. A small team may not be enough. Thus, just as the heroes of Earth will receive Power Rings they resonate with, so too will your companions. You may import all companions you possess into this jump, giving them the same options as Jump Lantern Corps. This option is import-only.

Light The Way 200 – If you have a particular individual in the DC universe you'd like to bring along, you are more than welcome to. For 200 points each, you may convince a particular character to come with you so long as they are alive and present during the events of Blackest Night and Brightest Day...which will be more than you may expect, considering the stakes involved. Be aware that beings like the Emotional Entities or cosmic beings who interact very little with this event are extremely unlikely to want to come with you.

Drawbacks:

Extended Stay +0 – It's not completely clear how much time passes between Blackest Night and the end of Brightest Day, whether in days or months, but it is fairly...short. You may extend your stay by starting earlier or remaining until later. Your stay can start as early as the Rebirth of the Green Lantern Corps and as late as the end of the events of Wrath of the First Lantern. Regardless, the events of Blackest Night and its aftermath (should the universe survive) are inevitable, and you must endure the crisis in whatever form it takes.

Hyperwhat? +0 – Continuity works in strange, nebulous ways in this universe. Perhaps you've never been here, but you've been to similar worlds in the DC universe. Regardless of context, old friends from previous jumps remember you and similar versions of deeds you performed in previous worlds...as well as old enemies being quick to reignite old grudges. Obviously, you need to have jumped previous DC worlds for this to have an impact. Regardless of what continuity you invoke, the events leading to Blackest Night and the previous Sinestro Corps Wars still happen in some form.

Rogue Lantern +100/+200 – Your Power Ring was not granted with approval or recognition by whatever authority is in charge of it, and that makes you something of a pariah. You don't get any support from your chosen color Corps and they tend to distrust you. Earning their approval will be difficult. For Orange and Black you instead receive 200 points, for Larfleeze is now completely unwilling to compromise and actively seeks to end your existence, one way or another. For Black, the zombies consider you a potential threat, and will attack you or try to remove your Ring to kill you...though thankfully, Nekron can't just sever your connection and kill you immediately.

You Have Been Chosen +100 – You don't start with your Power Ring or experience in handling it. Rather, you receive it not long after the jump begins, and it doesn't come with a manual. I hope you're a fast learner, because the most important tool in this crisis is one you need to learn how to use effectively in a short amount of time.

Inefficient +100 – You're not good at managing your personal resources and energy, and it shows. You tend to burn through more of your Power Ring's energy than necessary, or overexert yourself when using other powers and skills, often burning yourself out in the process.

Enemy Corps +200 – The reason the Blackest Night has unfolded is due to conflict between the different Emotional Lights, and now that conflict continues through you. Pick one of the Corps that are not your own. Not only do they distrust you, they actively seek your death or capture at the first opportunity. Perhaps it is an old grudge. Perhaps they know you're a threat. Regardless, making peace with them will be difficult if not impossible. In the case of Black, Nekron considers your death one of his primary objectives, and you will be swarmed by Black Lanterns not long after the jump begins.

Bad Choices +200 – No Hal, merging with Parallax again is a stupid idea. No Guy, wearing a Red Ring is an EXTREMELY dumb idea. Previously, you could count on the heroes and villains of this world to operate with enough competence to save the day, but that's no longer the case. Your immediate allies are now prone to stupid and damaging mistakes that you must resolve or fix, lest it set you back...or worse, doom your entire side.

Bad Luck +200 – You may have the perfectly sound and reasonable idea that this crisis may be a bit much for you. It would be preferable to hide somewhere safe and let the heroes or villains of the world take care of that nonsense for you. While events conspire to see you involved somehow, nothing is stopping you from running away...at least, that used to be the case. Now, you will get roped into the major events of Blackest Night, and you will cross paths with the most dangerous and powerful threats in the crisis one way or another. You must stand tall as a great hero or villain, or be swept aside by the storm of Death.

Overemotional +200 – It's assumed that you have a reasonable degree of control over your given emotion and the Ring you wield, even if it normally has some dangerous caveats or parasitic nature that the outer colors do. That isn't the case anymore. You have become overwhelmed by your chosen emotion – Will makes you incredibly stubborn, Fear makes you a stereotypical villain, Love turns you into an obsessive stalker, and so forth. This also removes your safety buffer for the more parasitic colors until the jump ends.

Unimaginative +300 – The worst thing you can do when given a versatile tool is to be absolutely dull and predictable with it. Enemy in front of you with a super strong armor? Boxing glove. They launch a big attack at you? Flat barrier. They're a known schemer and playing you for a fool? Just keep

attacking until they shut up. You are uncreative and predictable in battle and in social situations, making you one-note and easy to expect.

The Gang's All Here +300 – Old friends have come back to greet you, Jumper. If you have personally slain enemies or friends have died within your chain, they've returned...as Black Lanterns. And they're all after you, personally. They have intimate knowledge of how to push your buttons and your abilities, and seek to claim your heart above all else, even to the point of ignoring Nekron's orders. Should you be a Black Lantern yourself, that won't stop them any.

Crisis On The Chain +300 – The Anti-Monitor was once the greatest threat to all of creation, destroying the multiverse to create the flawed universe you have entered. He will inevitably be resurrected by the events of Blackest Night. But the great destroyer has become...listless, confused. Uncertain of what to do with himself now that his mad mission seems to be out of reach. He sits in a dark corner of the universe and remains mostly in isolation...until he learns about you. A living gateway to an entirely new multiverse.

Though he is not at his full strength or drive, the Anti-Monitor seeks to capture you and use you to tether himself to the multiverse outside of this jump, so that he may regain his full strength and destroy it all over again. He will recruit various villains to capture you alive if possible, though not all of them will be cooperative and some may seek to kill you. Halfway into the jump, he will move out of his self-imposed isolation and begin hunting for you personally. Should he capture you and conduct the process that will let him escape this universe before you can flee, consider your chain – and many other worlds – over.

This is the being that caused the Crisis on Infinite Earths. Even diminished, you will be facing a great and terrible foe.

Scenario *Brightest Day*

Life was created by a being known as The Entity, who was split into seven different lights that form the Emotional Electromagnetic Spectrum. Emotions come from Life itself, and that is what Nekron seeks to destroy. Taking this scenario makes certain The Entity will be fatally wounded regardless of your actions...but when the crisis ends, you are chosen to become a White Lantern in the place of Deadman. The Entity wishes for you to perform a series of difficult tasks that, in its own alien mind, affirms the value of life in other beings, and it wishes to experience life through you.

The Entity will start by teleporting you around the entire universe and making you carry out difficult and often bizarre missions that work on this objective. The being has an alien mind and possesses very little empathy for the living it represents, often asking you to come between resurrected lovers or take life back from great heroes who died before their time. You must accomplish each objective with your newfound Lantern powers, and failure or defiance of the Entity will see it remove its power from you and the scenario ending in failure. You may be able to convince it to be more compassionate towards others, though it will be difficult and will require being able to reason with it in the first place.

After you've completed several difficult and often cruel trials for The Entity, it will return you to Earth for this final task: It wants you to live. You must charge your Ring with life-affirming tasks, experiencing both the highs and lows of ordinary life until it reaches 100%, finally healing The Entity.

As a reward for your service, it makes you a permanent White Lantern. The White light of life can heal and resurrect, as well as dispelling and empowering other emotions, having access to the abilities of other colors on the spectrum as well. The White functions as a 'mode' for your chosen Ring, letting you switch to it and other colors as well, functioning the way they would post-jump.



Have you survived the dark night, Jumper? You remain in this world until the end of the events of Brightest Day...or longer, depending on your choices. If you have made it to the end, then the final choice is yours.

Help Me Live – Has the struggle of Life and Death reminded you of home, Jumper? You have chosen to return home with all you have gained. Take care of yourself.

Holding a Torch – Remain here? It's dangerous, but there's lots of wonder in this world, as well. Very well. You receive 1000 points as a consolation prize. I hope you find what you're looking for, Jumper.

Lights Out [Black Lantern Only] – The Entity has breathed its last. Life slowly dies around you as heroes and villains alike perish, the mad laughter of the Black Lanterns howling into the darkened abyss. As silence fills the universe, a lone pale girl walks out of a doorway, sighing wistfully as she waves her hand. The stars go out, one by one, until nothing but you remains. She looks at you and gives you a grim smile and an apologetic shrug, before closing the door behind herself. Proceed to the next jump.

Still Burning Bright – If the universe still lives and you have made it all the way to the end, then proceed to the next jump as normal.