

Young Justice CYOA V1.6

Welcome to the world of Young Justice! Designated as Earth-16, you will find yourself 12 hours before the events depicted in the first episode. From there, events will unwind in a way that before the day is done, you will be given the option of joining the Team- so long as you don't do anything too evil before then. If you refuse, and you're interesting enough, other opportunities might come to light. But before that happens, you have 1000 CP to spend.

Location: Roll 1d8 or 50 CP to choose.

1: Happy Harbor- A small city in the state of Rhode Island. Mount Justice, the Justice League's first base of operations, is nearby.

2: Washington D.C. - Home to the Hall of Justice and Cadmus Labs, as well as the current residence of Wonder Woman and Wonder Girl.

3: Gotham City- Home to the famous (or infamous, depending on who you ask) Batman, as well as the Boy Wonder, Robin. Gotham also houses Arkham Asylum, where the criminally insane are treated and reformed. Supposedly.

4: Metropolis- The turf of the Big Blue Boy Scout, this beautiful city is home to the Daily Planet, as well as LexCorp.

5: Star City- The vigilante Green Arrow and his partner Speedy call this city home, as does the Black Canary.

6: Central City- This city seems to attract speedsters, being home to the first Flash, Jay Garrick, the second Flash, Barry Allen, and the Kid Flash, Wally West.

7: Free Choice- You may pick any location available here.

8: Poseidonis- The capital city of Atlantis, located in the Atlantic, home to many Atlanteans and their king, known on the surface as Aquaman.

Backstories: You may swap genders for 50 CP.

Drop In

You appear in whichever location you rolled, with whatever you've purchased with you. You have no additional memories or history in or of this world. (0 CP)

Vigilante

Instead of using mystical powers or superhuman abilities, you have technology, skill, experience, and firepower on your side. You've received training from the best of the best, but it's time for you to make your own way now. (0 CP)

Mystic

You've got a gift for the mystic arts, and your magical abilities will make you a formidable opponent. Such powers often come at a cost, here, and in exchange for your arcane might you are almost guaranteed to experience misfortune in some shape or form; and if not you, than someone you're close with. You can strengthen your magical abilities given time, and even learn them from scratch given a lifetime of effort, study, and training, but Order/Chaos magic cannot be learned no matter how much study you put into it, and Advanced Magic is impossible to learn for those without Basic Magic. (100 CP)

Superhuman

Whether you've experienced some sort of accident or you're some sort of alien, you've got bona-fide superpowers. You may not be as skilled as others, but your incredible abilities may make up for that lack of skill. You may have trouble concerning your powers early on, but that's nothing that can't be solved with a little training. (100 CP)

Races: You may choose your age for 50 CP. Some options have drawbacks to lower their cost; these overwrite abilities/skills as normal, and disappear after your ten years are up.

Human

You have no inherent powers, but will blend in easier on Earth which is where you'll probably spend most of your time. Age 10+1d8 (Free)

Atlantean

You are an Atlantean- because of the Atlantean's wide range of appearances, your appearance will be mostly up to you to determine. Atlanteans who appear inhuman may have additional traits relating to whatever sea creature they most resemble, such as toxins or the ability to squirt ink. All Atlanteans can breathe underwater and are resistant to low temperatures, but may become weakened under higher than normal temperatures. Living underwater has also made them stronger than normal humans, giving them higher durability and varying levels of super strength. Atlanteans have an easier time learning Atlantean Sorcery, and those with a Mystic Backstory are considered to have mastered it. Age 10+1d8 (200 CP)

Human-Kryptonian Hybrid

You were grown in a Cadmus lab as a contingency in case Superman ever needed to be taken down- unlike the other Super Clones, you have a free will and no programming that can be used against you. Your location is overwritten to Washington D.C, where in a few hours you will be awoken, along with Superboy, by the Team. You appear to be around 16 years old, but are chronologically only around a few weeks old. You don't appear to age, but you still do; it's just your internals that grow old. Your Kryptonian DNA gives you the strength to tear through steel and lift around 25 tons, leap extremely high, tank gunfire and most explosives, and superhuman senses of sight and hearing. If you are a female, or became one, you will look like Supergirl (with your choice of blond or black hair). Backstories are essentially additional memories/programming that grants you the skills that you've purchased, or additional DNA that unlocks more powers/mystic potential- though of course any additional skills or powers, in the case of Drop Ins, are due to your benefactor and not any additional memories or programming. This is also just a possible in-universe explanation for why you possess powers that Superboy/Superman lack. Unfortunately, like Superman himself you are weak to Kryptonite, and are not immune to magic- though magic that conjures regular fire won't harm you, for example, magical fire can still burn you. (400 CP)

The cost for this race can be halved. You will have trouble thinking and will often get things backwards early on, but you can overcome the worst of this with a few weeks' time. Your appearance will be much paler than normal, and your face will be slightly uncanny to look at. For your time here, you will always be at least a little bit gullible and childlike. You will insist on wearing the "S" backwards. This cannot be taken with the below option.

The cost for this race can be halved. You will have grey, almost scale-like in places skin and bone like structures on your arms and shoulders, as well as menacing red eyes. You have a much larger frame, and even a casual observer will notice you're not human. You will be very quick to anger, and you've got a lack of restraint that makes it likely that you'll break something- or someone- accidentally. You are still

in full control of your actions, however, which means that you'll be held accountable for them. This cannot be taken with the above option.

If you choose to take either of the above options, you may choose to keep that appearance or revert to the normal Human-Kryptonian Hybrid's appearance. Any mental effects disappear as normal.

Martian

You were born on Mars, if you didn't choose Drop In, and are most likely here with your "Uncle". You can choose your skin color, but like all Martians you can shapeshift- though it's a bit more difficult for you to take on forms drastically different from your own- and you can camouflage yourself. You are also considerably tougher and stronger than humans, though not on the level of a Kryptonian. You are capable of density shifting, though you lack the skill to do so now. In addition, you have mental abilities such as telepathy, which you can use to translate languages and form mental links with others, and telekinesis, which you can use to "fly" and lift heavy objects. Unfortunately, you also suffer from a vulnerability to heat, which can hurt you very easily. You mature three times slower than humans, and can live for around 300 years. Age 40+1d8 (800 CP)

You can take halve the cost of this option by becoming clumsy with your powers; you'll have difficulty shapeshifting into human or otherwise non-Martian forms, and your mental powers beyond basic telepathy with another Martian are a crapshoot on whether they'll work correctly- though you'll never accidentally cause someone permanent brain damage, or anything like that. You can forget about learning to density shift while you're here. This applies to other powers that you buy here as well as any other powers that you might have- though you'll still benefit from any previous training or experience with powers that you've done beforehand, to the point where, if you've used them with any regularity, it'll be as if they weren't affected.

Skills:

Souvenir: After major battles/missions, you always seem to find an item or trophy that you can take that's pleasing to look at or of some (sentimental) value. (Free)

Manipulative: Getting others to do what you want without them knowing is much easier, and you've got a sixth sense about what to say to incite emotion in others. (100 CP, discounted Drop In)

Stealthy: Like the Bat of Gotham, you've got uncanny sneaking abilities. Silent infiltration, takedowns, and movement come naturally to you. (100 CP, discounted Drop In)

Peak Condition: A combination of good genetics and your active, hectic lifestyle means that your body is always at the peak of what's possible for a human. This doesn't grant extra intelligence, but it does increase your brain's processing power and grants great memory recall, as well as sharper senses. (100 CP, free Vigilante)

Acrobat: You could give Dick Grayson a run for his money in the acrobatics department. You are capable of complicated acrobatic maneuvers and parkour. (100 CP, discount Vigilante)

Basic Magic: You've got basic knowledge of magic, and can perform minor spells, such as changing the colors of objects, weakening objects, and summoning small objects or animals. (100 CP, free Mystic)

Keeps Sdrawkcab: You are talented at speaking and interpreting words that are backwards. While this doesn't give you the ability to cast spells like Zatanna or Zatara, you can use your backwards speech in lieu of any somatic or verbal components for your spells, and no longer require a focus for them either- though you may still choose to use one. (100 CP, discount Mystic)

Knows His Own Strength: Even if you have the strength to bench-press mountains, you'll never be too strong to safely beat up the bad guys without killing them. (100 CP, free Superhuman)

Smooth Talker: You could charm the pants off of almost anyone who will listen. Not only that, but you also keep your cool in tense situations. You're a very skilled negotiator and interrogator. (200 CP, discount Drop In)

Rules Lawyer: So long as you follow the commands of your superiors to the letter, you won't be reprimanded for acting in ways that they didn't intend. Also helps you spot loopholes and in spotting logical inconsistencies. (200 CP, discount Drop In)

Banter: The witticisms and puns never end when you're around, even when you're in combat. ESPECIALLY when you're in combat, as your quippage quickly gets on your enemies' nerves, causing them to focus on you and make small mistakes. (200 CP, discount Vigilante)

Practice Makes Perfect: You improve your abilities with practice much faster, allowing you to master them with only a few training sessions. (200 CP, discount Vigilante)

Cantrip Master: Your mastery of magic has made you very flexible and versatile in the mystic arts, and you can now modify and alter the basic spells in your repertoire. This allows you to do things like changing how a spell is delivered; for example, turning a projectile spell into a spell delivered with a touch. In addition, you can choose where your spells will appear from, so long as it's within ten meters of yourself, as well as what direction they will go. If you choose to make a spell have an area of affect or a burst effect, it will only be able to affect an area of ten meters in any direction. In addition, if a spell is actually described as simple or as a cantrip in setting, but still has some sort of limit or cost on using it, your mastery of cantrips has made it so you can cast those spells for free. (200 CP, discount Mystic)

Atlantean Sorcery: You're experienced with Atlantean sorcery, allowing you to manipulate water, using it to blast your foes, create waves, and shield yourself. You can also create solid constructs with your water, as well as generate electricity from your body. Advanced practitioners can do even more, such as shooting and creating ice. Comes with free Water-Bearers. (200 CP, discount Atlantean/Mystic and free for someone who is both.)

Your Reputation Precedes You: Sometimes, having others know exactly what you're capable of is just what you need. For you, displaying a small amount of your power is the equivalent of displaying the full extent of your abilities. This is also useful for convincing others of your capabilities, as well as for ending a fight before it can begin through intimidation. This doesn't actually reveal your power set. In addition, at the beginning of a Jump you may choose to have your exploits in other Jumps trickle in as rumors that are attributed to you, increasing how quickly you gain fame in your current Jump. (200 CP, discount Superhuman)

Team Player: You actually play well with others, and can easily mediate any conflicts that might crop up in a team. Your ability to coordinate, work, and fight alongside others is top notch, and you can easily understand other people no matter how odd or alien their mannerisms or speech. (300 CP, discount Drop In)

Notable Presence: Inspiring your friends and intimidating your enemies, your very presence makes others pay attention and give consideration to what you say and do. You're able to quickly build a reputation, for good or ill. (300 CP, discount Drop In)

Yoink!: Though you may not entirely understand how they work, you're capable of using your enemies' equipment much more effectively than normal, with little time needed to figure out just how something works. (300 CP, discount Vigilante)

Gadgeteer: An inventive mind and the knowhow to make gadgets; though they can't do anything too outside of normal physics, you are perfectly capable of making functional things like grappling hooks, tracking devices, boomerangs that

automatically return to you, and trick arrows. In addition to being very cheap to make, any gadgets that you have are almost as intuitive to use as your very limbs, allowing you to use and switch between them easily and without hassle. (300 CP, discount Vigilante)

Sorcerer Savant: Your understanding of the mechanisms involved in casting spells now let you copy the techniques of other magical users, so long as you have the capability to cast the type of magic that they're using. This effectively allows you to learn a spell after seeing someone else cast it, though you'll still need to master it to cast it reliably. (300 CP, discount Mystic)

Warring Warlock: Your magical techniques are enhanced when used against another practitioner of magic, turning every fireball into an inferno and every force field or ward into a nigh impenetrable barrier. Not only does it look flashy, but your onslaught can actually disrupt their spell casting, making countering your magic harder. (300 CP, discount Mystic)

Threat Assessment: Your own superhuman abilities have made you aware of the powers of others; while you won't be able to size people up with a glance, you can generally get a feel for what superhuman abilities others have by observing them over time. This speeds up considerably when you're actually fighting them. In addition, you have a sixth sense for how much of a threat others are, even when meeting (or fighting) them for the first time. (300 CP, discount Superhuman)

Two-Faced: No matter how badly you betray others, they're almost always willing to give you a second chance. If for whatever reason you decide to switch sides, you'll be more readily accepted into the ranks of your former enemies with very little thought given to how you've hurt them or committed misdeeds in the past. (400 CP, discount Drop In)

Gum Up The Works: If you're going to mess with someone else's plan, you've got to do it right. You now have a sixth sense for exactly what you need to do to wreck the plans of others, as well as what the consequences of doing that will be. (400 CP, discount Drop In)

Master Strategist: You have a contingency, plan, or gadget for nearly every plausible scenario. Not only that, but you can come with and articulate your plans to others extremely quickly, and in a way that even the dumbest of persons can understand. Comes with a free can of shark repellent. (400 CP, discount Vigilante)

Grandmaster of Combat: You've mastered nearly every melee and ranged weapon known to man, and you can keep up with skilled fighters like Batman and Deathstroke- and with even more time and training to hone yourself, you may even

surpass them. You also learn fighting techniques quicker, especially when taught by a skilled teacher. (400 CP, discount Vigilante)

Thrifty Thaumaturge: Sometimes, you need to take shortcuts when performing magic. Luckily for you, you've turned what other magic users might call laziness into an art form. You can substitute similar regents for each other when performing rituals, casting spells, or when creating magical items. Recipe calls for bottled chi? How about some mana instead? Need soul gems? I'm sure you'll find these diamonds will suffice. Need the blood of a dragon? I'm sure that lizard's will do. This can't be used to substitute ingredients that are integral to what you're trying to do; for example, if you were trying to make a potion to copy someone's appearance, and said potion required their hair or DNA or whatever, you'd still need to have that for the potion to work, and if a ritual calls for a specific item you'll still need to have it. (400 CP, discount Mystic)

Advanced Magic: Your magical potential increases greatly, giving you much more magical power and a greater capability for casting powerful magic. You are now capable of much greater magical heights; and are at least on par with Zatanna. (400 CP, discount Mystic)

Larger Than Life: You truly lead by example; whether you're heroic or villainous, your actions have a profound effect on others, especially when witnessing them directly. Others will see your actions, and how you treat others, and seek to emulate them. This doesn't mean that they'll try to punch out someone with super strength or try to fly, but they will strive to be more like you in ways that are possible for them. What's more, others will see those that emulate you, and will emulate them in turn. (400 CP, discount Superhuman)

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

Removed From Context: Being from outside of this world makes it much harder for others to predict what you're doing or planning at any given time, making you harder to counter in a fight as well as harder to plan against. In addition, it's impossible to replicate your powers and technology that aren't native to whatever world you're in. If you willingly choose to share or give your technology, than it may be replicated. (600 CP, Drop In)

Rolling With The Punches: You've got uncanny luck when in combat that causes most projectiles to simply miss you, and the ones that do hit are extremely unlikely

to hit anything that would cause you permanent damage. When you get struck dead on by someone stronger than you, there's a greater chance that their blow will glance off; still knocking the wind out of you and sending you flying, but not crushing your ribcage like a tin can. This effect is increased the more skilled you are in comparison to your enemy. (600 CP, discount Vigilante)

In The Zone: When you're in the thick of things, your mind goes into overdrive. The world seems to go in slow motion, you notice and analyze every movement for possible threats, and your body instinctively moves to dodge and avoid danger. You're capable of dodging bullets by moving before their fired, and can easily floor a group of henchmen before most have the time to react. (600 CP, discount Vigilante)

Hasty Hexer: You don't always have time for lengthy rituals; you need that spell now! You can substitute any required ritual for some of your inner energy, making a spell that would require hours of work happen instantly at the cost of making you extremely tired. If you happen to have mana or other magical energies like that within you, you can substitute those instead. Burning through all your energy in a short span of time can be dangerous and possibly fatal if you push it too far, but experienced magic users are unlikely to do so accidentally. (600 CP, discount Mystic)

Order/Chaos Magic: The forces of Order and Chaos have always been at war with each other, and you've just picked a side. You can only choose one type of magic by purchasing this, and you can't make this purchase multiple times. Order magic has a focus on protection and restoring the natural balance of the world, and is capable of negating and reflecting destructive magic and energy as well as repairing objects and healing others. Order magic is also capable of undoing the damage that Chaos magic and other corruptions have done, and can ward against it with near perfect ability if used preemptively. Chaos magic on the other hand is about corrupting and perverting nature and the elements to suit the user's will, and can be used to cause plants and animals to grow in size and hostility, as well as to create powerful magical constructs to harass and attack your enemies. Chaos Magic is also capable of transmuting objects, though not into or from materials with supernatural qualities. Both types of magic allow their users to create force fields, shoot magical bolts, as well as fly. Users of Order Magic may be stronger than Dr. Fate or on par with him depending on his host, but users of Chaos Magic are much weaker than Klarion. (600 CP, discount Mystic)

Power Combinations: Mastery of your powers has allowed you to use them together and even combine them seamlessly, as long as you follow their basic rules. This could be as simple as leaving a trail of ice with your super speed or as complex as discharging a wave of electricity and heat with every teleport. You may have multiple combinations, but each combination can only have a total of three powers

involved; how these combined powers interact or manifest is up to you. Power Combinations works on all supernatural abilities including magic. (600 CP, discount Superhuman)

Super Powers: All are discounted for Superhumans, who also get 300 CP to spend in this section only. All –kinesis abilities are discounted for Mystics. Discounts do not stack.

Most Common Superpower: Whether or not they actually are a hero, everyone still looks the part; the appearances of you and your companions are now well above average, making you all very handsome/gorgeous. (Free)

Required Secondary Powers: The powers here run on comic book physics, letting their users do things like lifting heavy objects without sinking into the ground and running at super speeds without catching their hair on fire. Powers that overlap with the powers you purchase/get here, such as multiple super strength powers, also benefit from this. (Free)

Aerokinesis: Aerokinesis allows the user to create and manipulate the air, allowing them to push and pull objects and enemies with air currents and create certain weather phenomena, such as twisters or tornadoes. Skilled users can use this ability to fly. (200 CP)

Animal Transformation: Animal Transformation allows the user to transform into any animal that they've directly observed. You do not gain any supernatural abilities that they possess, but this does not impede your ability to take their form; of course, if their form itself could be supernatural, you will not be able to transform into them. Clothes and armor are temporarily absorbed into your body after transformation, removing any non-supernatural benefits to wearing them. You maintain a common color scheme throughout your transformations, unless you have Shape-Shifting in which case your copies are perfect. (300 CP, free Martian)

Cellular Regeneration: Cellular Regeneration allows its user to rapidly regenerate, healing on the cellular level. This allows the user to heal severed limbs and missing organs in minutes and broken bones and bullet wounds in seconds. In addition, so long as more than 50% of the heart or brain remains, the user can regenerate the missing parts without technically dying or having any memory loss. (600 CP, free Martian)

Chlorokinesis: Chlorokinesis allows the user to control and greatly accelerate the growth of plants on the molecular level with their mind. This can be used to create hybridized plants as well as plantlike minions and creatures. (300 CP)

Cryokinesis: Cryokinesis allows its user to greatly lower the temperature around them, causing ice to rapidly form. This can be used to fire "beams" of cold temperatures that freeze whatever they strike, or to cause the ambient temperature of the surrounding area to drop significantly. Experienced practitioners can drop the temperature further still, as well as affect much larger areas, to the point where one might be able to affect an entire city. (600 CP)

Drain No: Drain No makes its user immune to any attempts to steal, weaken, suppress, or remove their powers, including any internal power sources such as mana, soul(s), or chi. This does not protect from any power loss from drawbacks, Gauntlets, or any other particular rules that a Jump may have about weakening or taking away your powers (just as an example: the Deadlight from the Light of Terra Jump). (400 CP, discount Drop In)

Density Shifting: Density Shifting allows its user to alter their density, allowing them to pass or "swim" through objects and people. They cannot manipulate the density of worn or held items; only themselves. Unusually dense objects, or ones that have supernatural properties, may be impossible to pass through. They can also make themselves denser, increasing their durability slightly. Martians can do this naturally; however, this is an advanced technique for them and will require training to do reliably, if at all. (400 CP, free Martian)

Electrokinesis: Electrokinesis allows the user to manipulate existing sources of electricity, such as power plants or storm clouds, as well as create a small amount of electricity themselves. This can be used to fry most electronics, as well as your enemies. (300 CP)

Flight: Flight allows the user to fly at around 700 MPH, and much faster in a vacuum. (200 CP, discount Human-Kryptonian Hybrids and free for those who are also Superhumans)

Force Manipulation: Force Manipulation allows the user to create translucent, non-complex constructs out of pure force, allowing them to create force fields or batter their opponents. This cannot be used on the internals of things, even if you can see them. The strength of your constructs will depend on your concentration and focus; in theory, a construct could be maintained indefinitely, if you concentrated on it. However, if your constructs are struck with enough force your concentration can be broken, with the construct going with it; at normal human levels, constructs can withstand most gunfire, but may be disrupted by strong enough explosions or superhumans. You can purchase this again at no additional discount to lift some of these restrictions; your constructs can now have moving parts, and those without moving parts can now be double their previous maximum size. (400 CP)

Geokinesis: Geokinesis allows the user to control and manipulate the earth, and includes the abilities to change its composition and density, turning rock to dirt or sand as well as allowing the user to throw large boulders and even temporarily allowing small amounts of earth to become lighter than air, allowing it to be "levitated". The amount of earth the user can control increases with experience. (400 CP)

Grow: Grow allows the user to change their shape dramatically, growing from their normal size to anywhere between, and including, 300 feet in height, or adding three hundred feet to their total height if they're already as large or larger than 300 feet. (600 CP)

Heat Vision: Heat Vision allows the user to project heat from their eyes, as well as the intensity with which it is projected; from just enough to melt snow to melting through steel. (400 CP, discount Human-Kryptonian Hybrids)

Hydrokinesis: Hydrokinesis allows the user to control and manipulate water, including changing the water's state from liquid to gas or solid and back again. Experienced users can do this with other liquids, though the more water the liquid contains the easier and more complexly it is manipulated, and liquids with extremely high or low evaporation/freezing points may be unable to be manipulated in those ways. (600 CP)

Immortal: Immortal makes the user, well, immortal, meaning they no longer physically age after a certain point, as well as becoming immune to non-magical disease and chronic ailments. (300 CP, discount Drop In)

Incomprehensible: Incomprehensible removes and makes the user immune to any unwanted mental illnesses or mental control, and gives the user nearly limitless mental storage. In addition, those who unwantedly attack or attempt to read the user's mind with their own mental powers are in for a nasty shock as the user's mind lashes out, transferring any damage back to the user's attacker or allowing the user to browse their would-be mind reader's memories instead. (600 CP, discount Drop In)

Plastic Physiology: Plastic Physiology allows the user to stretch and contort their body to great lengths, allowing them to stretch to great heights, squeeze through extremely small gaps, and punch people who are really far away. This also gives them extreme resistance to blunt damage and the ability to staunch blood flow by stretching their skin over their wounds. (600 CP)

Pyrokinesis: Pyrokinesis allows the user to create and manipulate fire and heat, allowing them to throw fireballs and greatly increase the ambient temperature. The

user is also immune to fire and most forms of heat; not to the point of being able to fly through the sun, but they could fly much closer than most spacecraft. (300 CP)

Shape-Shifting: Shape-Shifting allows the user to copy others perfectly, including voices, as well as create additional appendages or manipulating existing ones. (300 CP, free Martian)

Shrinking: Shrinking allows the user to shrink in size, capping safely to the size of an ant. Experienced users can shrink further, capping at the size of a molecule, though this can be risky. (300 CP)

Sonic Scream: Sonic Scream allows the user to emit a wave of sonic energy from their vocal chords capable of damaging steel. In addition, this power grants expert voice control in order to control this power, making the user capable of vocal tricks like throwing their voice. Also gives the user a great singing voice. (200 CP)

Solar Powered: Solar Powered greatly increases the user's healing ability in direct sunlight; they won't be regenerating lost limbs, but anything that's still attached will heal, given time. In addition, they no longer need to breathe, eat, drink, or sleep, so long as they've been exposed to enough direct sunlight in the past 24 hours. Effectively makes the user a solar battery. (400 CP, discount Human-Kryptonian Hybrid)

Super Durability: Super Durability allows the user to tank most forms of gunfire and explosives, as well as many forms of harmful energies and extreme temperatures. Does nothing against purely magical attacks, though it still works on things like creatures summoned or enhanced with magic or summoned fire. (400 CP, free for Human-Kryptonian Hybrids and Martians)

Super Senses: Each purchase of this allows the user to upgrade one of their five basic senses; sight allows them to use infrared and x-ray vision, as well as providing a massive boost that allows them to see very small things or things that are very far away. Hearing allows them to hear conversations from miles away, as well as whispers in large, loud rooms. Smell allows them to identify others based on their scent, allowing them to track others and potentially determine their emotional state. Taste allows the user to identify every ingredient in what they're eating, and can be used in concert with scent to identify poisons and other harmful substances without actually needing to consume them. Finally, touch can be used to identify the smallest imperfections or weaknesses in objects, such as incredibly small micro fractures, as well as providing increased sensitivity to physical stimulus and increased ability to identify objects based on touch alone. You can purchase each sense multiple times to increase their effectiveness/range. (100 CP, free Super Vision and Hearing for Human-Kryptonian Hybrids and discounts on further purchases)

Super Speed: Super Speed allows the user to run at Mach speed (around 760 MPH), as well as greatly enhancing the users reflexes to handle their high levels of speed. This can be purchased once more, without any discounts, to greatly increase the users speed, allowing them to vibrate through objects (though not abnormally dense ones) with some difficulty, and potentially giving the illusion of being in two places at once or attacking with many fists (due to how often and how quickly the user strikes). (600 CP)

Super Strength: Super Strength allows the user to lift great weights and strike with massive force. Starts off at roughly 25 tons, but can be purchased multiple times; increasing the maximum weight that can be lifted by 25 tons each time. Purchases past the fourth are no longer discounted. (300 CP, Human-Kryptonian Hybrids and Martians start with the equivalent of one purchase and receive discounts on further ones)

Telekinesis: Telekinesis allows the user to manipulate things with their mind, with the strength and ability of the telekinesis depending on the user's mental fortitude. At normal human levels, large objects such as cars can be lifted and thrown easily enough; Martians may start out being able to lift more both in terms of quantity and weight. This can only be used on things that are within the range of the user's vision, and cannot be used on the internals of living organisms, even if the user can see those things somehow. (600 CP, free Martian)

Telepathy: Telepathy gives the user the ability to mentally speak with others, link the minds of a group of people together so that they can speak to each other, influence the thoughts of others, and read the surface thoughts of others. These abilities can be fooled or resisted by those with similar abilities or those with strong wills. Experienced users can control others with their mind and go through the memories of others, though this can cause psychological damage and is much easier to resist than a telepath's other powers. (600 CP, free Martian)

Teleportation: Teleportation gives the user the ability to instantaneously teleport anywhere that they can observe, as well as anywhere they've been on the same planet that they are on currently. Does not allow travel between the Earth and nearby celestial bodies, even if you can directly see them. You can bring others with you, so long as you are in contact with them. (400 CP)

Toggle: Toggle allows it's user to forgo learning to control their powers by simply allowing them to turn their powers off when they aren't needed. This can be done per power, so there isn't a need to go without the ability to teleport because you don't want to use your super strength. Also works on out of Jump powers, magic, and perks. You can think of this like a "dial". It can be on, or full power, as well as off, or no power, and anywhere in between those two states. Toggle can't be used

against your will to depower you or prevent you from using your abilities; toggling a power on or off is a decision that you make, not whoever is controlling you. (100 CP)

Vertigo: Vertigo allows the user to use their mind to alter the senses of others, throwing them off balance and inducing feelings of intense dizziness and even making them think that up is down. (200 CP)

Items: Vigilantes get a stipend of 300 CP to spend on items/gear only, and a discount on any one item that they do not already have a discount on.

Costume: You have an expertly made costume of your design. It's not that much more protective than normal clothing, but it's very iconic. If it gets destroyed or lost, a new one will appear in your Warehouse, with any modifications you've applied to it intact. You may choose to import an existing costume or outfit for free. (Free)

-Alternate Costumes: Now instead of one costume, you have a whole wardrobe. Each one is slightly different from the first one- they might have different color schemes, variations on any symbols that you wear, incorporate capes or masks etc. In addition, you may choose to apply any and all modifications- not just any that are presented here- on your main costume to any or all of your alternate costumes for free. (50 CP)

-Light Armor: Your costume now incorporates light body armor, protecting you from small arms fire and blunt force trauma. (50 CP, free Vigilante)

-Heavy Armor: Your costume now incorporates heavy armor, dramatically increasing its protective abilities at no cost to maneuverability. (100 CP, discount Vigilante)

-Bulletproof Cape: Your costume's cape, if you choose to have one, is now bulletproof and as durable as steel, though no less flexible. In addition, it's designed in a way that makes it easy for its wearer to tear away if it would hinder them. (50 CP, free Vigilante)

-Wingsuit: Your costume's cape now incorporates shape-memory fibers, allowing it to be used as a wingsuit. (100 CP, discount Vigilante)

-HUD: Your costume's headpiece, if you choose to have one, now incorporates a head-up display. Your HUD automatically maps out what you see, providing a mini-map of the area's you've visited, and is capable of multiple types of vision, including thermal and X-ray. It can also connect to the internet, and incorporates

facial recognition technology making it capable of feeding you information on your target if it exists. (200 CP, discount Vigilante)

-Camouflage Mode: Your costume has a built in setting that allow it to change its color scheme to suit a wide variety of environments; there's a black "stealth" option, as well as several other patterns for pretty much every earth environment. Additional patterns are easy to program and create, given an hour or so of tinkering. (100 CP, discount Vigilante)

-Bio-Suit: Your costume is now partially organic and capable of shifting it's density and shapeshifting, allowing it to camouflage itself or change in size and shape to suit your needs. It responds to telepathic commands, but can be "programmed" with pre-set functions for those that lack telepathy. (200 CP, free Martian)

Cash: Superhumans and Mystics get one million dollars per purchase, Drop Ins and Vigilantes get ten million. (50 CP)

-Batman's Real Superpower: By purchasing this, any cash that you've bought above replenishes at the start of each jump, being converted into the most commonly accepted currency of whatever setting you're in- whether that be gold pieces or bottle caps, it doesn't matter. Unspent currency provided by this option does not get converted when you enter a new jump, but you still get the same amount of currency at the start of the jump. (200 CP, discount Vigilante and Drop In)

Expertly Crafted Weapon: You have one expertly crafted weapon, perfectly balanced and perfect for you. If you choose to have throwing weapons, such as boomerangs, you get six instead of one. In addition, you may choose to give them one special attribute such as being concealable or capable of delivering an electric shock. If your weapon(s) get destroyed or lost, a new copy shows up in the warehouse. Should they be ranged weapons you will gain the capability to make new ammunition in your warehouse, including special types of ammunition. Additional copies of weapons can be purchased at a discount. (100 CP, one free Vigilante)

Utility Belt: This utility belt contains several gadgets and non-lethal weapons, including smoke bombs, stun grenades, several Tasers, several tracking devices, and several rebreathers. Also comes with a grappling hook. (200 CP, free Vigilante)

A Barrel of MONQIs: You get a barrel in your warehouse that contains six MONQIs, small, flight capable robotic monkeys armed with optic blasts that can blast through metal. When destroyed, the barrel makes more, replacing the ones that were destroyed. You also gain blueprints that will allow you to make more, though the ones you create do not get replaced by the barrel. (200 CP, discount Drop In)

Sorcerer's Helmet: You've gained a helmet, similar to the Helmet of Fate, which houses the spirit of an ancient wizard. Although this helmet doesn't grant any additional spell casting abilities, it does augment existing ones. The wizard is able to communicate with you telepathically, but cannot read or control your mind without permission. If you should happen to be knocked out in combat, the wizard will ask your unconscious mind for control of your body to continue the fight, flee, or seek medical attention, depending on the circumstances. The wizard's personality is roughly of your design, but they always have your best interests at heart. Despite being sentient, the wizard does not take up a companion slot so long as it remains in helmet form. (200 CP, discount Mystic)

Vehicle: You get any normal vehicle, as long as it's capable of seating no more than ten people. It's very fast, well armored, and has unlimited fuel, but has no additional weapons beyond what a vehicle of its type would have normally. Its design is mostly up to you. (200 CP, discount Vigilante)

Cadmus Cloning Projects: These are outlines of the cloning and other related projects Cadmus has undertaken, including the creation of the Genomorphs, implanting memories/programming, and the creation of Human-Kryptonian Hybrids, as well as the blueprints for the special machinery used. You can apply the same principles to create hybrids of your own. (300 CP)

Kobra-Venom: You gain a supply of Kobra-Venom, a neo-steroid that's capable of granting people and animals superhuman strength and durability at the cost of their normal appearance and size. You have six doses, which replenishes every other month, as well as the formulas for Project Blockbuster and Venom, as well as the knowledge of how to combine them to make Kobra-Venom. (400 CP, discount Drop In)

Sword of Beowulf: This sword normally only works for the pure of heart; however, it seems to work differently for you. Instead, it only works for you and those you allow to use it. In the hands of another, it refuses to swing and will quickly leave their hand, seeking to return to you or it's sheathe, whichever is closer. The sword itself is indestructible, supernaturally sharp, and capable of firing beams of magical energy with every swing. (400 CP, discount Mystic)

Inertia Belt: This belt gives the user the ability to create "bubbles" of kinetic energy that absorb kinetic energy, making the bubble stronger as it's struck physically. It requires concentration to maintain, and will disappear if its user is distracted or attacked. (400 CP, discount Vigilante)

Professor T.O. Morrow's Notes: These notes detail the creation of the "Red" series of androids, including Red Torpedo, Red Inferno, Red Tornado, and Red Volcano, as well as designs for androids that resemble actual people. (400 CP)

Starro-tech Notes: These notes detail the research Professor Ivo, Brain, and Klarion the Witch Boy took in order to create Starro-tech; a combination of technology, magic, and an ancient alien organism. With time, and some studies of your own, you may be able to apply the principles of Starro-tech to your creations as well, creating technology and creatures that have features of living beings, magic, and technology. (600 CP)

Space Hog: This motorbike-esque vehicle is capable of extremely fast travel through space, and somehow allows it's rider to breathe and speak in space despite an apparent lack of anything that would allow that. Has a dolphin decal on the side for some reason. (600 CP, discount Drop In)

New Genesphere: This sphere is from New Genesis, and despite its inorganic appearance it's still a living being. It has three main modes; "Sphere", "Super-Cycle", and "Pill Bug", each with its own abilities. As a Sphere, it is capable of rolling at high speeds, resisting greater amounts of damage, and healing at an accelerated rate. As a Super-Cycle, it can seat up to eight people and gains the ability to shoot lasers. As a Pill Bug, it is capable of overriding control of technology, allowing you to control it by proxy, though it's more vulnerable to damage in this form. Despite being sentient, the New Genesphere does not take up a companion slot as long as it remains in one of its three forms. (600 CP)

Reach Scarab: You have a Reach Scarab implanted in your spine. It's special in several ways; for one, it is permanently "off mode", meaning the Reach cannot take control of the Scarab- and therefore you- in any way. Second, it can be removed from your spine without killing you. Finally, despite being sentient the Scarab does not take up a companion slot as long as it remains in Scarab form. The Scarab grants its host several superhuman abilities: It is capable of constructing objects and shifting shape with nanotechnology, has highly advanced scanners capable of scanning for life forms through buildings and detecting when others are lying, translating seemingly any language, projecting holographic images, extreme durability, flight, and sonic and plasma weaponry. (800 CP)

Amazo's Backup Memory: This memory stick contains the encrypted memories of the android Amazo, and more importantly, contains the information on how the android replicated the abilities of the Justice League. After breaking the encryption you will have all the information you need to incorporate superhuman abilities you possess into your technology, creating machines that speak to each other with telepathy, process information with super speed, lift great weights with actual super strength and more. (800 CP)

Martian Bio-Ship: The Martian Bio-Ship is a living organism capable of travel through space, as well as through water. It's durable enough to withstand large

explosions, though it lacks weapons of its own, and it's capable of shapeshifting to add additional features to the ship as well as to camouflage itself. It is capable of assimilating technology into itself, including alien technology, and can be piloted using telepathy or through more manual means. Despite being sentient, the Bio-SHIP does not take up a companion slot so long as it remains in ship form. (800 CP, discount Martian)

Trophy Room: Purchasing this adds a room in your warehouse with several cabinets, display cases, and bookshelves for displaying your various collections and items, as well as ample space for anything else you may wish to display, including statues and paintings. In addition, you can choose to purchase this again to gain any one item from each previous Jump that you've completed for display purposes only. Attempting to use it for anything besides display purposes will cause that item to disappear in a puff of smoke and become lost forever. If you'd prefer, you can instead choose to receive expertly made artwork that's related to the setting in some way. Seems to grow slightly with each completed Jump. (100 CP)

Training Room: Purchasing this adds a large room to your warehouse that allows everyone who willingly enters it to fight and train against each other without fear of death or permanent injury. In addition, it scans the brains of those who enter it and records their memories of those they've fought or met in the past, collecting a catalogue of opponents that the Training Room can simulate for training purposes. The room is capable of growing larger to fit larger combatants. The training room cannot be used for storage purposes. (200 CP)

Companions:

Companion Import: You can import two companions for 100 CP, up to a total of eight, granting them a free background. They receive double the amount of CP you spent on imports as CP to spend for themselves, up to a total of 800 CP per companion to spend on gear, superpowers, skills, and races. They cannot take drawbacks, but may choose to take racial drawbacks to lower the cost of their race. Companions imported with this option can't buy the following items: Amazo's Backup Memory, Starro-tech Notes, Professor T.O. Morrow's Notes, Cadmus Cloning Projects, Trophy Room, or Training Room. You may choose to instead create new companions who are roughly of your design, and are not required to import or create the full number of companions that you pay for. Companions who are Superhumans or Vigilantes do not get a stipend of points to spend beyond what you've paid for by importing/creating them, but Superhumans get discounts on all powers as normal, and Vigilantes get one discounted item that is not normally discounted for Vigilantes, as stated in the headers for the Powers/Items sections.

Canon Companion, Non-Powered: You can choose to recruit any non-powered character as a companion; you must convince them to follow you. (200 CP, discount on members of "The Team")

Canon Companion, Powered: You can choose to recruit any powered character; you must convince them to follow you, and extremely powerful characters such as those at Darkseid's level and above cannot follow you, even if you somehow befriend them. Powered characters include anyone with abilities above that of a normal human, regardless of their source. (600 CP, discount on members of "The Team")

Kobra-Venom Enhanced Animal: You can choose to enhance any earth animal, no larger than an elephant, with Kobra-Venom and make it a companion. It's smart, loyal, and possesses super strength and durability. You may also choose to import an existing animal companion to be enhanced at no additional cost. In addition, you can import any other creature from another Jump to be enhanced in this way by paying double the listed price. The creature you import in this way cannot be larger than an elephant, and cannot possess any supernatural abilities. (150 CP)

Project Cadmus Clone: Project Cadmus cloned you, in secret, in case you ever needed to be destroyed or replaced. Luckily, your clone was released with Superboy (and yourself, if you are a Human-Kryptonian hybrid) before he/she could be programmed to suit the Light's needs. Your clone's appearance and personality are up to you, though they probably look like a younger version of you. They'll treat you like an older sibling, or possibly a parent- in any case they recognize your seniority and experience and act accordingly. If you yourself are a clone as a result of becoming a Human-Kryptonian Hybrid, your clone will still look like you. For 600 CP, they get all of the abilities that you've purchased here at full strength; for 800, they also get your previous powers and abilities, including magic, at 1/10th of the strength of your own. Your clone is also a quick learner, and with some tutelage you can easily teach them any skills or knowledge that you have. (600/800 CP)

Drawbacks: You may gain up to +1000 additional CP from taking drawbacks, or +2000 if you choose to take Apokolips Now.

Drawbacks disappear after your 10 years are up or after you die, whichever comes first.

JUMPCAN!: You are reduced to your Body Mod form's abilities and your age is set to 10, but even though you have none of your supernatural abilities in that state you can still access them: by shouting the name of your benefactor to the heavens, a bolt of lightning (even when you're indoors) will appear, transforming you into an adult and granting you access to your supernatural abilities. Think of your child

form as a locked chest, the name of your benefactor as a key, and your supernatural abilities as what's inside. Your child form cannot be empowered in any way; any additional powers you get while in your child form are instead transferred to your "adult" form. You still retain access to your warehouse while in child form and any items you have will work as normal. Supernatural abilities, for the purposes of this drawback, include intelligence and beauty boosts. Taking "Drain No" does not protect you from attempts to trick or force you into changing back into a child, which people with knowledge of Shazam's or Black Adam's abilities may attempt to do from time to time. If you took the Bizarro/Doomsday drawbacks as a Human-Kryptonian Hybrid, you'll look like a young Clark Kent, with your "adult" form looking like Bizarro or Doomsday. (+100 CP)

Moody: You're prone to having bad temperaments; you get frustrated much quicker, tend to brood and act extremely emotional when upset, and you tend to snap at others who try and help or get close to you. (+100 CP)

Just a Sidekick: You have the unfortunate tendency to be dismissed by your peers. No matter how hard or well you work, you'll always be passed by for others who may even be less qualified than you. If you somehow manage to wind up as part of or the head of a large organization, you will still be dismissed and not shown any respect. (+100 CP)

No Killing Rule: You cannot willingly take another life, or through inaction allow your companions or team mates to take a life. If someone does die under those circumstances, you will feel horribly conflicted and saddened by it. This applies to all sentient creatures. The only exception is Darkseid; as the antithesis of life, you have no qualms about his destruction. (+100 CP)

Never A Dull Moment: And never a moment of rest. While the threats you face aren't any more dangerous than before, they sure do seem to crop up a lot more than usual. You'll get about a week, at best, between missions or threats, but most days will be spent dealing with whatever problems, no matter how small, that crop up. (+200 CP)

Agent for Shields: Your supernatural abilities have been severely weakened; they're currently at 1/10th of their usual strength. Fortunately, you have a mysterious benefactor who is capable of manufacturing "Shields", which are small patches that can help you reach your full potential. The problem is your benefactor isn't on the same side as you, and will expect you to work for your Shields. They are completely impossible to intimidate or coerce, and their Shields are impossible for you to replicate or duplicate in any way and only last for about an hour or two of use. Sabotaging their plans or telling others about your situation will get you cut off permanently. They've given you six Shields as a gesture of good will... as well as

instructions on what they want you to do to get more. If you've taken "JUMPCAN!" you'll need a Shield to access your "Adult" form, and will turn back into your "Body Mod" form when your Shield stops working. (+200 CP)

Not Good At Planning: You're horrible at coming up with and following plans, and no matter how smart you are out of a fight your strategies always wind up being variations of attacking or sending someone else to attack something. (+200 CP)

Will Never Live It Down: It seems that your every mistake- and you WILL make mistakes- come back to haunt you in the worst ways possible. Get cut in a fight? Your enemies are using your blood for their own purposes or to engineer a way to defeat you. Leave your warehouse door open? Hope you don't mind people touching your stuff. Fail to rescue a friend? Their family hates your guts, and that's if they don't somehow come back themselves to get vengeance on you. (+200 CP)

Blinded by the Light: The Light have identified you as a major threat to their plans, and will spend a significant amount of time trying to find a way to kill you or otherwise dispose of you. (+300 CP)

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

Meet Your Match: Project Cadmus cloned you, but something went horribly wrong (or possibly right?), turning your clone into a nigh unstoppable monster with a murderous hatred for you and your companions. It's capable of using all of your powers and abilities, including magic; and despite appearing to be a mindless berserker it's much smarter than it appears, and is capable of adapting to your strategies and forming plans of its own. It's nigh impossible to kill or get rid of, and will occasionally pop up after you think you've dealt with it permanently- even if there's not a trace of it left in existence, or if it's been marooned in another dimension. You are guaranteed to fight it at least once every two years, but depending on how you deal with it you might fight it more. It won't go out of its way to attack civilians, but it doesn't care about collateral damage and it will attack civilians if it thinks it'll draw you out. (+300 CP)

Bounty: You've got a massive bounty on your head that will only go up; at first, you'll only attract Earth assassins and mercenaries, but over time the value of your bounty will grow to the point you attract opportunists from other worlds, possibly including The Main Man himself. (+300 CP)

Apokolips Now: After your first day in this Jump is completed, the skies all over the world will open up with massive Boom Tubes, spilling forth thousands of

Parademons by the hour that will begin killing indiscriminately and without regard for their own lives. The incursion can be stopped by killing Darkseid once, permanently trapping/killing him, permanently cutting off Earth from Apokolips, or somehow destroying Apokolips itself. If you somehow survive ten years without fulfilling any of those conditions, or if humanity is made extinct, you will be sent home as if you had died. Darkseid is assumed to be at normal power and strength in comparison to his appearance in the comics. (+1000 CP, does not count towards drawback limits)

Endings: You get to keep all of your powers, items, and companions, as well as anything else you've collected over your adventures.

Move On

On to the next Jump, and the next adventure

Go Home

You've had enough; it's time to head home

Stay Here

You've come to like this world, and don't want to leave it

Notes:

-Hybrids get freebies/discounts on these powers: Flight, Heat Vision, Solar Powered, Super Durability, Super Senses, and Super Strength

-Martians get freebies/discounts on these powers: Animal Transformation, Cellular Regeneration, Density Shifting, Shape-Shifting, Super Durability, Super Strength, Telekinesis, and Telepathy

-The inclusion of Toggle and Power Combinations does not prevent you from utilizing their functions if you've already ruled that you can turn your abilities/perks off or combine your powers/abilities.

-Amazo's Backup Memory works on all "powers", so long as their source isn't magical/spiritual in nature. Amazo's Backup Memory can grant magic that can be learned or has a basis in genetics to machines when used in unison with Starro-tech

notes, and possibly with other "magi-tech" creating things. Amazo's Backup Memory automatically updates whenever you get a new power that you can build into your technology.

-YJ_Anon