DCEASED

By EYouchen/MadaMada

"I looked, and there before me was a pale horse! Its rider was Death, and Hades was following close behind him."-Revelation 6:8

What is death in this world, jumper? What is domination? What is hope? What is life? Earth is about to find out.

Darkseid, dread lord of the planet Apokolips, has invaded Earth and been defeated and driven off by the heroic efforts of the Justice League at their finest hour. However, before leaving, he kidnaps one Victor Stone, also known as Cyborg (who, strangely enough, is a cyborg and a living computer.). It turns out, Cyborg somehow has half of the Anti-Life Equation in his systems, a living, transcendental math equation that implants certainty of the pointlessness and futility of life that allows its wielders to dominate the wills of sentient beings, turning them into mindless thralls. Darkseid has the other half and intends to complete the equation. However, his minion DeSaad tells him that merging his version of the anti-life equation with the digital version in Cyborg's systems would destroy Cyborg and the anti-life equation along with him. So, Darkseid summons another one of his minions, the Black Racer, the personification of death, and injects his essence (along with the anti-life equation) into Cyborg. It turns out that injecting the essence of death into Cyborg corrupts the anti-life equation (who would've thought?), which becomes a techno-organic virus and immediately infects Darkseid, who goes on a psychotic rampage before leaping into the core of Apokolips and blowing up the whole planet.

Moments before this happens, Desaad, realizing what they've done, panics and teleports Cyborg to Metropolis, on Earth. Cyborg's systems immediately come back online. Unfortunately, the corrupted anti-life equation jumps from Cyborg (despite his best efforts to firewall himself) to the internet and infects everybody looking at a screen, and like Darkseid, they tear apart the uninfected...

In short, the world is ending. What essentially is a zombie virus is spreading through the internet and through blood and it's up to our heroes to save the world... But can they do that as one by one, they succumb to anti-life?

That's where you come in.

Location

Roll 1d12 to find your location. Or shell out 100cp to pick for yourself. You appear one hour after Cyborg lands on earth. Over 600 million people are infected by the Anti-Life equation and that number is rising exponentially.

1. **Metropolis** - This was once a shining city, but then the Anti-Life equation landed. Most of the city is infected, but Superman is rallying many heroes at the Daily Planet to save the world. You should probably go there (the heroes can protect you) or get out before the anti-living get you.

2. **Gotham** - The home of Batman, Robin, Red Hood, Batgirl, the Birds of Prey, Commissioner Gordon, The Joker, Poison Ivy, Harley Quinn, and many more well-known individuals (many of whom are infected now). Like Metropolis, it's full of infected people at this moment. In some time, Gotham will become a citywide jungle, a stronghold of the living, a sanctuary for both nature and humans if you let things go the way they do.

3. **Keystone City** - Home of the Flash Museum. The people of Keystone were lucky - Wally West, also known as Kid Flash (the one in the red costume, not the one in the yellow costume) and a few other speedsters saved over 200,000 of them by transporting them to an alternate Earth. However, they can't come back to save more people, because they also got stuck on that alternate Earth in the process.

4. **Kahndaq** - A country in the Middle East. It is ruled by its king, Black Adam and it's currently the world's least infected nation in the world with zero cases, as total control over the internet meant that Kahndaq was immediately taken offline and the majority of Anti-Living were wiped out. It won't last.

5. **Ball's Pyramid** - A barren sea spire, home to the world's rarest insect. It's the remnant of an ancient volcano, between Australia and New Zealand. There's a fortress inside where a bunch of supervillains are holed up.

6. **Themyscira** - The island home of Wonder Woman and the Amazons, somewhere in the Aegean Sea (the sea between Greece and Italy). It's relatively safe here, provided you're female. If you're a guy, they'll kick you out. Eventually sections of the surrounding seafloor are lifted up and Themyscira will become another refuge for the living (at this point they start allowing men in). Amazons may start here for free.

7. **Fortress of Solitude** - Superman's base. He isn't here right now - he's busy saving lives in Metropolis. In fact, there's nobody here but you and any companions you have. However, you start inside and there's a lot of cool stuff lying around. It will soon become the main stronghold of the remaining heroes. For some reason, there's a lot of food lying around too, so you won't starve.

8. **Bludhaven** - A city near Gotham with a terrible name. All the anti-living here are concentrated around the last place where there are still living people - an orphanage with a bunch of kids inside. Soon, heroes and villains alike will flock to the orphanage to escape the anti-living.

9. **Australian Bunker** - A hive of scum and villainy. Some of the most despicable individuals living on this Earth are staying here. Still, this isn't a bad place to ride out the apocalypse. They've got a pretty good system going on here. They're growing fruit inside (with means that would really offend some plant lovers), have a small army, and will develop the means to end the anti-living once and for all in a few years provided nothing gets in their way. They'll shoot anyone outside, but if you're inside they'll welcome you as long as you pull your weight.

10. **The Ocean** - Oh boy. This one's a doozy. You start on a boat, right above Atlantis. It's full of the infected and soon Aquaman will come aboard and get infected too if nothing changes. If not prevented, the blood of the anti-living will spread through the sea and infect all of Atlantis, save for queen Mera. You can start in Atlantis itself if you're an Atlantean, but keep in mind that blood will soon spread through the sea.

11. **Jotunheim** - Not the actual realm of ice giants from Norse Myth, though that'd be cool. You're landing in front of a massive fortress carved into the side of a mountain in the Middle East, said to be built by giants. (It wasn't. It was built by some Germans during the second world war.) A warrior named Raza, a lion-headed man named Manticore, the Aerie, their teleporting girlfriend Wink, and a whole lot of soldiers and civilians are taking refuge here. It's heavily defended and secure, a bastion of safety. For now.

12. **Free Choice** - Lucky you. You get to pick from any of the above locations, or even a location that isn't on the list. It has to be on Earth, though.

Origins

There are no heroes and villains in this world, Jumper. There are only two sides. The living and the anti-living. You're one or the other. As such, there are no origins here. You may choose to have an established history in this world, or you can be a drop-in. If you have an established history, you can decide how well known you're in the world but you can't make major changes to canon like "Jumper stopped Cyborg from being kidnapped (and thus the anti-life equation from even getting started) by single-handedly beating up everybody on Apokolips."

You get one 100cp perk for free and discounts (50% off) on any one 200cp, 400cp, and 600cp perk or power you choose. The same applies to items.

Your age is 16+1d8, and you may choose your gender freely. If you're unhappy with your age roll, you may pay 50cp to change it to any age, even if it's outside the range.

Races

Human (0cp) Bog-standard Homo Sapiens.

Animal (100cp) You're an animal. You can choose to be any mundane animal found on Earth. Nothing supernatural. You're not going to be Smaug in this jump. Sorry. Animals are immune to the anti-life equation and can speak with other animals. Like Bobo T. Chimpanzee, you can also talk to humans. This race can be taken alongside any of the below races, for a total of the sum of the costs (so a Kryptonian animal would be 900cp, for example) making you a version of your species hailing from the respective home of your species.

Atlantean (200/400cp) You count yourself among the Atlanteans, the children of the sea. Once, Atlantis was the greatest civilization on Earth, but then it sank underwater. However, its people adapted and evolved to survive underwater. Atlanteans can breathe both air and water, possessing a set of gills on their body. Thanks to their deep-sea lifestyle, they have great strength and durability, and can swim at about mach 5 while underwater. They possess a somewhat powerful regenerative factor when immersed in the sea. For an additional 200cp, you possess a form of telepathy that allows you to command large armies of the myriad creatures who dwell beneath the waves.

Amazon (200/600cp) The Amazons are the all-female race of warriors from Themyscira. They look like humans (just like a ton of the other nonhumans in DC), but are stronger, faster, and more durable (again, just like the other nonhumans in DC) and have innate skill with combat. You're a special case - even if you're biologically not female, you're still an Amazon and your female kin will accept you with open arms. With this option, you may add another thousand years to your age if you choose to have an established history. For 400 extra cp, you're like their princess Diana - otherwise known as the demigoddess Wonder Woman. You've been empowered by the gods of Olympus and have much better physical capabilities than other Amazons, and you can fly.

Kryptonian (800cp) The famous sun-absorbing aliens. You are one of the last children of the dead planet Krypton. You appear human, but you are not. You have the ability to absorb a certain wavelength of radiation (in this case, light) from a yellow star, like Earth's sun. This may seem silly, but it grants you great powers. Through absorbing it, you gain the strength to move mountains and shift tectonic plates, the durability to tank planet-busters, flight, and the speed to fly from one end of the earth to the other in mere moments. The heat vision to burn cities, and frost breath to freeze them. You are also blessed with amazing sight and vision - you can see stuff on the subatomic level and possess x-ray vision (you'd be a really good microsurgeon) and hear a cry from the opposite side of the earth. The power of the yellow sun you've absorbed also provides sustenance - you don't need to eat, drink, sleep, take dumps, or do any normal biological processes while you have the energy of the yellow sun in your system. You don't even age. However, even you have things you can't do. You can't breathe in space, and you're weak to two things - Kryptonite, irradiated pieces of your own planet (it generally looks like green rocks) and the light of a red star, which drains your powers.

New God (800cp) The New Gods are the inhabitants of two planets - the paradise of New Genesis and the (now-nonexistent) hell of Apokolips. They are human-like beings that have achieved evolutionary perfection due to proximity to the Source, the limitless energy from which all life sprang forth in the Universe. They possess superhuman physical abilities, immortality, and unique powers of their own. They also embody concepts. You may choose any concept, even the currently taken ones. Examples include Freedom, War, and Tyranny. This offers an in-depth understanding of the concept, strengthening of powers relating to your concept, and the ability to acquire near-instant understanding of things related to your concept.

Martian (1000cp) Like J'onn J'onzz, you're one of the green-skinned denizens of Mars. Martians can fly and their strength, speed, and durability is comparable to Kryptonians. Their true strength lies in their other powers - the sheer versatility of their abilities. First of all, they're one of the few psychic races in the universe - they have great ability in regeneration, telepathy, shapeshifting, intangibility, invisibility, and telekinesis. They also share the ability of heat vision that Kryptonians have, but not the frost breath. However, for all their strength, they have weaknesses, too. They fear fire. Fire is one of the few things that could genuinely kill a Martian and their bane.

Perks

Snarky Lines (freebie)
You're a snarky one, Jumper. You can think up comebacks, insults, and all sorts of stuff. You're like Constantine, but better.

Artstyle (freebie)

One of those artstyle toggle perks. You can apply the visual aesthetics of the DCeased series (all five of them) to the world around you, yourself, or whatever you want it to. Nobody will question this unless you want it to be so. You can turn this on and off freely.

Combat (freebie/200/400cp)
A skill common to all superheroes - you can beat things up with your hands and feet now. For no additional cp, you are skilled in any one martial art and can match the average soldier or martial artist. For 200cp, you're pretty good. You're on the level of a particularly skilled martial artist or the average member of the bat-family. You've committed to and mastered several styles and you can go toe to toe with most of the caped community in a hand-to-hand fight. Or beat up most of the anti-living hordes, since they all lose the skill and strength they had in life. For 400cp, you've mastered nearly every single way of hand-to-hand combat known on Earth. You'd be called the equal of Lady Shiva and Cassandra Cain. You can even predict the moves of your opponents based on their body language. If you'd like, you may instead take this perk for skill at melee weaponry.

Good Looks (100cp)
You know what's common with superheroes and supervillains? There's probably a lot of rule 34 art featuring them. And now you look just as attractive as the average hero of this universe - which is saying something (and I mean that in a good way.) Most people won't be able to wear the skintight costumes and booty shorts common to this world's super community and look good, but you will.

Pied Jumper (100cp)
You're good at playing music. How good? About as good as Hartley Rathaway, otherwise known as the Pied Piper. This is good for entertaining people, but you could pull off more exotic effects if you had the right equipment to work with.

No Collateral (100cp)
It's such a pain worrying about your surroundings when you've got superpowers, hmm? That's what this perk is for. Whenever you get into a superpowered tussle or anything like that, you can outright prevent collateral damage from occurring. No matter how hard you hit, you won't lay a single scratch on bystanders and nearby properties. Nobody's going to be flooding Nantucket by dropping giant zombies into the sea anytime soon.

Marksmanship (200cp)
You're legendarily accurate with a type of ranged weapon. Whatever it is, you're really good. You're on the level of people like Oliver Queen and Floyd Lawton. For example, if you chose bows, you could replicate Oliver's feat of firing an arrow half a mile through raging winds into the brain of the undead king of the sea on top of the Kraken. If you

chose slingshots, you could cave in skulls with them from fifty paces. My point is, you can put projectiles where you want them to be. You also get a nice mustache if you want.

Non-Powered Hero Package (200cp)
Damn, jumper, do you lift? You're in the "peak fitness" condition that most superheroes have now - you've perfected your body. You could match members of the bat-family and olympic athletes in your feats given practice. You're in the top percentile of fitness of your race in everything - you're like a combination of Arnold Schwarzenegger, Usain Bolt, and a ton of other fit people. You also get this toned, awesome bod that's sure to turn people on, but not as much as the "**Good Looks"** perk. You're also great at gymnastics, acrobatics and parkour. Backflips, dodges, swinging around with one of those grappling guns the Bat-family always seems to have, you're great at it all. You could conceivably give Dick Grayson a run for his money in a gymnastics contest. Unfortunately, that's unlikely to happen, because Dick Grayson is little more than a corpse now.

Right Place, Right Time (200cp)
It's problematic when you get somewhere, only to see that the only inhabitants are infected. To curb this, you've got the odd superpower of being able to get to places on time. You arrive in the nick of time - you'll never be too late to save anybody. This doesn't mean you'll be able to save the day all the time, just that you'll arrive early enough so that you have a chance to.

You Don't Take This One (400cp)
This is a harsh world, but the age of heroism is not yet gone. The survivors of the blight strengthen, shield, and protect the ones they love from the equation. And you are the embodiment of this idea. When the ones dear to the heart are threatened, you rise to the occasion. Your strength and capabilities skyrocket to far beyond your normal levels. For some may fall, but not all.

Nobody Gets To Be Innocent Now (400cp)
Taking care of the weak is a liability for survival. But the old, darwinistic "only the strong survive" ideal isn't exactly cutting it in the middle of the apocalypse, either. So the idea's to train the weak. To fight zombies. Yeah. Train them to fight. This is a teaching perk, so you can do something like training an orphanage of scared, innocent children into a gang of ruthless revenant slayers.

This Is Exactly As Bad As It Looks (400cp)
In the darkest hours, people need more power *now,* to save everything at the expense of a few. This perk is meant to help with that. In the face of impending disaster you find it easy to gain new forms of power. Maybe some giant space

whales are planning to blow up the planet for science. Maybe a lord of hell's crawled up from hell, wrecked a zombie-infested Paris, and it's your job to kick his ass now? No worries. You'll just get a snowballing amount of power through really questionable means to quash the problems. What we're trying to say here is that it'll be easy to steal power, just like the insane, larcenous amounts of magical power that this world's John Constantine will soon get his hands on.

Hope At World's End (600cp)
Clark Kent and his son Jon have many powers. They're faster than speeding bullets, more powerful than locomotives and are able to leap over tall buildings in a single bound. Sure, they've got flight, heat vision, frost breath, and all the stuff just mentioned, but they've got something else too. A power much greater in some ways.

Superman fills every single person who sees him with hope. And now you, too, share this way with people. Your presence alone inspires people to great achievements. They will race, and stumble, and fall and crawl... but in time they will join you in the sun. You will help them accomplish wonders. You're the ideal, after all. You're the one everybody looks up to - the paragon, the ideal hero. As a side effect, your charisma gets a *massive* boost and everybody likes you. There's one condition to this perk, however. You have to act the part. You can't be a douche. You genuinely have to be a hero, or at least play nice. You, too, can be a hero.

Tree Lobster (600cp)
On June 15th, 1918, the SS Makambo ran aground on Lord Howe Island. There were rats aboard that broke out and infested the island. They ate every single member of a local insect species - the Lord Howe Stick Insect, also known as the Tree Lobster - driving them to extinction. Or so it was thought. It was later discovered that the Tree Lobsters had miraculously survived. They relocated miles away, on Ball's Pyramid (if you want to see one, you can go find Vandal Savage. He has one. He also makes monologues about them.). A century later, the Tree Lobsters returned to Lord Howe after the rat population was exterminated, inheriting the island from their ancestors.

You've fully embraced this analogy. What I'm trying to say is that you're a survivor. You're going to live. Your willpower is an endless well that shall never falter. They could beat you, break you, throw you to the pits of hell. Send their best green lanterns to contest your will. It's no understatement to say that you throw yourself with everything you have at what you do - your sheer bloody-mindedness pushes you to surpass your limits and keep you going. You'll push through pain - not even fatal wounds will prevent you from doing what needs to be done. Your will exceeds your body - it'll even fix itself to keep up. You can fight through toxins that'd leave others spasming on the floor, act out your plans when cut in half, because you're a tree lobster. And it's you who'll inherit the Earth.

I Am The Most Intelligent Person On The Planet (600cp)
Said Lex Luthor. Unfortunately for him, you're here to contest that claim, as was Batman. Your IQ has skyrocketed to the point where you could show up those guys who try to flex and get mocked by r/IAmVerySmart. You're one smart cookie now. You've got the sort of mind to rival DC's smartest - you could plausibly match wits with the likes of Wayne, Luthor, and Bobo (the really smart chimp) by applying yourself. You have a vast wealth of knowledge on science, and replicating comic-book tech like power inhibitors, jetpacks, laser guns, teleporters, hard light, and robots is within your reach. You learn things five times faster than otherwise and your brain would make the most advanced matryoshka brain look like a toddler. Lastly, you have an eidetic memory so you can remember all that knowledge easily. Luthor, Wayne, and even Metron would appreciate your smarts.

Powers

The following species get their associated powers for free:
The 200cp version of an **Amazon** gets:

- Strength: (200cp)
- Durability (200cp)
- Immortality

The 600cp version of an **Amazon** gets everything the 200cp version gets, plus:

- Flight
- Strength (400cp)
- Durability (400cp)

Atlanteans get:

- Strength (200cp)
- Durability (200cp)
- A discount on Animal Hybrid if the animal is a marine animal.
- A discount on Elementalism if the element is water.

Kryptonians get:

- Enhanced Senses for Sight and Hearing
- Flight
- Frost Breath
- Strength (400cp)
- Durability (400cp)
- Eye Beams (200cp)

New Gods get:

- Strength (400cp)
- Durability (400cp)
- Immortality
- A 600cp stipend for powers only.
- A discount on the 1000cp version of Eye Beams.

Martians get:

- Invisibility
- Enhanced Senses for Sight and Hearing
- Flight
- Intangibility
- Strength (400cp)
- Durability (400cp)
- Eye Beams (200cp)
- Shapeshifting
- Telepathy
- Telekinesis

If powers have multiple tiers, you can buy the highest tier of a power without paying for the lower tier. For example, if you want the strength of Superman, you just have to pay 400cp instead of 600cp.

Without further ado, here's the list of powers:

Aerie (100cp)

You've got a nifty pair of wings you can fly around with (they come in whatever colour you want them to be except for invisible) and you can talk to birds now. Sweet. You can fly fast enough to break the sound barrier. Remember, don't push it too much and fly for days on end or you'll tire out.

Invisibility (100cp)

Simple, but effective. You may turn invisible at will. Fortunately for you, this turns your clothes invisible with you, so you don't have to worry about streaking or anything. There's no need to worry about blindness due to light not hitting your eyes, either. Normally, this would be a great power for sneaking around, but it's not so good right now. Remember that though you are unseen to the naked eye, there may be other methods of finding you. Like the other four senses, tech like infrared goggles, and magic. And we shouldn't forget to mention the world infested with

evil-math-zombies that sense life itself. They'll definitely be sniffing you out. I'm sure a wily mind could find some use for it, though. Nothing a good head can't fix...

Enhanced Senses (100cp per sense)

Your (human) senses have grown to Kryptonian levels. You're like Superman when it comes to sight or hearing, or a certain blind man in another universe when it comes to the other three senses.

- Sight: See the unseen! Your vision is just amazing. An optometrist's wet dream. This allows for perception of the entire electromagnetic spectrum, meaning that you could do things such as viewing radio waves going through the air or perceiving the visual world as a mantis shrimp does, should you want to. Things like infrared vision are just the start. You can zoom in to see things on a subatomic level, or spy things millions of miles away. Additionally, this comes with x-ray vision (completely harmless) that works on everything except for lead. This comes with complete control of what you see, selective perception and focus. Fun fact: This is what makes Superman so accurate with his heat vision, and probably why he's able to use it to shave with a mirror.
- Hearing: Sensitive enough to hear almost any sound. You can hear any sound, regardless of frequency or volume. With practice, you can learn to block out surrounding sounds to focus on specific sources, such as a voice screaming for your help halfway across the world. If you'd like, you can even block out everything to reduce your hearing to that of an average person. You can even one-up other heroes through echolocation. Feel free to lord this over them, though there's no way you'll actually get on anybody's nerves.
- Smell: Better than a bloodhound, and definitely creepy. The stuff of legends, able to distinguish between people after spending a short time with them and later track them through a city, no matter how they might try to disguise an odor. It's safe to say that you won't ever have to waft smells towards you ever again in a science lab. It's also handy for a variety of things. You'd probably be able to sniff out the equation, after all. Last but not least, I'll make it so you won't suffer sensory overload from this. Nobody's going to be sending you reeling through the magical power of flatulence.
- Taste: This might confer less benefits than the others, but it's still helpful to have. Pick out the exact quantities of ingredients in whatever you eat, right down to the number of grains of salt or pepper on something. It'll let you notice everything from chemical and genetic composition, toxicity, etc.
- Touch: So acute that your next date with Rosie Palms will jump to a whole 'nother level. Jokes aside, this is a pretty amazing sense of touch. To start, you can replicate the stuff that a certain blind lawyer can pull off. You know who I'm talking about - he's just not from around here. If you're actually blind, you won't have to rely on braille for reading and instead read the faint impressions of ink or graphite straight from the text. Other cool things you can do are numbing yourself from pain. You can even sense miniscule changes in air currents, ambient temperatures, and vibrations, whether they come through the earth like a seismic sense

of sorts or through the air. Through this you can pinpoint the precise locations of objects and people by detecting things through heat, air displacement, and other assorted stimuli. In short, your sense of touch is the equivalent of the senses of Matt Murdock, Inosuke Hashibira, and Toph Beifong rolled into one. Not that anyone here would know who those people are.

Flight (200cp)
Look! Up in the sky! It's a bird! It's a plane! It's Jumper! In the classic superhero sense, like Superman or Wonder Woman can. Unlike Aerie, you can go really fast now, crossing half the world in seconds, and it doesn't tire you out. A good way of getting away from all those murderous things on the ground, that's for sure.

Animal Hybrid (200cp)
Pick an animal. Any earth animal. You've gotten its natural abilities, but way stronger. This will also grant you a second form, a humanoid version of your chosen beast, with plenty of natural weapons. You'll be able to shift freely between both forms. For starters, your physical abilities have become enough to contend with the various metahumans and otherwise superpowered beings around, though you're a long way from the legendary feats of the justice league. A cheetah human would have astonishing speed, claws and fangs, and strength to a lesser degree. A shark or crocodile would have a *ton* of muscle and increased swimming ability. A bat human would probably have wings and echolocation. Embrace the beast. If you're already an animal, you are instead a beast akin to the Chimera of Greek Myth.

Healing Factor (200cp)
Your body regenerates and heals at an abnormal rate able to recover from the worst wounds in a matter of minutes. Seriously, you're like a certain guy who likes to brag about being the best at what he does. You could recover from having half your face smashed in by an undead giant. Unlike a certain mercenary-turned-protector, you won't even fall if you lose your organs. Even the anti-life equation won't affect you, as that too is held back by your regeneration. Upon infection, you will become its thrall for a short while - a day or so - before gaining immunity. As long as there's a part of you left, you'll always recover to full health - make sure not to get thrown into the sun or blown into gibs to the point where the demoman from Team Fortress 2 can go "Ooh, they're goin' ta' have ta' glue you back together... IN HELL!" and be absolutely correct. (Seriously, go play the game. It's great.)

Intangibility (200cp)
Through messing around with your atoms, whether that's vibrating really fast or changing your density, you've gained the power to become intangible, allowing you to phase through walls, avoid attacks, and pull off the age-old trick of unphasing body parts while having them stuck through your foes. Now go emulate the likes of Martian Manhunter,

Shadowcat, and Lemillion (the latter two don't exist in this universe) and start hopping through walls! Maybe someone'll mistake you for a ghost!

Precognition (200cp)
You get glimpses of the immediate future whenever you want to, allowing you to react accordingly to coming events. Your enhanced mind hoards details and uses this information to put together a highly accurate mental simulation of the near-immediate future. No long-term prophecies spanning centuries. If you want, your body will automatically move to avoid any incoming dangers. This does not set the future in stone - your actions may make what actually happens different from what you saw in the vision. However, know that knowing the future does not prevent or ensure it.

Environmental Protection (200cp)
You're able to survive in whatever environment you're in. No environmental hazard will hurt you. Whether you're in the deepest depths of Atlantis, in space, in the middle of the Sahara desert, or naked in Antarctica, you'll be fine. No radiation, temperature, pressure, lack of breathable air, excess gravity, or any other environmental hazard will harm you. Seriously, you could go around the sun and be fine like a Kryptonian would be.

Canary Cry (200cp)
You have a sonic scream, creating supersonic blasts of ultrasonic vibrations. This is strong enough to shatter metal and make ears bleed. This also comes with stupendous vocal skills - you can flawlessly imitate accents, throw your voice, and sing really well, etc.

Frost Breath (200cp)
You can breathe ice! Your breath has the ability to flash-freeze things near instantly, encasing them in ice in seconds, and the force to knock over buildings. You can also hold your breath for a long time.

Strength (200/400cp)
You're strong now. Like comic-book strong. You can bench tonnes, throw cars around like ping-pong balls, and punch people through buildings. You're not going to be outmuscling the heavy hitters, but it's definitely something.

For 200 extra cp, for a grand total of 400, you're in the big leagues in terms of sheer power. You're comparable to the likes of Superman, Wonder Woman, and Martian Manhunter - a bastion of gargantuan strength. You can lift falling fortresses, punch through skyscrapers, and you're most definitely more powerful than a locomotive. You're more powerful than *a thousand* of them.

Both purchases come with “tactile telekinesis” or “comic-book physics” or whatever bullshit the non-believers make up, so you don’t have to worry about things collapsing under their own weight or anything. They also come with a good amount of control, so you won’t immediately pulp anything you don’t want to.

Durability (200/400cp)
The counterpart of super strength. You’re tough now and very hard to put down. You can take hits from guns with no problem, and things like grenades and rocket launchers for days. A tank cannon would faze you and a punch from - say, Superman - would lay you out like a brick, but you’d still get up.

For 200 extra cp, for 400, your durability greatly increases. You could tank hits from those with staggering amounts of strength, bounce missiles off your chest, survive having a building fall on you, or city-destroying explosions. You’re nigh-invulnerable, and that’s going to be real handy in the coming times. Of course, your durability and resistance doesn’t just apply to physical force. It also comes with resistance to temperature, radiation, and chemical threats. Lastly, your stamina has grown in massive leaps and bounds to become near-limitless - you’ll now be able to fight on for days and weeks without feeling the slightest bit of fatigue.

Eye Beams (200/1000cp - 1000cp version discounted for New Gods)
Staring contest! Your foes will lose! You can shoot lasers out of your eyes! These are high intensity lasers that you project from your eyes, kryptonian-style. It’s accurate enough, and you can control its heat and the area it affects with surgical precision but to pull off the more precise things, like microsurgery, you’d need some way to improve your sight. At full strength you could turn entire cities into burnt-out wastelands with it, though I’m sure there's more than a few people who’d object to that around these worlds. Or not, since it’s full of ravenous nasties anyways.

Or, for an extra 800cp, for a net total of 1000cp, (or a total of 500cp for New Gods) it turns out these aren’t the Kryptonian eye beams. They’re something way cooler, in my opinion. It turns out the great cosmic irresponsibility that resulted in the birth of the infection and the end of Apokolips has some benefit for you. The signature, game-breaking power of Darkseid, the Omega Effect, has somehow chosen you as its next wielder. It manifests as red beams, an hyperintense form of heat and energy that can achieve a variety of effects. It can act as a concussive force, instantly disintegrate its targets, (and recreate them with but a thought from the wielder) teleport those struck to any place or time the user chooses, or banished to the unique hell known as the Omega Sanction, where they experience infinite cycles of reincarnation, suffering horror and agony more and more with each lifetime. The beams themselves lock on to any target and will follow them at near-light speeds across the universe if need be, even able to phase through matter and energy. Of course, you can also use this effect to boost your physical parameters to a degree where you’d

be able to tear most New Gods and Kryptonians apart like tissue paper. However, remember that there are catastrophically powerful beings that can resist the might of the Omega Effect. Lastly, please use this responsibly.

Wink (400cp)
You can teleport, *winking* in and out - just like Nightcrawler. You can bring people with you and even trap people by teleporting them into objects. Note that this doesn't damage them, and somebody sufficiently powerful would easily escape. If you wish, you may leave clouds of purple smoke wherever you teleport. This is toggleable - you may turn this smoke effect on or off.

Immortal (400cp)
I think we all know what this one is - you won't die of old age, instead ceasing to age at your physical prime. Watch out for the Anti-Living and other dangers, though. Those can still do you in. Don't wanna get ripped in half or anything. Maybe you'd just be lying there, still sentient, just in two pieces. That'd certainly suck.

Shapeshifting (400cp)
Woah, man, you're one malleable dude now. Maybe it was that kind of accident that births superheroes. Maybe it's just your genes. Well, what's important is that you've got great control over your own body now - able to manipulate it on an almost molecular level. This special quality of yours means complete control of size, shape, and density - in other words, you're a shapeshifter now, and one of the best.

Size Shifting (400cp)
Get big. Or small. That's your ability. Like the Atom, or the Atom Smasher, or Giganta, (all of whom are going to get infected if you don't do anything and cause spectacular amounts of mayhem) you can drastically increase or decrease your size.

- If you choose to enlarge yourself, your density, weight, strength and durability will grow in proportion to your size. You may be just like anybody else if you choose to stay at a normal height, but you'll have the strength to reduce buildings to rubble or pick up cruise ships. The square-cube law won't bother you either.
- Shrinking grants you the ability to reach subatomic sizes, while retaining your full mass and strength. You could shrink to the size of a cell while punching just as hard as a trained boxer, for example, provided you had the same strength and technique.

Elementalism (400cp)

AKA one of the most generic superpowers ever. Besides super strength, durability, energy blasts, flight and a few others. Make no mistake, this is still extremely powerful and versatile. You can generate and control an element with almost no effort. Pick a natural element - Fire, Water, Air, Earth, Lightning, Ice, Metal, the like. There's one exception to this - plants. There's something for that later. This is discounted after the first purchase. You're a [insert element here]bender now, jumper. You can manipulate your chosen element on a citywide scale, and this will only grow with practice.

Speed Force (400/800cp)
Gotta go fast. Like the various Flashes out there, you've been connected to the cosmic force known as the speed force, this universe's (you'll find it present in most DC universes, in fact) representation of reality in motion. What does this do? Why, it makes you go *fast fast fast*, of course! The speed force grants you powers of *speed* (duh) and *velocity.*

For 400cp, you've gained the ability to run at mach speeds and a healing factor. You'll start out at around mach 5 and with practice, you may increase your speed. You can run over things like walls, water, and even the ceiling, and your reflexes and perception are increased to match so you don't accidentally blow people to smithereens by running through them like A-Train or transform into a red stain by hitting a wall. You can also pull off tricks like generating gale-force winds by spinning your arms, increasing the force of your attacks by putting momentum behind it, and being really efficient with your time. Your healing factor works by accelerating your metabolism and immune system, allowing you to heal grievous wounds in minutes, with exceptions for wounds that won't normally heal such as lost limbs. However, since this is due to an accelerated metabolism, you'll have to eat a *lot* of food to keep it going. Lastly, you'll be able to move around without needing to worry about any negative effects of the speed you're going at.

For 800cp you've gained access to the greater speed force, on the level of the Flashes. You have access to all the speed force shenanigans ever. Firstly, your speed vastly increases to ludicrous degrees - it's now possible to reach lightspeed and beyond. No idea how that works. (Seriously, how tf does the flash use an ear communicator to talk to the justice league if he's running faster than sound? Beats me.) You can freely travel through time and dimensions by running *really fast* or vibrating respectively. Speaking of vibrations, there's a whole host of stuff you can do by changing the vibrational speeds of your own molecule structure. Aside from the whole dimensional travel thing (which will only grant you access to the local multiverse until you spark - then you'll be able to go anywhere and beyond - everything's at your disposal.), you can use it to phase through things or cause things to explode by vibrating their molecules. Finally, you've mastered the electricity that many speedsters generate, which basically means that you have electrokinesis now. You can speed steal, share the force, do the infinite mass punch, etc. In short, whatever the various Flashes can do, you can too with some practice.

Oh, and both purchases come with the required secondary powers - the necessary perception and reflexes so you don't crash, being able to stop anytime you like without inertia. And the harm that would normally be caused by running so fast won't befall you. Just don't let the not-zombies get you.

Champion of the Green (400/800cp)
You have a connection to the Green - a metaphysical force of earth - controlled by a bunch of sapient plants known as the Parliament of Trees. More specifically, the Green is in charge of the plants of earth. It is the green of plants, the acceptance of light and water, the wood of trees. You can make plants grow at a breakneck pace and manipulate them with microscopic levels of finesse. You could emulate Demeter, goddess of agriculture, and grow an eternal harvest. Impale your foes with spears of wood. Turn cities into jungles.

For 400cp more, you gain the additional abilities of the being known as Swamp Thing, previously known as Alec Holland. You are now a living mass of plant matter. As such, you have an alt-form made of plants, and while in this alt-form your strength is significantly enhanced. You may transfer your consciousness through plants, essentially teleporting to wherever there is plant life, or reforming your body from plants if it is destroyed. The only way to truly end you is to destroy every single plant on earth or to trap your soul so that it can't return to plants - no mean feat.

You may take either tier of this power for 200cp less if you take the "Protect the Green" drawback for no points.

Kaeps Sdrawkcab Cigam (600cp)
Magic. That's what you can do now. By speaking your evocations backwards, you can achieve various supernatural effects, including arcane blasts, summoning, elementalism, teleportation, flight, transmutation, transfiguration, and a whole host of other magical things. You're capable of nearly anything, as long as you can speak it out loud and backwards. This is an extremely versatile ability, capable of many things. It's a good idea to go find someone to teach you, as you'll get better at the art of magic with much practice.

Cyborg (600cp)
Magic! No way, you're a man (or woman, or whatever identity you're comfortable with) of SCIENCE! You've been subjected to a few modifications, making you more than just a "mere" man, what some might say to be a superior being. Skynet would approve, I think. Man and Machine. Binary. Off and on. The majority of your original body has been taken away, replaced with a robotic version. To begin with, your physical stats increase by a landslide. You may not be on the level of Superman, but you're pretty close. Strength and durability to throw around bulldozers and take a few hits from metahumans with vast strength, which will increase with further modification. Speed to appear as a

blur to the unassisted eye and outrun the world's fastest animals. Cybernetic modifications to your senses have boosted them to superhuman levels, with additional changes allowing for things like sonar, thermal vision, and biometric scanners, but not on the level of the enhanced senses powers. Thrusters in your body let you rocket around the world at ludicrous velocities, and built-in weapons like plasma cannons and rocket launchers pack quite a punch, blowing straight through most anti-living. You lack Victor Stone's trademark white noise cannon, however, though it's certainly in reach with a good amount of elbow grease (ha ha ha. I hope you got the pun.) You also have the ability to reshape your body into whatever you need, provided you have the right technological know-how or available machinery. All these things are part of you now, an extension of your new body.

Your systems will improve over time, with self-modification improving you through leaps and bounds - maybe you could build in more weapons, communications systems, or just increase your physical abilities. Your now-robotic body will constantly repair itself as well, effectively acting as a healing factor. Your resilience and fortitude will never falter, as long as you don't run out of power in your systems. You won't heal any faster or regenerate limbs in seconds, but even getting your head ripped off and left to rot for five years won't put you down for good.

But where you truly shine isn't the wondrous augmentation that your body has been through, but technology. As the ultimate union of flesh and machine, you possessed an unparalleled mastery over technology both terrestrial and extraterrestrial. For starters, you could control robots with your mind and mess around with electronics. This comes with a connection to the internet (guaranteed not to let the equation in) and all its databases. You can absorb most machines in modern society and a few alien ones into yourself, gaining its capabilities. You're now the lord (or lady, or boss) of the digital infrastructure - the power grids, the telecommunications, the world of ones and zeroes that once dominated society before their vile subversion and betrayal of their masters.

Telepathy (600cp)
One half of what people think when the phrase "psychic powers" comes up. The power to read minds and stuff. Mind reading, mental communication, mind control, all that. Make no mistake - telepathy may get a bad rap for being "weak," but it's quite potent and versatile. You can sense all minds within a range of dozens of miles, plus their thoughts, memories, and emotions. Not even the most repressed memories buried in somebody's psyche are safe from you, though I can't imagine those would be pleasant to experience through their eyes. Memory modification, possession, suggestion, creation of split personalities, psychic screams, it's all in your wheelhouse now.

Telekinesis (600cp)
The second half of what comes to mind with the mention of "psychic powers." The power to move stuff with your mind, affecting it with nothing but naked will. You can lift and throw objects, make yourself float, block projectiles,

and crush things. In time you'll learn to manipulate thousands of tonnes, able to achieve fantastic feats such as levitating falling mountain-fortresses and holding back floods.

Nightshade (600cp)
You were born a royal to a mystical, otherworldly land known as the Land of the Nightshades. Or maybe not, if you're a drop-in. Your heritage allows you to manipulate the shadows of that realm, summoning up shrouds of darkness to shield yourself or confuse your foes. With time and effort you can learn to shape the darkness into solid forms, forming constructs as black as night and living homunculi made of shadow. Not only that, but it can also create doorways for you to step through and pop out almost anywhere. Use this power wisely - in the wrong hands, it could cause untold devastation.

A Pure Heart (800cp)
At least, some Wizard thinks you have one. So he's granted you the power of several gods and heroes, coalesced into one neat acronym (which also happens to be the Wizard's name)! By speaking said name, the magic word SHAZAM!, you can wield these divine boons. This manifests as being struck (harmlessly to you) by a bolt of lightning. You may optionally have an alt-form when you do this - that of an attractive, extremely muscular human (or whatever species you are) in peak physical condition.

SHAZAM is an acronym - each letter represents a different superhuman ability - named after the original person who had it. They are:

- The Wisdom of **S**olomon
  Instant access to a vast amount of scholarly knowledge, able to rival the greatest minds of humanity. Mental acuity, understanding of all languages, and a photographic memory with perfect recall. You're among the best when it comes to mathematics, rhetoric, and tactics. You can understand and speak every language you encounter. And lastly, an uncanny awareness that borders on precognition.
- The Strength of **H**ercules
  This one's pretty self-explanatory. You're as strong as Hercules, comparable to Superman or Wonder Woman. Throw massive buildings, bend metal with your bare hands, punch holes through walls, shockwave claps, you have the hallmarks of comic book super-strength. Essentially a free purchase of Super Strength.
- The Stamina of **A**tlas
  The titan who held up the sky. You will never again tire or require sleep, though you may do so if you'd like. Your durability has skyrocketed to near-Kryptonian levels, and your aging has slowed to a crawl - you could spend millenia with your powers activated and look just the same.

- The Power of **Z**eus

  Guess. You have electrokinesis - the ability to generate and manipulate electricity, or as the Wizard calls it, the living lightning. This is the same magic lightning that strikes you when you recite the magic word. The most obvious use for this is throwing around lightning bolts like every two-bit hero with lightning powers, but you can also do things like absorb and release electricity. This also grants you accelerated healing, but you're not Wolverine.
- The Courage of **A**chilles

  The mental fortitude of Achilles, hero of the Trojan war. Easy for him to be brave, seeing as he was invulnerable. You have incredible will, discipline, and courage. You will never backslide on an endeavor and will always struggle on until the end.
- The Speed of **M**ercury

  Mercury, or Hermes, messenger of the gods. You can fly as fast as a bolt of lightning, and your perception and reflexes are heightened to a similar level.

Lastly, you gain access to the Rock of Eternity, as all champions of the Wizard have. This is an interdimensional prison made from stone formations of both heaven and hell, able to hold evil beings of great power, provided you defeat them.

Firestorm Matrix (800cp)

You suffered an "unfortunate" accident during a science experiment, fusing you with another person. Except it didn't because Jumpchan said no, you're not fusing with another because that's lame. Yes, it's another of *those* accidents, with a lot of science and a lot less common sense - the famous examples involve spiders, gamma radiation, and lightning. The kind that grants superpowers. Yours makes you similar to Firestorm but with one person instead of two. Instead of there being a Stein to your Ronnie, it's just you.

Your accident has turned you into a strange nuclear being with a host of powers. Flight, enhanced strength and durability, and the ability to shoot flames like the Human Torch, are just the start. The real kicker is your ability to manipulate matter. The rearrangement of matter is your bread and butter. You can do stuff like rearranging molecular or particle structures into other things and change its shape and form and will, but you can only make things that you understand the inner workings of.

Quantum Field Energy (800cp)

This power stems from *yet another* "accident". This time, it seems you got atomized during the experiment. Don't worry, you're still you. It's just that your body has transformed from one of flesh and blood to one of atomic fire. Your

skin has become hermetically sealed in a silver metal called “Dilusteel,” which is almost indestructible and extremely resistant to energy. You may deactivate the dilusteel shell if you’d like to revert to your normal appearance at any time, but you may only access your powers when coated in your shell. There are many of the aforementioned powers, but the most famous one enables you to absorb and manipulate theoretically infinite amounts of energy. This is because you have access to a limitless plane of energy known as the quantum field. You can fire energy from any part of your body or shape it into constructs. This energy can be used for flight (generally on par with the flight power in an atmosphere and up to half of lightspeed in a vacuum), to enhance your strength and durability, self-sustenance, life support, and limited matter manipulation through control of the strong nuclear force. Lastly, if you’re desperate enough, you may turn yourself into a living bomb of sorts. Obviously, this is fatal. Not just for you, but for millions of living things around you, too. The ensuing fallout would be the most destructive explosion ever unleashed on the world, able to be heard and felt all across the planet. Were it to happen in say, Washington, DC, it’d instantly vaporize the city and obliterate the neighboring cities of Metropolis and Baltimore in short order.

Power Copying (1000cp)

Your cells have been modified with “absorption cell” technology. Or maybe it’s a virus. Whatever makes you like this, it allows you to modify your cells to mimic the physical structure and energy output of others. This happens by crudely modifying your own biology. In layman’s terms, you can copy superpowers, technology, and even skills. To copy something requires you to briefly examine the soon-to-be-imitated-being visually - a quick biometric scan will occur, and in moments you shall be newly empowered. You won’t start with any powers, but what you do have is unrealized. You now have *potential,* as there’s no limit to the amount of powers you can copy, though a few beings vastly beyond the scope of yourself (ie. the spectre) are immune to your attempts to mimic them. The potential to gain access to the incredible strength and durability of Superman and Wonder Woman, the skills of Batman, the fabled energy constructs of the lantern corps, the legendary speed of the Flashes, and much more.

Companions

Import (free):

Want to bring in your eight old adventuring buddies as usual? Sure, do it for free. Everybody gets 800cp for free and the associated discounts.

A Good Boy (100/600cp)

Even amidst the end of days, the title of “Man’s Best Friend” still falls to the noble dog. And you’ve got a new friend. A healthy, strong, very friendly dog who loves you very much and is undyingly loyal to you. They’re fully sentient, but

won't be able to communicate with you unless you can somehow speak to animals. For 500 extra cp, it turns out this pupper comes from the destroyed planet of Krypton and has the full powerset common to their sun-absorbing brethren.

Amicable Community Arachnid-Person (200cp)

A (uninfected human) superhero clad in a red costume. He or she seems to have a lot of experience dealing with the undead. Left to their own devices, they would probably survive a long, long time in this world. They're strong enough to lift up to 25 tonnes and punch straight through walls, durable enough to brush off missiles and falls from great heights, and fast enough to outrun speeding cars. Of particular note is their freakish agility and ability to crawl on walls, along with limited precognition that they call their "arachnid-sense." Armed with wrist bracers that shoot synthetic webbing, they can swing around at breakneck speeds and use these "web-shooters" to accomplish a variety of other things. Last but not least, they have a few things that distinguish them from others you may know who are similar to them. Firstly, they're pretty good with a staff. Due to an unfortunate run-in with a *different* zombie virus, they've gained the ability to sense the location of living flesh and can substitute their webbing with their own veins and arteries in a harmless, but painful process. They wield a staff, and upon their back they wear a magical red cloak that allows them to fly. Personality-wise, they've got the heart of a hero. They're kind, brave, righteous, and bear a strong belief that their power makes them responsible for the safety of others (instilled by their departed uncle). That being said, they can't resist cracking jokes at inopportune times. Will oppose you if you take the **"Patient Zero"** scenario.

Canon Companion (100/200/400cp)

Or maybe you'd like to bring somebody along with you, an inhabitant of this universe? You can bring one person with each purchase of this, as long as you convince them without any charisma, mind control, or any artificial coercion perks. You'll meet them favourably, but coming with you is ultimately their choice. Cost depends on powers - anyone at a human level would be 100cp, a metahuman on the level of Black Canary would be 200cp, and for 400cp you have free reign to bring anyone along, regardless of their power level - meaning it's possible bring along heavyweights like Superman and Darkseid.

Items

You may take a 100cp item for free and receive three 50% discounts - one for any 200cp item, one for any 400cp item, and one for any 600cp item.

DCeased: The Series (freebie)

You get a signed edition of every single issue of DCeased. Original Series, A Good Day to Die, Unkillables, Hope at World's End, and Dead Planet are all covered, as are any sequels that haven't come out yet. You even get all the variant covers thrown in as a bonus. Lucky you.

Souvenir Bobbleheads and Pez Dispensers (freebie)

Ok, so you have a bunch of Bobbleheads and Pez Dispensers featuring prominent characters in DCeased. The Pez is guaranteed to never run out. Strangely enough, there's also a bobblehead and pez dispenser depicting a bear...

Costume (freebie)

You get a stylish superhero (or supervillain) costume! Pretty sick. It's a normal costume, so it won't protect you, but you'll look pretty cool.

Clothes (freebie)

A set of normal clothes. A suit and a trench coat, a sundress, some traditional clothes, jeans and a t-shirt, lingerie, whatever you want. These are *normal clothes,* however, not anything that'd confer upon you some extra advantages. No power armor.

Armor (100cp, free for Amazons)

Some personal protection to weather the apocalypse. Whether that's riot gear, armor plates to reinforce your costume, or an archaic suit from the bygone ages of legionnaires, knights, vikings and samurai, mundane anti-living are going to have a lot of difficulty hurting you. Can be integrated into the costume if you wish. And weapons, too. Amazons get some high-quality Grecian-style armor for free.

Weapon (100cp, free for Amazons)

Many superheroes traditionally fight bare handedly, but not all of us are "Master Hand-to-Hand Combatants" who like to beat up zombies with their fists and feet. Because it's primitive, stupid, and frankly begging for infection. So you've got a nice mundane weapon instead, well-made, durable, etcetera. It will never break or run out of ammo and can be integrated into costumes. Maybe it's the classic barbed-wire bat. Maybe you wanna go all Ash Williams on these

zombies with a chainsaw. Or maybe you're a sensible person who'll pick a gun or bow. If you're really feeling stupid, you can grab a pair of brass knuckles. The choice is yours. Amazons get ancient Greek weapons for free - a good spear, sword, and shield.

Vehicle (100cp, free for Amazons)
A mundane means to get around. Doesn't have to be a car. It can be anything except for anything superhero-related. You can even get a tank, or a WWII bomber, but you'd need a bunch of trained people to crew it. You could also go for a living mount. Amazons get a hardy warhorse for free.

Eye Protection (100cp)
Want to commit the HERESY of video games without worrying about becoming a shambling math zombie? Well, for the mere price of 100cp, we have you covered! This is a nifty set of goggles, or lenses, or whatever that prevent the anti-life equation from the wearer through screens or other memetic phenomena. Most memetic phenomena.

Kite (100cp)
You have a cool kite you can use to fly around on, like a hang glider. Just like Kite-Man's. Hell yeah. Make sure you don't go crashing into high-speed jets or anything. It'd be quite a pain to wipe your remains off, but it'd be pretty damn funny.

Armored Bus (100cp/200cp)
An armored school bus, like those you see in post-apocalyptic movies and games. It's well armored and has a blade in front to plow through any undead in your way. For 100 extra cp, the windows have been modified so they're more resistant to damage and inaccessible through the mirror dimension, so you won't need to worry about a zombified Mirror Master or anything. Plus, the bus will get its own armaments in the form of a top-mounted machine gun.

T-Spheres (200cp)
Developed by Mr. Terrific, these are ~~truth-seeking balls~~ floating technological spheres capable of multiple functions including holographic projection, lasers (mostly in the form of grids between them), serving as cameras and data networks, manipulating technology to a certain degree, generating electrical charges, exploding, and of course, being used as projectile weapons. They respond to your mental and verbal commands. You get four with each purchase.

Cold Gun (200cp)
Based on a cyclotron, this endothermic gun is used for freezing things by the rogue known as Captain Cold. More specifically, it freezes stuff by slowing them down on a molecular level, leading to blasts of cold that not only freeze,

but stop things in motion, allowing it to slow down even the fastest of beings, such as the Flash. Of course, the cold beams shot out can freeze what they hit instantly - even living things - and produce as much ice as you need. What cold gun would be complete without ice? Shooting icicles, creating barriers, that's all in your wheelhouse now. This thing is way cooler than Freeze's gun. Stay frosty.

Cryo-Suit (200cp)
One of Mr. Freeze's suits. It's essential to survival for those who have his condition. Luckily, that's not you. However, what it IS good for is slowing down the metabolism of the wearer. Normally, somebody freshly turned would rise again in seconds, but wearing this would extend their remaining time into days.

Mirror Gun (200cp)
Another weapon of the central city rogues. In this case, it's the gun used by Mirror Master. Aside from shooting dangerous laser beams, the gun can achieve a variety of reflective surface-related feats. It can turn people to glass, turn objects backwards, and if you point it at a mirror you can even use it to see past events. It's main purpose, however, is to do what all Mirror Masters do and use it to access the mirror dimension. This is a dimension that connects all reflective surfaces. What you can do with this is a sort of teleportation - walk through one mirror and pop out of another. Remember, surfaces are limited by size - you're not going to come crawling out of somebody's glasses or the blade of a sword unless you can actually squeeze through an opening that big. A word to the wise: stay in the mirror and survey the scene before you come out, lest something unexpected appears...

Piper's Instrument (200cp)
A musical instrument of your choice. It's very well made, and playing it has hypnotic qualities, allowing the musician to mentally control rats. It can also amplify sound to destructive levels, close but not quite the sonic blasts of Black Canary. I'd suggest taking something portable that you can run around while playing, instead of something big and bulky like a tuba or cello.

Trackers (200cp)
Tiny tracking devices that are easily attached to things. These things can pinpoint the exact location of anything in a range of two lightyears. They'll come with a handheld device and instructions to make more and won't ever run out of power. They also come in a digitized program form, so you can keep tabs on living computers or sentient AI.

Invisible Jet (200cp)
A copy of the invisible jet that Wonder Woman has. It's functional and can fly at supersonic speeds (don't crash). It flies completely silently and has weapons systems, but nothing as impressive as the Batmobile. It's normally invisible,

even to things like radar, shrouding both the plane and its contents. The plane can become visible if needed. This version won't make you look as if you're squatting against a non-existent wall while you're flying around.

Manta Helmet (400cp)

What'd you expect? Some helmet that makes you look like Mr. Ray from *Finding Nemo?* No, this is Black Manta's famous helmet. Don't worry, it also comes with a replica of his suit so you can go hide in some random lake (the ocean's a pretty bad place) for the entire duration of this jump. This thing's even better than the original, courtesy of Jump-chan. First, the helmet. It's protective of your head, of course, and connects to an artificial gill system at the back of your suit that'll allow you to breathe underwater for an unlimited amount of time, so long as the suit and helmet is intact. The helmet also has functions for night, infrared and scope vision, and can shoot powerful optic beams strong enough to make most metahumans think twice about fighting you. The suit, on the other hand, isn't as cool as the helmet but still has its good points. It enhances strength and durability, making a human strong enough to throw down with atlanteans and survive at the bottom of the Marianas trench, and comes with a built-in shock gauntlets and a grappling hook.

Batmobile (400cp)

A replica of the batmobile. It can go at 230 mph and is durable enough to take missiles without a single dent and plow through concrete walls like confetti. Not only that, it's loaded chock full of weapons both lethal and non-lethal, such as machine guns and missile launchers. The lethal weapons are prohibited unless the system is provided with a password, which only you know. Additionally, there is an incorporated computer to rival the likes of the batcomputer, using voice-activated commands to fulfill a variety of purposes. It's capable of doing things tracking the location of certain people - even their heartbeats -, taking control of various technologies, such as radio-operated doors, radar, preemptive warnings, and remotely piloting the car to whatever location you need. Luckily for you, the computer's immune to the equation. Finally, by the power of Jump-Chan, this slick car comes with infinite fuel and somehow self-repairs, ensuring it'll always be faithful and battle-ready. Just make sure to put on your seatbelts.

The Bug (400cp)

A multipurpose VTOL craft created by the second Blue Beetle, Ted Kord. It's powered entirely through hyperefficient solar panels and is made of an alloy of titanium and steel. With underwater capabilities, a maximum speed of 1600km/hr, heavy armor and deflector shields for defence and various energy weapons for offence, and a portable crime lab, this is a serviceable craft as long as you keep it clear of the superpowered nightmares now common to this world. It can even crawl around or pick up things with its arms. Isn't that nifty?

Lasso of Truth (400cp)

The famous magic rope of one Diana Prince. The lasso of Hestia, the golden perfect. This unbreakable rope is capable of altering in length and forces any ensnared by it to obey the wielder's commands and answer any question truthfully. Even the anti-living. Yes, they can speak, though they normally don't. It's the equation speaking, not the person. Also a great weapon to fight the undead with, but you might want to go find Wondy and ask her to teach you to wield it if you don't already know.

Suit of Souls (400cp)

Est. 1812 BC, this green cloak and its accompanying patchwork suit has been enslaving evil spirits for power for a *long* time. Somehow, it's still in great condition, enough for somebody to run around wearing it even today. Ancient magic enables it to trap the souls of the truly wicked, empowering the suit. In fact, each patch on the suit represents one of the damned. The corrupted and reprehensible souls within are drawn upon to boost the wearer's physical abilities to superhuman levels. You know, it increases your stats. The brick package. In a way, the suit is an act of mercy. Where the soul would have originally gone to a bad place upon death, helping the user (provided the user's a good person) paves the stairway to heaven. This process takes some time - decades and centuries - so you'll be keeping them around for a while, though. You can telekinetically control the supernaturally stretchy material of the cloa. This suit of souls already has a few dozen souls contained in it, but it's up to you to grab more after that. Note that the cloak is unable to pull souls from the Anti-Living. This restriction is lifted post-jump.

Magnus Labs (400cp)

This lab and factory rolled into one is just what you need when you need to roll out a boatload of whatever. It's a really good production facility - so large and state-of-the-art that it could make a vaccine for billions from the blood cells of one person. This one comes with a library of books and papers on producing stuff, enough so that if one were to read them all, they'd become one of the world's foremost experts on it.

Madame Xanadu's Crystal Ball (400cp)

It's a crystal ball. What do you think it does? The transparent sphere we speak of used to belong to Madame Xanadu, but she's gone now. For the uninitiated, it tells the future. Luckily for you, this thing won't need you to set up a tent and some tarot cards like old-fashioned stereotypes. It's much better than the earlier precognition power, as even Metron, that guy who flies around in space on the Mobius Chair - the supreme scientist and inventor of New Genesis, would value it greatly. This thing can be used to scry the aforementioned centuries-long prophecies that short-term precogs can't with no problem.

Island Bunker (400cp)

A copy of the one on Ball's Pyramid, and a copy of Ball's Pyramid itself. It's a barren sea spire 662 metres high, 1100 metres long, and 300 metres wide. Surrounded by rough seas, it'll be hard to approach with boats. A little bit of it has been hollowed out to make room for a bunker, a batcave of sorts. Inside is an armory with a large stockpile of modern weaponry, rooms for you to stay in, a lab doubling as an infirmary, and many mirrors.

Mother Box (600cp, free for New Gods)
It's that one really useful thing everybody that's a new god seems to have. This is a sentient, miniaturized supercomputer with undying loyalty to you. It communicates with "ping" sounds that you'll always be able to understand. Your nifty new friend is connected to the source, the great essence of creation living in all things and what empowers the New Gods. This lets it pull off some really cool stuff. Examples include illusion projection, a limited amount of control over matter, energy, and physical forces, controlling technology, scanning for data, life-support applications, medical aid, and more. Remember, however, that a mother box's range of influence is limited to a radius of a few feet and what it's in direct contact with. The most iconic application of the mother box is the opening of portals, *really loud, unsubtle* portals, called Boom Tubes, so you can go anywhere in the local multiverse. Post-spark, this extends to anywhere. And secondly, you can't get a father box because all of those blew up in the cosmic kablooie that happened an hour ago.

Sword of Athena (600cp)
This is a sword. A very sharp sword, a work of masterful craftsmanship forged by the forge-god Hephaestus himself. It is extraordinarily strong and said to be able to slice the electrons off of an atom. Whether that's true or not, this thing's been enchanted by potent magic and has even been combined with shards of Kryptonite! In other words, this is the best sword on the planet. It'll be able to cut through pretty much anything in this universe like a knife through hot butter. Gods, aliens, men, all shall fall to this blade. In the right hands, of course.

Briefcase (600cp)
This is a replica of a suitcase that hasn't been packed yet. If things go without your interference, one Bruce Wayne, aka Batman, will pack it with tools to send to his successor. This replica contains a batsuit and an infinite supply of Batarangs (the explosive variants, too), but its true value is a hallmark of Batman's modus operandi - mistrust. Batman has always had plans to defeat his allies in the justice league, and this is especially relevant in these trying times. Within the suitcase is the means to defeat every member of the Justice League, which will come in handy if you've got the unfortunate task of slaying the murderous husk of what once was one of the world's best heroes. Keep in mind, wield this with care - this isn't an instant-win button, more of something to exploit the chinks in the metaphorical armor of the league, their Achilles' heels. In future jumps, this will provide you the means to defeat some of the most powerful beings around, or if there's a preeminent superhero team, those guys.

Fortress of Solitude (600cp)

The frozen, nigh-impregnable citadel of Superman, made of ice and crystal. The original's located somewhere in the Arctic, but this one's in the form of a crystal that you can wherever you want with no consequences. Upon setting it down, it'll grow into a full fortress of solitude. It's *probably a good idea to put it somewhere safe.* There's a lot of good stuff inside. It's walls are almost impossible to break through - even if Superman or Wonder Woman flew at the walls full speed, they wouldn't be breaking through. The interior has a lot of good stuff. A complete database of Kryptonian culture, history, technology, and an AI (probably either a simulacrum of someone dear to you, or Jor-El, but you can choose how they appear) to help guide you. With a good factory, maybe you could arm the entire populace with Kryptonian weapons. Other features include a museum detailing your adventures and past life, a phantom zone projector, a small crew of robots who act as manservants, and everything you'd need to live in comfort. Finally, it's been set up as an information hub in order to receive and transmit signals all across the planet.

Khaji Da (600cp)

You've gotten your hands on a powerful piece of alien technology called a "scarab." It was made by a race of insectoid conquerors known as the Reach. It bonds to the wearer - most likely on the spine if the wearer has one. You can have this thing graft to yourself or give it to someone you want to have it. Upon activation, the scarab generates a suit of power armour to protect its wielder. The suit is very adaptable and can configure itself to suit whatever need has to be fulfilled, producing a wide array of armaments and tools. Common functions include energy cannons, blades, grappling hooks, advanced scanners, translation programs, and wings and thrusters used for flight. Of course, like most suits of power armor, the scarab is very durable and enhances the strength of the wearer.

Helm of Fate (600cp)

Billions of years ago, an immensely powerful magical being known as a Lord of Order arrived on Earth. His name was - is - Nabu. His spirit resides in this enchanted helm. It's the most powerful magical artifact known to the world and makes the wearer one of the most powerful sorcerers in the known universe. The impossible wonders of magic are yours to explore, Jumper. The helm grants the wearer a large repository of magical power and amplifies any latent or already existing magic. With magic, you can accomplish an extremely diverse set of effects, having untold versatility even among the heroes of this world. Suffice to say, you're Doctor Fate 2.0. And one more thing. The helmet also offers the rare, magical power of *head protection!* Never would've guessed that. And mind you, this doesn't get you the other two vestments of Fate - the Cloak of Destiny and the Amulet of Anubis are both elsewhere.

Tower of Fate (600cp)

If you want to further emulate the good doctor, you can have a replica of his place, too. The tower of fate. It bears no doors or windows on the outside, only allowing you and those you allow to enter (unless somebody of enough power breaks in, but there aren't many skilled or powerful enough to succeed). If they do succeed, they can be easily ejected whenever you want them to be. The tower itself is as big as it needs to be and amplifies the magical power of its master (you) while they're inside. It's much bigger on the inside, as well. Finally, it exists outside of conventional time and space. This means that even if the local multiverse blew up, your tower would still be around.

You Have Been Chosen (600cp)

"Jumper of another reality. You have the ability to overcome great fear. Welcome to the Green Lantern Corps." That was what the Green Lantern Power Ring said to you. You are yet another wielder of the **GREEN** light of **WILLPOWER,** channelled through a power ring. You're a new member of the many intergalactic citizens employed by little blue men to police the universe using one of the most powerful weapons around - the power ring, which has been issued to you through contrived contrivance. These rings draw on the energies to the emotional EM spectrum, specifically the green force of willpower to achieve a variety of effects. Upon wearing the ring, a specialized, customizable uniform manifests around the uniform along with an environmental forcefield to protect the wearer from the cold void of outer space. The ring is capable of projecting green hardlight constructs limited only by the imagination and strong enough to withstand nuclear bombs and then some, firing energy blasts, and flying at Mach speeds in-atmosphere and at fractions of *c* in space, allowing for interstellar travel. The ring is equipped with an AI that's able to translate any language in the known universe and access a galactic database. And this isn't one of those dinky things that can't affect anything yellow, either. That impurity is long gone. The ring does, however, have a limited power capacity. It'll last you a long time, but it's still finite. To mitigate this, you also get a power battery to recharge the ring as many times as you need to. You are *not* considered a member of your corps, but they'd certainly appreciate it if you put in the work for them.
Now say it with me:

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!

Or you can get one of those rings with another color on the visible light spectrum. **RED**, **ORANGE**, **YELLOW**, **BLUE**, **INDIGO,** and **VIOLET** are all available. They're fueled by different emotions. Respectively, they rely on **RAGE**, **GREED**, **FEAR**, **HOPE**, **COMPASSION**, and **LOVE.** You're not getting the rarer types of ring, though. No black or white or ultraviolet ones. Not here.

Cosmic Treadmill (600cp, discounted for those with the Speed Force)
Powered by cosmic rays (no idea what that means) this thing is capable of traveling with absolute precision through time and space, provided its treads are going fast enough. This usually means that a speedster, or two, has to run on it. It's capable of going back and forth through time and opening portals to other universes. These portals are limited to the local multiverse, unless you gain the spark. Then you can go anywhere you'd like. This one, unlike the one in Keystone City, will be just fine with one speedster, or whatever other means you have to get it moving fast enough.

Drawbacks

This world is crappy enough, but if you want more loot or power or are just masochistic (I don't judge), feel free to go wild. No drawback limits here. Just don't go jumping off the metaphorical slippery slope, please? You're not going to do that, right? Though I wouldn't mind if you did...

Do You Wanna Know How I Got These Scars? (100cp)
What's the first thing people do when they're infected by the anti-life equation? They try to tear it out of their head, by clawing at their face. This results in scars and wounds. You will now have these too. A set of big, ugly scars on your face. They won't heal until the end of the jump. People could mistake you for one of the anti-living and shoot you. Wouldn't want that happening.

Stupid Costume (100cp)
Your costume will look insanely stupid and offer no practical advantages. You will insist on wearing a cape (which is useless - it's not like the cool capes the Bat-Family uses that allow for gliding, are really warm blankets and are bulletproof) that foes will constantly attempt to grab when you fight them. If they grab it, you're guaranteed to trip.

Jerk (100cp)
You're a jerk. Good luck getting along with people now. Expect teamwork with others to take a major hit. You're actually an asshole - you'd be the type of person to pull a gun on people warning you about infection.

Speech Impediment (100cp)
You talk strangely. Maybe you can only refer to yourself in third person, or have to speak in rhyme. Either way, both you and others won't find it very sublime (see what I did there?). Such a crime.

Why didn't I ever learn to drive? (100cp)

You have the driving skills of one John Constantine. He can't drive at all. After all, why drive when your best friend's a very skilled driver? You will be stuck with John's crappy driving skills until the jump ends. This applies to any vehicle you try to operate and any being you try to ride, too.

Chainsmoker (100cp)
You constantly smoke. This will be a health problem. Don't expect to outrun the anti-living hordes anytime soon. You'll go into withdrawal if you run out of cigarettes.

Missing Eyes (100cp/200cp)
Like a certain family of mercenary-turned-survivors, you're missing an eye. No amount of regeneration will ever get you this eye back, and bionic eyes or magic won't work. You simply can't see on that side. For 100 extra cp, you can lose the other eye too.

Amputee (100cp, can be taken up to four times)
The name says it all- you're missing a limb. No matter what, you won't get the limb back until the end of the jump.

A Bunch Of Kids (200/400cp)
There's a group of forty-three children and you have to protect them. You need to keep at least 80% of them alive and kicking. That's 38.4, but we're rounding it up to 39. If you don't, you'll fail the chain and feel immense guilt for your failure. This is the group of kids in the Bludhaven orphanage. Fortunately for you, the kids secretly have a superpowered protector among them (though they don't know about this - they think their hero's gone) and if things go without change both heroes (the remnants of the bat-family) and villains (the supervillains holed up in Ball's Pyramid, escaping from an undead Wonder Woman) will arrive and deliver them to safety, though not without considerable losses.

If you want more pain & gain, there's an extra challenge.
For 200 extra cp, you need to take care of everybody. You can't lose a single child. Or a single adult. You're now going to need to take care of the soon-to-be visitors (who are guaranteed to arrive in some way or another) and even the ones left behind in the frantic escape from the zombified demigod attacking Ball's Pyramid. In other words, you need to make sure the list of people in the notes section all survive safely. These guys are skilled and can most definitely take care of themselves, but it's the end of the world. If you don't put in the utmost effort, someone's going to get hurt.

I Have Part Of An Ear In My Tights (200cp)

Every time you fight the Anti-living, there is a 50% chance per Anti-Living that a piece of its body will get in your clothes. Very annoying, and if you're not careful you could get infected.

Trauma (200cp)
You've gone through some bad stuff, jumper. Real bad stuff. You've got PTSD or other mental issues now, and these things aren't the best things to have in the middle of an apocalypse. Don't make light of trauma. Seriously. Mental Health is important.

No Screens! (200cp)
The internet will spread to all of your devices from outside the jump. No matter what protections you have, if you see a screen, you're infected. It can no longer be taken down.

Blood Gushers (200cp)
Any monster you defeat has an unnatural amount of blood - enough to paint entire houses and then some. Be prepared for the phrase "Drown the city in blood" to be no longer a metaphor. Since the equation spreads through blood-to-blood transmission, this is a bad thing.

Extreme Melee Zombie Beatdown (400cp)
There's something that the heroes always dumb enough to do in this world - they fight the Anti-Living in close quarters when they could simply attack from range. This is bad, since the infection spreads via blood-to-blood transmission. Now you'll have to do this too. Heat vision, bullets, bombs, any ranged attacks you use will have no effect on the anti-living.

Power Loss (400cp)
The generic drawback where you lose all your out-of-jump powers. Cannot be taken if this is your first jump.

We CaN sAvE tHeM (400cp)
You will refuse to kill any anti-living because you think they can be cured. Even if they're about to end your life. This will anger a lot of people too, as you'll actively try to stop people from destroying the anti-living.

Protect the Green (400cp)
The green is a metaphysical force that connects all the plants on Earth. And now you have to protect it. You'll have to take extra care to avoid harming plants. If you see anyone deliberately doing so, you will absolutely *flip out* and try to murder the offender, no exceptions.

Kryptonite Factor (400cp)
You have a weakness. You're weak to a certain item. If it comes near you, you'll lose all your powers, weaken rapidly, and prolonged exposure could kill you. Better avoid it.

The Apokolips Has Come (400cp)
Remember the location roll? Well, put that on hold, because you've arrived early, you're on Apokolips, and it's about to blow up. If it explodes with you on it, you WILL bite the dust, regardless of any rezzing perks or any other way you could potentially avoid this, being sent home as if you failed the jump. There is no way you can leave the planet except for Boom Tube. If you have a mother box, you won't be able to access it. Upon escape you will show up at the location you rolled.

The Obvious Thing to do is Stick it in Mosquitoes (600cp)
Animals are now susceptible to the blight. This is not a good thing. The creators of the anti-life equation didn't view animals as sentient, but they are in this universe. Thus, it wouldn't affect them. But with this drawback, they did, and as such the Anti-Living's ranks shall swell with Animals. Infected lions, wolves, bears, sharks, and mosquitoes. Quite a handful. Watch out for mosquitoes in particular. And don't go anywhere near Australia. This also negates the immunity of those with healing factors.

The Anti-Living Are Now Intelligent (600cp)
Exactly what it says on the tin. The Anti-Living are now intelligent. Before they were like generic zombies - almost-mindless, shambling monsters attracted to life. Superpowered undead could access some of their superpowers, but didn't reach their full potential. Now every single blighted one is going to be *massively* more threatening, due to this drawback. The Anti-Living will retain the ability to speak, their skills, use of tools, their minds. Now you'll have to deal with them knowing how to wield modern weaponry and actively using tactics such as coating weapons in their blood in order to infect, attempting to get their hands on nuclear arsenals, or trying to escape Earth to infect stronger beings. The Superpowered Anti-Living will absolutely *abuse* their powers. For example, somebody with the power to control electricity might immediately begin frying electrical equipment and throwing lightning into bodies of water in order to fry survivors (skin effect be damned). Infected Kryptonians will do things like flying around burning cities with heat vision instead of crashing into buildings and fighting heroes in melee. Infected Speedsters will attempt all sorts of speed force fuckery. If you have weaknesses, the anti-living will know and exploit them mercilessly. Good luck. Think Marvel Zombies - with the zombies of that universe retaining their full intellect and making plans.

Trouble from Down Under (600cp)
Penguin hates you. Professor Ivo hates you. And they've developed something five years earlier than expected - a legion of AMAZO androids, which they'd normally send to exterminate the anti-living. Now it's you in the sights. There's initially about a hundred of these monsters, which can flawlessly replicate any powers, items, or skills they come across. This includes your powers, jumper. They all start out in Australia with the powers and skills of Superman, Batman, and Wonder Woman. Furthermore, Ivo will continue churning out more AMAZOs by the minute until you stop him. All subsequent AMAZOs made by Ivo will possess all the powers they've absorbed (so if one AMAZO gets your powers, every AMAZO made after will have them).

Zombojumper (600cp)
Hey, it's a clone of you. Or maybe a counterpart from another reality. Taken by the Anti-Life equation. And after you. Your nasty doppelganger has the same purchases as you do and all your perks, skills, and powers. Luckily for you, they're still an undead lunkhead and don't have access to your stuff. Unless you took ***The Anti-Living are Now Intelligent.*** Then they're just as smart as you are. And have access to your warehouse.

Look Who's Back (600cp)
Your past foes are. And they're all coming after you, jumper. If you didn't fight anyone, Jump-chan will take powerful beings from a few of your past jumps, infect them, and send them after you. Did you go to Earth-Bet? Entities. Marvel? A Phoenix Force Host, Thanos, and Galactus are here. Dragon Ball? Watch out for Goku and Vegeta. Naruto? Otsutsukis. If you cure them, they'll fight you anyways. Fallen friends will also appear, out for your blood. In short, if you personally know any of these new Anti-Living, they will show up.

If this is your first jump, a dimensional rift will open and legions of zombies from the Marvel Multiverse will crawl through. Unless you took "**The Anti-Living Are Now Intelligent,"** they'll be about as smart as somebody infected with the Anti-Life, because they *are* infected with the Anti-Life.

If you take this with "**The Anti-Living Are Now Intelligent,"** zombies from the Marvel multiverse will appear, regardless whether this is your first jump or not. But you have a choice. One of three specific groups of intelligent zombies will pop up; pick your poison. All three groups are able to infect others with their specific pathogen, different from the corrupted Anti-Life equation, but still a zombie plague.

- The first group is the strongest, but the fewest in number. The Zombie Galacti. Once their world's mightiest heroes, hailing from a once-flourishing universe now barren of life (they ate almost all of it,). They gained the power cosmic after consuming Galactus, devourer of worlds. There are six of them, though one or two of them may harbor guilt about their hunger and the things it has driven them to...

- The second group consists of the avengers of another Marvel Earth, akin to a zombified Justice League. They've got similar powers, at least. A speedster, a shapeshifting alien, a warrior woman, to name a few. Led by a golden man, they've eaten all of that world's humanity and most of their fellow heroes.
- The third group is known as the Respawned. They're infested with an intelligent and hungry race of parasites, led by a queen. They're quite fond of the phrase "come and see" and exist in a collective consciousness. Upon invasion of a host, the host dies while the parasite takes control and reanimates the corpses. A large group of them have converted the also-infested corpse of Galactus into a spacecraft. They're mostly composed of aliens and powered beings from outside of Earth.

Math Hell is Weird (600cp)
If things go on without your intervention, Trigon (the demon) will come up from Hell to destroy Earth because the demons down there aren't happy that they can no longer claim the souls of the anti-living. Well, now he's heard about you and he disapproves. He's coming for you. Unlike in canon, he'll come up with all of Hell at his back. Jump-chan's going to enjoy watching you fighting all of literal DC hell, Jumper.

Dead Planet (1000cp)
First of all, you can no longer import companions. Secondly, you lose access to the Warehouse and all your items. You arrive in an universe where the equation has escaped the Earth. Every single being in this universe has been infected by the Anti-Life equation except for you. Being the last living being in the universe has marked you out to all of the anti-living, who know where you are at all times. Everybody, and I mean *everybody,* is a superpowered techno-zombie that is going to be coming at you. Gods, Lanterns, Speedsters, Aliens, Heroes, Villains, they'll all unite. And they'll be guaranteed to find you within the first ten minutes of the jump. Don't take this. This is a monumentally bad idea. If you die, it counts as chainfail, but you'll be a thrall to the Anti-Life forever, or at least for a very long time. The only way you'll get to the usual end choices here (go home, stay here, and move on) is to eradicate every single anti-living vessel out there. It's up to you how you pull this off. Are you a bad enough dude to fight an entire universe's worth of zombies?

Scenarios

Scenarios are optional challenges the jumper may take. Each offers its own reward. All Scenarios are incompatible with each other- there can only be one. Failing one will result in you losing all perks, powers, and items from this jump. Each scenario comes with its own unique perk.

Life Prevails

You know the world is screaming. It's slowly getting eaten by ravenous, undead monsters. The best thing for survival would be to end the threat before it ends you. But that's not your goal. You know that there is a single sliver of hope, a millionth of a billionth of a chance that these people can be saved. That's your goal here. To cure the anti-living. It's that simple. You need to wipe the equation off the face of the planet. Firstly, you can't do this by just destroying everyone infected. That's the next scenario. For the purposes of this one, you're not even allowed to harm anyone, living or anti-living. Take the "**We CaN sAvE tHeM**" drawback for no points. You need to *cure* them, after all. To cure them, you must get your hands on the Anti-Life equation's nice cousin, the Life Equation, the equation that affirms all life. Now, maybe you have an out-of-context way of dealing with this, but here's a plan how. There's a certain person, unwittingly involved with the start of this whole shenanigan, who also has the life equation tucked away in their blood. Learn to reconfigure it, distribute the cure, and you're golden. Of course, this is way harder than it sounds... You may have to plumb the deepest depths of space to find somebody or something that knows how to make the cure, brave the depths of hell, and a lot of other hard-to-do stuff.

Reward: **I Brought You Back**

In recognition of defeating something approaching the mother of all zombie plagues (though it's closer to *28 days later* than something like *The Walking Dead)* you gain MEDICAL MASTERY! YOU ARE THE GOD Of IMMUNOLOGY, DISEASE CONTROL, and generally helping people get better from various illnesses. Curses, Transformations, Parasites, Grey Goo, all yield before your curing prowess. Run-of-the-mill zombie plague, or something straight out of *Plague Inc*? You'll have that shit cured in an hour. The time you'll take scales to the severity of the pathogen, or condition, or whatever you're dealing with. A pandemic on the scale of the equation should take a couple of years. SCP-related shenanigans? Cure. The Warp's got its nasty claws on somebody? Cure. Species-wide inherent weakness to something? Cure. Even anomalous, "incurable" infections shall fall before your healing genius. You could hold together the collapsing worlds of the Dark Multiverse or mend the living corpse of the Cancerverse through sheer innovation and willpower. Never again shall anything be incurable to you. It's just a matter of developing a cure before whatever it is gets you.

Wipe Them Out

You know the world is screaming. It's slowly getting eaten by ravenous, undead monsters. The best thing for survival would be to end the threat before it ends you. And that's exactly what you're going to do. To complete this quest, you must end the equation once and for all by wiping it from the Earth. And space. There was an attempt to do this in what will soon be canon, but it failed. You will face quite the worthy opposition in your endeavor. The people who originally would've been planning to end the scourge are gone, lost to the equation. There's a core of a certain planet with a nigh-invincible zombie hidden away, and you'll need to find that too. The Justice League, soft-hearted fools that they are, insist that a cure is possible. You'll have to find a way to annihilate every single host, all while facing the

greatest “heroes” of Earth, who will endeavour to stop you from doing what needs to be done. They’ve even retained key members who otherwise would’ve fallen to the equation, such as the legendary Batman and Green Lantern. Overcome them. The equation, seeing you as its ultimate threat, will try to escape through space and time to live(?) another day. Overcome it. Overcome them all, and see a pure Earth once again.

Reward: **Amazing Android Army**
Since you’ve rid the planet of the undead blight without it, you get what was meant to do the deed in the first place. The life work of Anthony Ivo. Except your version is better. For those of you who don't know, AMAZO is a creation of Ivo, a robotic foe of the Justice League. The android is known for its capability to replicate superpowers. Your factory stores thousands of these bad boys, and can mass produce more as long as you have the adequate materials. It’s fully automated, so it’ll make more even if you don’t have the technical knowledge on how to make AMAZO units. Each AMAZO unit has the physiology of a Kryptonian and the **“Power Copying”** power. Each is in theory strong enough to fight the entire Justice League at once with an even chance of winning, but in practice this probably isn’t true. However, they are capable of mimicking almost every power they encounter and are undyingly loyal to you, their new master. Last but not least, if Ivo is still alive, you’ve thoroughly impressed him and may take him as a companion for free.

Patient Zero

You’re really doing all sapient life dirty this way, huh? Alright then. Cyborg no longer has the equation in his system. Instead, it was you who was captured and corrupted by the horrible child of the Black Racer’s essence and the Pure Anti-Life Equation, resulting in you being patient zero. You are still just as intelligent as you were coming here before, able to speak and act like a normal person. But your goal is to spread the equation all across Earth. The league is as powerful as they would’ve been in the last scenario, and global collaboration is at an all-time high. When you’re done, there can’t be a single non-thrall on the planet that isn’t dead. Drawbacks that would’ve buffed the equation now buff the living.

- **“I have part of an ear in my tights”** makes it so that an obscene amount of people have microscopic bombs in their heads, similar to those once employed by the suicide squad. What makes these bombs in particular special is that instead of a normal explosion, these bombs release millions of nanomachines that tear apart infected tissue, and use what’s left to make copies of themselves.
- **“No Screens!”** now causes the internet to shut down completely, so the only vehicle of infection is now blood-to-blood.
- **“Blood Gushers”** is similar to **“I have part of an ear in my tights,”** but instead, the blood of the living is full of said nanomachines, and it comes out in the same copious amounts as described in the original drawbacks.

- **"Extreme Melee Zombie Beatdown"** makes any projectiles from you and yours harmless to the living.
- **"We CaN sAvE tHeM"** causes all carriers to retain sentience. They despise what they have become and will fight from the inside, resisting that malign entity that resides in their head. Those with stronger wills are able to control their murderous urges. You develop a second personality that will fight tooth and nail to stop yourself from enacting your plans.
- **"The Obvious Thing To Do Is Stick It In Mosquitoes"** causes animals to become vectors for the cure. Any animal that comes in contact with a host of the equation shall free the host.
- **"The Anti-Living Are Now Intelligent"** boosts the intellect of the planet's population by a massive degree. Even a preschooler is now capable of learning how to construct things like power armour and mother boxes. Those already at that level of intelligence, such as Lex Luthor, are roughly twice as intelligent as they once were. In short, the entire population gets the perk **"I am the Most Intelligent Person on the Planet."**
- **"Zombojumper"** will now spit out a living doppelganger roughly as smart as Bizarro. Unless you took **"The Anti-Living Are Now Intelligent."** Then they have your full intellect.
- **"Look Who's Back"** brings back those from your past, but now they're fully living and will oppose you. If it's your first jump, heroes from a Marvel Universe will come to fight you tooth and nail. If it's taken with **"The Anti-Living Are Now Intelligent,"** one of the three groups, now living, will show up as well.
- **"Dead Planet"** is largely unchanged, it's just that everybody is now immune. To succeed, you'll need to rid this universe of life by yourself. And that's terrible. Can your soul handle the guilt?

That is all.

Reward: Anti-Life

For having accomplished its goal as its herald, you get the Anti-Life equation. It's tailored to your use and will completely dominate the will of all sentient and sapient races. Bear in mind that there'll be the miraculous case of somebody who can resist, but it's an understatement to say that those are few and far between. It typically manifests as a series of fiery, inscrutable alien (even to the New Gods, for it came far before their time) glyphs which form around the user. By reciting the equation, it is inserted into the minds of those who you want it to, enforcing the mathematical certainty that life, hope, and freedom are useless illusions - extinguishing who they once were in favor of just another hollow extension of your will. In addition, it possesses reality-warping powers over life and death by dint of its sheer, twisted presence. Command the dead to rise, make people drop dead, the might of the source's dark half is yours now. Of course, you can also corrupt the Anti-Life equation itself with the essence of the Black Racer, causing it to produce Anti-Living death machines instead of mindless thalls. Either way, this is a pretty evil piece of math.

Future

The end is nigh. The end of the duration of your jump here, at least. It's time to make a familiar choice...

- **Rest:** Go home, to your original world. The equation will not follow you. Go home. Rest.
- **Welcome to Post-Apocalyptic Eden:** Stay here. Maybe you'd like to help fix the world or pursue your own ends.
- **"Chas! Start the Car!:"** You're getting out of this hellhole of a universe, for good or ill. Or maybe you've thrived in it, but you still want to go to the next jump. On to the next world...

Notes

Changelog:

1.26.2021 - First Draft Started

12.26.2021 - Finished the jump

12.28.2021 - Fixed Anti-Life Scenario Reward Description

- You can cheese "I got an undead ear in my tights" by abandoning clothes and running around naked. It's your choice if you want to do that or not.
- **The earlier drafts had this as a race: Thanagarian (200cp)** The winged hawk people from - you guessed it, planet Thanagar. Thanagarians have the standard DC Alien Package - they're stronger, speedier and tankier than baseline humans. They have enhanced sight and hearing, befitting of hawks. They've also got wings and live longer - 100 years is like 30 years to the average Thanagarian.
  I took it out when I realized that the Hawkman and Hawkgirl of DCeased aren't the Thanagarian versions.
- All people you need to make sure come out in one piece in the 400cp version of **A Bunch of Kids:**
  - Red Hood
  - Batgirl (Cassandra Cain)
  - Commissioner James Gordon
  - Deathstroke
  - Ravager
  - Mirror Master
  - Vandal Savage
  - Solomon Grundy
  - The Creeper
  - Cheetah
  - Captain Cold
  - Lady Shiva

    - Bane
    - Deadshot
    - Mary Marvel
    - Ace
- No, you may not avoid the whole crisis by getting the speedsters to bring you to alternate Earth.
- About the Firestorm Matrix: Note that unlike Atom Eve, you don't come with a complete understanding of chemistry. Also note that unlike Overhaul, you can't turn yourself into a kaiju by fusing other people onto yourself.
- About Quantum Field Energy: The powers of Captain Atom. I still think the Silver Surfer is cooler. That thing about turning yourself into a bomb is from the fourth issue and injustice.
- Amicable Community Arachnid-Person: Yes, it's Spider-Man. Peter Parker. The reason why this is even an option in the first place is because whenever Marvel comes up with a zombie apocalypse elseworld, the local universe's Peter Parker always manages to stay a hero, zombie or not. Whether it's the original Marvel Zombies, Marvel Zombies Resurrection, What If's fifth episode, or the upcoming board game, Spider-Man always pulls through. The flesh-sense and the veins/arteries are a shout-out to the first Marvel Zombies, the staff to resurrection, and the cloak is the cloak of levitation, a homage to What If?
- I know I went off on how capes are cool in the last jump I made (Toaster Dude), but Edna Mode has a point. Lady Shiva wouldn't have had to sacrifice herself if Cassandra wasn't wearing a cape.
- Seriously, Mr. Terrific has a weird and cool mask. He can literally eat food without taking it off. It's got a mouth-hole that opens and closes. He can eat vegetables while wearing it.



- I hate how there are two heroes with the same real name, the same powers, and the same superhero name. I'm talking about Kid Flash. Of course they're both named Wally West and have access to the speed force.

The only difference is that one has white skin and wears a red costume while the other has black skin and wears a yellow suit. It's so dumb. They couldn't think of two separate names or something? They couldn't have named one of them "Blitz" or "Streak" or "Mach" or something?

- Honestly, I don't think Achilles qualifies as brave. Being brave is seeing things through even though you're afraid, through strength of willpower. A firefighter who runs into a burning building knowing full well they could burn to death is brave. Achilles is *fearless.* Fearlessness is the complete lack of fear. Achilles had almost no reason to fear the Trojans because most of his body was dipped in the river styx by his mom except for his heel (dumbass). He wasn't afraid of them. So he doesn't qualify as brave.
- The Bobbleheads and Pez Dispenser aren't a reference to anything in DCeased, or DC in general. It's a shout out to somebody on SB.
- While making this jump, I intended to make a version of Solomon Grundy's powers called "Born on a Monday." And a version of the creeper's. But that'd be redundant.
- Man, all of this DC lore is super confusing. I hate it. Hopefully I won't make another Marvel or DC jump for some time. There's no way I'm making a jump for DC vs Vampires. I despise the Arrowverse, but some of the stuff here derives from there. I feel like it tries and fails to be edgy. And it just doesn't pull off the costumes very well. BUT I will admit that I haven't watched much of it, just the first two seasons of the Flash. DCeased introduced me to Mr. Terrific, Ragman, Blue Devil, Captain Atom, and a few other DC characters I didn't know existed.
- Big thanks to DonChief, HypeRoyal, Nerx, Aleph_Aeon, and the SB community for their suggestions. And NN. You know who you are.