BATMAN
THE BRAVE AND THE BOLD

By TheGallantRobot | V1.0

Throughout the ages, individuals have emerged from the hidden primordial potential that rests in us all. Whether that is through using their mighty strength, a profound intellect, and the very strange. These Brave and Bold, These Vile and Villainous, are ready to set upon a crusade to fight for the soul of the universe. Whether that is cosmic beings like Phantom Strangers, galactic organizations like the Green Lantern Corps, old-timers from the era of World War's like the Justice Society of America, and the new modern heroes like the Flash.

But one in particular with rise to prominence, a Living Legend in the making, and he is ready to brush up with his knuckles of Justice.

His name is **Batman**

You receive **1000 CP** to help you with your crusade within a universe filled to the brim with the heroically inclined and villainously lean.

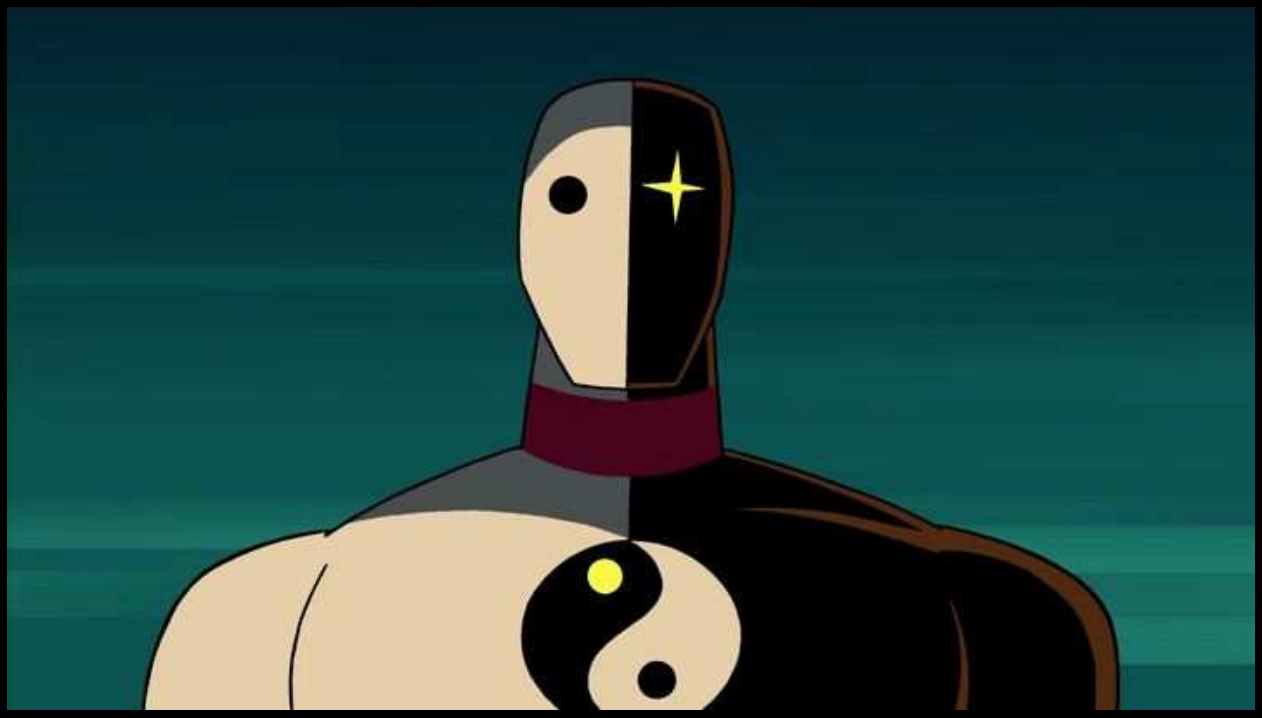


Origins:

Which side of the Universal Scale do you rest upon?

Hero: Those who embody the essence of hope and tirelessly strive to bring about a better tomorrow. These extraordinary individuals, endowed with remarkable abilities and unwavering determination, serve as beacons of inspiration and courage. Heroes rise above adversity, drawing strength from their unwavering belief in justice, compassion, and the inherent goodness of people. After all, a single act of heroism can light a fire of Justice. What would a thousand do?

Villain: Those who strive for their own selfish wants and desires. These villainous individuals which are blessed with abilities have decided to cast a shadow on their sections of the universe. Tormenting the innocent, stealing the futures of many, and giving doubt about the inherent goodness that people supposedly have. If heroes rise above, villains dig deeper into the pits of possibilities until they are into a Dark Multiverse.



Home City:

Roll a D10 or 100 CP to choose your home city

Coast City: Located in northern California near Edwards Air Force Base and lies between San Francisco and Star City. It is popular for its majestic beaches and is headquarters for Ferris Aircraft, an elite American company specializing in aerospace.

In recent times, Coast City has a resident superhero, Green Lantern

Star City: Rebuilt from a cattle town by a Great Fire, this city has risen from the ashes into a bustling tech capital in northern California. The local is known for its modern aesthetics, height elevation of 586 ft and being home to a lot of wealthy socialites.

In recent times, Star City has gained a resident superhero, Green Arrow

Central City: Founded in the 19th Century, Central City is located in Missouri across the Mississippi River from Keystone City. It initially was an important trade hub for the cattle industry. With the completion of the Transcontinental Railroad, Central City's importance expanded to become one of the major travel hubs of the midwest area.

In recent times, Central City has gotten a resident superhero, The Flash.

Fawcett City: Often known as the ideal American city, this place has an old-fashioned sensibility and classic architecture. Famous for their tourist attractions like milkshake bars and their local favorite treat, the creme egg shakes.

Soon a new Superhero will debut and his name will be Captain Marvel.

Keystone City: Across the Missouri river from Central City, this city was the home to the original Flash. Has historical roots for staying a center of industry, home to aircraft and automobile manufacturers, including Keystone Motors.

Maybe, this Keystone of Industrial America could use a new superhero for a new generation?

Atlantis: An ancient island nation that was a once feared naval power set out to conquer the coast of Europe. However, under mysterious circumstances, Atlantis disappeared. In reality it sank to the ocean depths and its people were forced to adapt to living under the sea. Isolated from society, the nation grew and prospered in a perpetual golden age ruled by royalty.

Its royal king has gone on many adventures to protect their people, marine life, and the ocean blue.

Free for **[Atlanteans]**

Hub City: Located in southern Illinois, this city was once filled to the brim with corruption. Until the Blue Beetle debuted fighting the good fight in signature blue. Houses the technology firm, K.O.R.D. Enterprises which specialize in lab equipment and the controversial investigative reporter, the Question.

A statue in honor of Blue Beetle was erected in the Hub City Central Park.

Metropolis: Viewed as one of the largest, advanced, warmer, cleaner, and wealthier cities in America. This City of the Future is especially famous for housing the Daily Planet known for its tenacity for the truth, the multinational corporation under the name of Lexcorp, and the Big Blue Boyscout.

Superman has protected the city from organized crime, super villains, extra-dimensional menaces, and alien invasions.

Gotham: A smog-filled and crime-ridden city with architecture of Art Deco and Nouveau styles slowly corrupted through political power, gang violence, corporate misconduct, and even ties to occultism. Has become a crucial economic bloodline for the United States of America containing a vast portion of its finance, manufacturing and shipping. Most famous for having Wayne Enterprises and their research and development.

The once urban myth, Batman has debuted to mythical acclaim fighting for Justice

Gothtropolis: The capital city of the planet Zur En Arrh, reminiscent of an amalgamation of Metropolis and Gotham. With its organized crime centered in the north end of the city, costumed thieves, super villains, natural disasters, and monsters that threaten the massive city on a daily basis.

Batman of Zur En Arrh with his Bat Radia has become a force for Justice on this strange planet.

Races:

Human [Free]: The dominant inhabitants on the planet Earth. Has a strange potential for coming into their own potential more than any other species in the known universe.

Intelligent Animal [100]: These are the sapient animals which have gained intelligence through mysterious circumstances. Gorilla from Gorilla City, a dog which has gained higher consciousness through scientific endeavors, or even the far future Animal Men after the event called The Great Disaster.

If you're an Animal Man, you can have your timeline be after the Great Disaster.

Atlantean [100]: Split into several subgroups, Atlanteans can be either humanoid, amphibious, or both but all evolved to live beneath the sea. Poseidonians are identified by small fins on the back of their calves and Tritonaians are mermen and mermaids. Those from Shayeris have visible gills on their necks. Poseidonis is the most diverse of all.

For Free, you can have the skill of a Olympian Swimmer, Elemental Control [Water], Psionic T1 [Marine Animals], Super Strength T1

Discounts on Ocean-related abilities

Robot [100]: A mechanical wonder of technical innovation, Robots are a group that raise the question of whether or not life is limited to biology. Do they feel happiness? Can they know the sadness of losing a son?

This option is easier to upgrade through technology than the other races.

Discounts on Technological-related abilities

Alien [100]: An extraterrestrial that has a kaleidoscope's worth of appearances and sensibilities. They can range from the peaceful Gibbles to alien conquerors like the Reach. Even looking like Humanity like Kryptonians or the Zur En Arrhan

Discounts on three powers

For an additional discount, your species is allergic and powerless when near a certain material or object. Can be wood, kryptonite, or anything common enough to encounter semi-frequently.

For another discount, your species is instead deathly afraid of this material or object. Martians are afraid of Fire.

General Perks:

Voice of a Campaigner [Free]: The battle of good and evil is not only won through bodies and fists but through hearts and minds. A crusader for either side needs a voice that stands out from the rest. You possess a voice that carries an inherent significance, commanding attention and inspiring change, setting you apart from the masses.

Iconic Branding [100]: Presentation can allow someone to change reality to their own image and it seems your branding is strong enough to warp reality in certain ways. Anything that is slightly similar to it brings to the mind the thoughts of your identity, it would be more efficient for you to slice a piece of glass with your silhouette then a plain circle, laying out bombs in your logo will surpass the damage done then the optimal mathematical placement, and so much more.

For 100 CP more, your branding reaches out to the depths of time and universes. There will always be someone that takes up your mantle to your ideals and level of competence. Even though their style can be more matching their setting. A Pirate Batman for the Golden Age of Piracy, Gaslit Batman for the Victorian Era, and even the future will have a Robotic Batman.

Disciplined Mind [300]: If the average mind is akin to a humble townhouse, yours stands as the resplendent Palace of Versailles. This exceptional mastery bestows upon you a super genius intellect, enabling you to effortlessly solve problems at the speed of light. Your memory is flawless, impeccably indexed, and capable of instant recall. Moreover, your mind possesses an impregnable defense against the powers of even nigh-omnipotent beings, rendering them utterly powerless should they attempt to breach its sanctity.

Tempered Body [300]: If the average physical form is akin to a sturdy oak tree, yours stands as a majestic mountain, unyielding and awe-inspiring. This physical prowess bestows upon you a powerful frame, enabling you to outrun the fastest of your species runners and swim deeper than your species pinnacle of deep sea swimmers. Your control over all of your powers is flawless and allows you to unify your abilities into a whole more powerful than they would be separated.

Hero Perks:

Discounts for Hero are 50% off, with the [100] perk being free.

The Brave and The Bold [100]: To handle the Torchlight of Heroism, one must be brave enough to be scared while doing the right thing anyway. This mindset has given you the ability to always be calm and collected, even when you are fighting a guy wielding ketchup to a duel or going against an entity with godlike power. Additionally, you are great at coming up with on the spot quips.

Gadgeteer [200]: Sapients all throughout the galaxy have leveraged their tool-using capabilities to phenomenal degrees. It is no different for you because you have an affinity for using all of your abilities and strengths to create a variety of gadgets to solve any situation in your way. From creating small pellets of stink bombs better than commercial standards to highly specialized arrows that can hack mainframes through combining your Scientific Ingenuity with Archery and your expert knowledge on computers.

Chief Creator [200]: Leading with ideals emanating from your presence, you possess a remarkable ability to guide groups towards your ideals. Ensuring that misunderstandings or misinformation do not inadvertently lead to divisions and that everyone will know your original intentions for the group. Moreover, your personal creations exhibit unwavering loyalty to both your ideals and to you, standing as eternal embodiments of your vision.

Mentor of Heroes [400]: Many do not reach hidden primordial potential that rest in us all and that fact is often a result of lacking guidance and mentorship. However, as a Mentor of Heroes, you are able to fulfill that role for any to realize their true abilities. From a career criminal to a reformed hero, a deadman to finding a purpose for their existence, and even a dog to a caped crusader.

Fortunate Billionaire [400]: Cash is a power all to its own. You have exceptional business acumen, enough to effortlessly create and run a Fortune 500 company or business empires with practically no effort and can have daily excursions without any problems caused within your companies.

The World's Greatest [600]: Within a single vocation, your entire being is constantly improving without practice, training, or studying. The World's Greatest Archer could have gone their entire life without archery and picked it up to the levels of people who have dedicated their entire lives for the craft.

The Knight [600]: There are tales of Knights and their Dragons. How they stood steadfast against an eldritch force and using their wits became their equal. You are one of these Knights who are highly adaptable to any circumstance and your legend is infectious with its nature of a person overcoming the unpredictable. Wherever justice calls, you shall eternally answer its summons, transcending the barriers of time, space, and even parallel universes.

Villain Perks:

Discounts for Villain are 50% off, with the [100] perk being free.

The Vile and The Villainous [100]: Within the dark recesses of villains' souls lie the forbidden fruits of their twisted desires. You have a dark inclination for all that is criminal and villainous. Learning three times faster in the subjects, such as burglary, murder, forgery, cleaning evidence, and more.

Henchman for Days [200]: As the insidious orchestrator of villainy, you possess the dexterity to pull the strings of malevolence, manipulating the world from all angles. Your charm and adeptness at manipulation enable you to assemble an unwavering legion of devoted and well-trained henchmen, eager to don themed costumes and confront superheroes head-on. With enough effort and time, you possess the potential to establish a global organization on par with the formidable League of Shadows.

Trapmaster [200]: Death traps galore! There are never enough traps within the world and you know this well. You have an affinity for using all of your scientific knowledge, mystical mastery, skills and resources in the making of traps. One would either need an in depth understanding of escaping or just the right superpower to even have a chance to get out in the knick of time.

Injustice Society [400]: As the side of good uses the power of teamwork to overcome all odds, so can evil cooperate for their own wants. You are great at bringing anyone, even those with evil within their hearts or disparate personalities, into a wall that teamwork cannot overcome.

Wyrm within a Heart [400]: As the worm burrows through an apple, so can you burrow through the personalities of people and cultural environments with ease. Allowing you to find ways to overcome mental blocks, go through impeccable morals into your will, and create situations that can shatter the most loving of families with a precise action. With enough time, you can remake any person and society to your dream world.

A Devil’s Luck [600]: They always say that the devil has luck on their side. Well, you have that same luck and Murphy will be disgruntled in the ways you defy their laws. If there’s a possibility for something to go right, it will go right. If you are close to death, this will go into overdrive to allow you to survive against the odds.

The Dragon [600]: There will always be a Dragon to fight against, with their eldritch natures and intentions that are strange to any observer. You are one of these Dragons who are unpredictable to even the greatest of detectives and whose infamy spreads to an unnatural speed. Wherever injustice calls, you shall eternally answer its summons, transcending the barriers of time, space, and even parallel universes.

General Items:

Costume [Free]: A costume that will update every couple of months to incorporate all of your technological knowledge, skill in crafting, magical expertise, perks, and is immune to your powers.

This costume is themed to your brand.

Pet [200/300]: This is an obedient and loving pet that incorporates all of your powers.

> **For 200 CP,** this normal type of animal like dogs, cats, and gorillas
> **For 300 CP,** this is a supernatural type of animal like phoenix, an extinct animals, etc

Global Corporation [300, Free for Fortunate Billionaire]: A prestigious multinational conglomerate ranked among the top 500 companies worldwide, boasting an extensive network of subsidiaries located in your country and home city. This organization excels in one of your areas of proficiency.

Monumental Mansion [300, Free for Fortunate Billionaire]: Inheritance from an ancestor, this is a tasteful, yet extravagant monument to wealth. Every inch of this manor is designed with hints of parts of your branding such as bats for Batman or archery for Green Arrow. Luckily, no one except people you wish for you to know will ever get your costumed identity from these hints.

This is tax free and has a vast square footage of lush and meticulously manicured yards

Tantu Totem [300]: An ancient african fox-shaped talisman that allows one to channel the power of the Red, a morphogenic energy field. By thinking of a specific animal, the animal's abilities are drawn from the Red and allow the user to mimic them. The animal is briefly seen in spirit form.

The Scarab [400]: Extraterrestrial technology created by the Reach for the purposes of conquering the universe. It fuses to the spine and grants its wearer living armor with incredible powers. Flight, energy projectiles, and defense depending on the wearer's imagination. However, it is weak towards a specific high-frequency sound.

This one is immune to the Collective's programming

Motherbox | Fatherbox [600, Free for Alien [New Gods]]: A living computer connected to the Source. They look like small boxes, about the size of a Terran house brick at largest. Has a variety of uses ranging from energy manipulation, healing, and even evolving non-sentient machines. Can open Boom-tubes for Mother Boxes and Hush-tubes for Father Boxes.

Hero Items:

Discounts for Hero are 50% off, with the [100] item being free.

Favorite Food [100]: You have an excellent recipe for a single food. From chocolate chip cookies, really spicy chili, to Batman's nachos. Every month, you will get delivered the ingredients that are free and high-quality.

Iconic Mobile [200]: A cutting-edge vehicle that seamlessly integrates your ever-expanding technological knowledge, craftsmanship, magical prowess, and your array of perks. The Batmobile has a myriad of gadgets and is durable enough to be repairable in thousands of years in the future even after an apocalypse.

Vehicle will update its capabilities to your abilities every year.

Secret Sanctum [400]: A hidden base that seamlessly integrates your ever-expanding technological knowledge, craftsmanship, magical prowess, and your array of perks. The Tower of Fate has a mystical defense and surveillance system that can protect against Lords of Chaos. The Batcave comes with a supercomputer and high-tech security systems.

Hidden Base will update its capabilities to your abilities every year.

The Probe of Justice [600]: Illuminating the path of justice. This is a technical culmination of a joint effort by all scientists of the world, including Batman, to create components that would lead to the creation of the ultimate device in criminal surveillance. It is capable of detecting every crime as it happens in a city-wide radius and notifying the closest people authorized with the information.

Villain Items:

Discounts for Villain are 50% off, with the [100] item being free.

Calling Card [100]: Criminals are notoriously known for trying to steal glory and the heroes need to know the futility in facing your magnanimous self. These are the symbols of your presence that you can leave at your criminal acts such as a bespoke custom deck of playing cards, a specific green spray can which you can leave your question marked logo all over the place, or something else.

Anyone who sees a calling card will know that you have claimed the crime and nobody can use this to frame yourself or mimic in a fashion anybody wouldn't know was faked.

Neutral Bar [200]: A tasteful establishment exuding an ambiance of neutrality. A haven where individuals from the mighty powerhouses to the lesser-known D-listers converge. Whether you seek alliances with fellow villains, vent your frustration over thwarted plans by heroes, or simply savor a delightful meal, this is the place. Embracing an unwavering neutrality, the bar welcomes even the bravest of heroes who dare to venture in. Here, conflicts are set aside, and rivalries are put on hold, fostering an environment of calm and understanding.

As the owner of the bar, you have privileges such as being able to change the decor, the menu, and even getting a revenue stream from the super patronage.

Power Vacuum [400]: There can only be one and it is going to be you. This is a wearable device capable of absorbing and integrating nearby powers that align with one of your powers. Nuclear to Nuclear, Super Strength to Super Strength, Speed Force to Speed Force, etc.

This device also comes with a blueprint.

War Moon [600]: An artificial moon that seamlessly integrates your ever-expanding technological knowledge, craftsmanship, magical prowess, and your array of perks. It is capable of interstellar travel at the bare minimum and has a massive energy core which fuels its functions.

War Moon will update its capabilities to your abilities every year.

Skills:

Discounts are 50% off, with an [100] CP discount being free.

Olympian [100]: The art of maximizing the efficiency within your physique. Either through swimming faster, sprinting past those without the proper breathing techniques, or finding the best way to go to point A to point B with parkour.

You have the fitness level and skills of a top 3 athlete in an Olympic category.

Can be bought multiple times for an additional 50 CP each

Vehicle Handling [100]: Operating a vehicle requires an in-depth knowledge of all of its functions, quirks, and the skill to use it at its fullest potential. Whether that is a racecar driver knowing the feel of when to make their drift or an astronaut knowing how to push their spaceship to its limits while trying to get through a planetary defense system.

You have the skill and knowledge of a top vehicular operator in a Vehicle category.

Can be bought multiple times for an additional 50 CP each or all vehicle operating to the level of a master for a total 300 CP

First-Aid [100/200]: In this dangerous world, it is needed to know how to heal the wounds inflicted by its dangers. Whether that is knowing how to give yourself a splint for a wounded leg or performing CPR on an almost drowned civilian.

You have the skill and knowledge of a top emergency medical technician.

For 200 CP, you are instead the equivalent of a top doctor with the ability of doing surgery on weird physiology such as cyborgs, metahumans like plastic man, animal men, and more. With **Scientific Ingenuity**, you are even able to inflict changes upon people within your subject much easier than without it.

Marksmanship [200/400]: Precision, speed, and trajectories are the fundamentals of marksmanship. They are what allows a military sniper to shoot across football fields worth of length and professional archers to shoot past obstacles and hit their target.

You have the skill and knowledge of an expert marksman in a category such as boomerangs or firearms.

Can be bought multiple times for an additional 50 CP each or all marksmanship to the level of a master for a total 400 CP

Hand-to-Hand [200/400]: The physical confrontation between those within your immediate vicinity whether in a duel between an opponent or a crowd of enemies. Whether that is using the good one-two of a boxing stance or parrying with a sword.

You have the skill and knowledge of a close combat expert in a category like boxing or axes.

Can be bought multiple times for an additional 50 CP each or all hand to hand to the level of a master for a total 400 CP

Martial Arts [300]: Ever improvement, this is the art of bridging the gap between your soul and your body. A bridge that allows one to gather and use chi in a myriad of techniques such as enhanced healing, elemental manipulation, astral projection, and body empowerment.

You are a master martial artist in a type of martial arts such as Hung Gar, Shadow Clan, or the famed Wudang Martial Art which focuses on the martial artist gaining an all-rounded martial foundation with protecting the mind from telepaths, consistent body healing, and with donning the mantle of a spirit animal.

Can be bought multiple times for an additional 300 CP each

Master of Disguise [200]: Walking through a crowd as a stranger and coming out of it a friend. You are a Master of Disguise which can effortlessly take on new personalities and create disguises that can only be discovered by master detectives on the top of their game. This is through a variety of ways such as scents, masks, and even walking gait.

Investigative Eye [200]: In the world of the impossible, you must find the improbable. You are a detective of the highest caliber with the skills and observational abilities to solve mundane cases with instant ease and those with stranger circumstances eventually. A mind controller opening a case seen as a clean one, a master disguiser being the least likely one to have done a crime, and even cosmic tyrants making plays for conquest.

Powers:

Discounts are 50% off, with an [100] CP discount being free.

Super Strength [200/400/600]: The strength and endurance that allows one to pick up semi-trucks and throw them through a building. Additionally, it fortifies their resilience, empowering them to withstand formidable blows and still remain standing.

For 200 CP, you are as strong as Hourman when he takes his Miraculo and Bane when he takes Venom. Throw cars and burst through brick walls without being harmed in the slightest.

For 400 CP, you are as strong as the One Man Army Corps, better known as Omac, capable of ripping apart tanks and leaping across large gaps through sheer physical strength.

For 600 CP, you are as strong as Superman and Captain Marvel who are capable of ripping apart skyscrapers and tearing apart state of the art power armor with their bare hands.

Flight [100/200]: Experience the wind in your hair, you have the power of traversing the open air under your own power and propelling yourself at a speed twice that of your fleetest run.

For an additional 100 CP, you have a pair of wings which let you perform minute adjustments in mid air.

Superspeed [200/500]: Faster than a locomotive and capable of shattering the sound barrier.

For 500 CP, you have become a conduit for the Speed Force. A connection that allows you to have no limits for how much faster you can become and acquire a wide amount of different abilities. Being able to use your speedlightning to make speed constructs, shoot out lightning bolts, phase through objects, transfer speed to other people, go faster than lightspeed while still being able to see, and even time travel.

Psionics [200/400]: Harness the extraordinary power of the mind to manipulate energy and control the thoughts of others.

For 200 CP, you have a relatively simple psionic ability such as telekinesis as strong as an adult man, being able to talk to a category of animal, pyrokinesis, and more.

For 400 CP, you have a decent amount of psionic abilities and an extraordinarily powerful one which is capable of bypassing strong defenses. Mister Mind was capable of going through Captain Marvel's Wisdom of Shazam effortlessly in his mind controlling.

Mindblank [200]: With an impenetrable mental fortress, you stand impervious to any form of mind control, telepathic invasion, or intrusive probing. No matter the strength or cunning of the psionic assailant, your thoughts remain shrouded and concealed.

Super Vision [200/400]: They have always said that the eye is the window to the soul. Well, your soul can apparently do interesting things.

For 200 CP, you have a supervision that can augment your normal vision. Possibly through seeing as far as a hawk, seeing thermals, allowing you to see outside the visible light spectrum, etc.

For 400 CP, you have a supervision that allows you to have an ability like being able to shoot heat vision out of your eyes, cause any who look into your eyes to feel extremely dizzy, heightening your mind controlling abilities, catch glimpses throughout time, etc.

This can be bought multiple times for different super visions

Elemental Control [400]: Embrace the fiery inferno that consumes forests, wield the power of devastating tornadoes that tear across the landscape, and command lightning that courses through a person's veins in a mere heartbeat. This is the might bestowed upon you, a power to control one of the elements to your will. Even its appearance will change to a color most appealing to your sensibilities. Emerald flames, a red tornado, black lightning, etc.

Emotional Spectrum [300/500/800]: Life dances to the ebb and flow of emotions. It's a symphony of contrasts—fierce hatred for those who oppose you, the haunting fear of scarcity, an unyielding determination to persevere until the very end, profound love for the individuals who ignite your spirit. Within this vast spectrum lie countless emotions capable of reshaping the very fabric of the universe.

For 300 CP, you are to the level of an average lantern within one of the fundamental emotions. Enough willpower to rival your entire planet.

For 500 CP, you transcend as a unique prodigy within one of the fundamental emotions. Your prodigious abilities enable you to single-handedly dismantle an entire corps, standing shoulder-to-shoulder with Hal Jordan himself.

For 800 CP, you become the chosen Host for an Emotional Entity. This grants you unparalleled mastery over your ring and constructs, ensuring that your ring is perpetually charged to its maximum potential. ***1000%***. Intriguingly, the Emotional Entity will always align with your decisions, lending its unwavering support.

This comes with a Lantern Ring and Power Battery

This can be bought multiple times for different colors.

Plastic Physique [300]: The makeup of your body has changed dramatically. Giving you the power to manipulate your own body on a molecular level and control its shape, size, and density.

Rubberneck [200]: Similar to the remarkable properties of rubber, your body has developed an exceptional resistance to blunt force attacks, effortlessly reverting to its pristine form.

Mostly Ghostly [200]: Beyond the Veil of the Living. Step into the ethereal realm as a spirited apparition, a ghost, blessed with the ability to soar through the air, effortlessly traverse solid matter, and even inhabit the souls of the living.

The Man and The Demon [300]: Gone Gone the Blood of Man, Comes the form of a demon kin. You have a demonic transformation which is supernaturally strong, high degree of resistance to injury, able to conjure hellfire, enhanced senses, and a rather decent regenerative capability.

You can quickly come up with rhymes that are applicable to any situation.

Fusion of Red [300]: B'wana Beast has stated he "takes the best parts of two animals and combine them into one unstoppable force!" Now you have this ability to take animals together and mutate them into a better animal. Gorilla's with Cheetah speed, dogs with catlike agility, and more. This comes with the ability to talk to animals.

Metamorphic Self [500]: Everything is made out of something which can be turned into something else and this is more true for you than others. You have the power to transform all or part of your body into any type of element. You can become a lead wrecking ball, change your fists into diamond, become a tornado, become bright as neon, or turn your whole body into a tidal wave.

Chemical Abomination [400]: Either through being born like Chemo or having been mutated by the chemical concoction that he leaves behind. You have the ability to transform all or part of your body into that same chemical mixture. Enough to be able to become a behemoth of acidic reactions and able to produce both acid and radiation to a deadly degree.

Flames of Py'tar [300]: Through some way, you have bathed in the Flames of Py'tar. A mystical source of power that grants you immense superhuman strength, durability, and the ability to alter your mass. Additionally, they have amplified the full potential of your psionic abilities, empowering them to awe-inspiring levels.

Sonic Scream [200]: You have a sonic scream that is capable of destroying robots, obliterating through brick walls, and with enough skill can be used to fly while keeping up with a speedster. As an added bonus, this ability comes with an exceptional singing voice.

Black-and-White Magnetism [200]: Harnessing the power of magnetism requires understanding its fundamental principles of positive and negative forces. Embracing this duality, you have acquired an extraordinary ability – a glowing, diamagnetic aura that empowers you to manipulate and generate formidable magnetic fields.

Optionally, you can also have the unique, zebra stripes.

Music Meister [300]: Ever since you've heard the lulls and symphonic melody, music has filled your mind. Now you've gained the ability to fill the minds of others by creating a pitch so high that it hypnotizes people. In their state of hypnosis, it causes the victims to sing and dance while following your commands. ♫ *This power of yours will hold a mighty grip. Their very live's, their very self, their deafness to life's music, is all strung about on a treble clef. Now you should go about lifting your hypnotic tone and bring about their atone. For they are alone.* ♫

Champion of Good [500]: Once Shazam has met with you and has judged you to be worthy to be blessed with his Power. The power of six different legends in unison. Whenever you say the name "Shazam", you will be transformed into a powerful form in the peak of your body. These blessings are the Wisdom of Solomon, Strength of Hercules, Stamina of Atlas, Power of Zeus, Courage of Achilles, and Speed of Mercury.

Champion of Evil [300]: Only deities can ever be purely good it has been said, for mortals have a leaning towards evil. Just like Captain Marvel, you have a transformation when you speak the word "Ibac" that transforms you into a champion of evil bestowed with abilities from four historical villains. Ivan the Terrible, who gave Terror, Cesare Borgia, who gave Cunning, Attila the Hun, who gave Fierceness, and Caligula, who gave Cruelty.

Firestorm Matrix [500]: Imbued within the very fabric of your being are the powerful forces of nuclear fusion and fission. A firestorm matrix that has given you the power of being able to absorb and project atomic energy, transmute matter, have an increased physical properties, flight, and being able to control your own density.

Nucleo-Energy Aura [300]: Your aura possesses an extraordinary level of energy, allowing it to manifest as a separate entity beyond your physical form. This energy clone not only retains your consciousness but also exhibits remarkable capabilities. It possesses the ability to effortlessly soar through the skies, projecting potent bursts of energy, and wield immense superstrength. What sets this aura apart is its symbiotic nature with the amount of energy channeled into it. The more energy infused, the greater its potential, magnifying and harmonizing all its extraordinary attributes.

Rainbow Aurakle [300]: Having merged with an Aurakle, an alien composed of rainbow-like energy, you have been given the ability to manipulate an aurora of different colored-energy manipulations. Red for heat, orange for force blasts, yellow for light, green for stasis beam, blue for distortion effect, indigo for tractor beam, and violet for all powers to be used at once. However, the halo of violet inverts your moral compass.

Quantum Field [700]: After an incident of being atomized, you were luckily able to have interacted with the Quantum Field. Now you have gained a near-superman superstrength with an ability to transform all or part of your body into dilustel, flight, superspeed, and the absorb and manipulate infinite amounts of energy; energy which can be used for an infinite amount of purposes which are solely limited by your willpower and imagination

> **For an additional 200 CP,** just like Major Force, you have the power to create and manipulate Dark Matter and be able to reshape whatever material you generate as well as physically convert whatever you effects into Dark Matter as well.

Shapeshifting [200/400]: Changing of your form through your will. Animals, creatures, aliens, men, and even rocks.

For 200 CP, you can change your form into others of your same category. Biological with possible biological, technological to other technology, and mineral to mineral.

For 400 CP, you can freely change your form into a wide variety of things and fusions between. Animal-Vegetable-Mineral-Man is a form possible for you.

Living Bomb [200]: After having partaken in 27-QRX, you have become a living bomb capable of generating explosive force. An explosive force that is directly correlated in the amount of kinetic energy applied. A firecracker from a mere touch, C4 with a nasty right hook, and more is at your disposal.

Shrapnel [400]: An organic transient metal has bonded with your body and turned yourself into a being of living metal fragments. Through this form you can discharge pieces of your body as hyper velocity flechettes, enhanced restorative capabilities, enhanced physical capabilities enough to match or exceed O.M.A.C. provided you have enough energy. You are even able to turn physical forces or volatile acts into raw power. Enough to survive a massive nuclear detonation.

Embodiment of Freedom [800]: Freedom, Liberty, and Justice. These timeless virtues encapsulate the very essence of goodness and ignite the flames of hope. You embody these values, bestowed with extraordinary abilities to enhance your physicality, manifest formidable force fields, and empower those chosen by you. This power is amplified as more hearts genuinely embrace these virtues, and the potency multiplies when sung or chanted with reverence.

Though you may appear as a mere piece of clothing when weakened, you shall never truly perish as long as someone embraces these values within their heart, spanning the expanse of an entire solar system.

Lord of Order | Chaos | Equilibrium [900/1800]: Over 10 billion years ago, when the universe was born, two elemental and equally opposite forces came into being. One became known as the Lords of Order, and the others, the Lords of Chaos.

For 900 CP, you embody the realms of a Lord of Order or a Lord of Chaos. Your mystical might renders you immortal and intangible, endowing you with strength rivaling that of Superman himself. You possess the ability to transmute matter with great versatility, while your cosmic awareness grants you insight into the delicate balance of the universe. Manipulating the very fabric of space and time lies within your domain, and your knowledge of magic is vast, particularly in either Order Magic or Chaos Magic, among other awe-inspiring abilities.

For 1800 CP, you are another equilibrium child like Equinox, able to engage in fierce combat against both the Lords of Order and Chaos. Embracing the harmonious convergence of these opposing forces, you gain unparalleled knowledge of both Order and Chaos Magic, enabling you to channel their energies with mastery.

Scientific Ingenuity [400]: Your mind is a powerhouse of scientific brilliance, particularly in one specific domain that has started to push the boundaries of what's known and ventures into the extraordinary.

As the preeminent scientific authority in your specialized field, you possess an unrivaled level of scientific ingenuity that verges on the extraordinary. Your mastery of this discipline enables you to assimilate knowledge at an accelerated pace, learning at a rate five times faster than that of the average scientist.

Given sufficient time and dedication, there are no bounds to the scientific achievements you can unlock.

For example, Scarecrow has a Scientific Ingenuity for Fear which allows him to figure out how to make Fear Gas faster than Joker could figure out how to invent it from scratch. But Joker with his Scientific Ingenuity can eventually figure it out faster than a scientist without Scientific Ingenuity.

If you have **Disciplined Mind**, you are an equal to Batman and Lex Luthor in intelligence

Can be bought multiple times for additional subjects

Companions:

Create | Import [50/100/200]: Should you wish, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items.

Import Option [Free]: You can also import any amount of companions. However, they do not get any CP that you do not personally pay for.

Canon [100]: Take any canon character. Plastic Man, Blue Beetle, Joker, Captain Cold, and even Batman.

Condiment King [100]: *Comedian Buddy Standler was a popular TV comic. In an act of revenge after scoffing him, Joker has used Mad Hatter's mind control technology to "create" Condiment King.*

Has the Perks: Voice of a Campaigner, Gadgeteer, The Vile and The Villainous, First Aid T1, Scientific Ingenuity [Condiments]

Has the Items: Costume, Favorite Food [Hot Dogs], Calling Card

Amos Fortune [100]: *Amos' father was a gambling addict that left his family with nothing but debt and his "lucky" playing cards at his passing. In an attempt to connect to his father's one interest, Amos became obsessed with the cards and the concept of luck. Right now, he is willing to partner up with any would be ready to try their hand in getting some wealth.*

Has the Perks: Voice of a Campaigner, The Vile and The Villainous, Injustice Society, A Devil's Luck, Scientific Ingenuity [Luck]

Has the Items: Costume, Calling Card

Jane Doe [100]: *A mysterious serial killer who obsessively studies her victims before murdering them and assuming the persons' identities by wearing their skin. She is a master impersonator and capable of perfectly recreating all aspects of her targets' personalities and mannerisms, forcing her mind to actually become the individual. Her intent is to take an identity she could be happy in, deeming herself an empty shell that is incomplete without the lives she covets.*

Has the Perks: Voice of a Campaigner, The Vile and The Villainous, Wyrm within a Heart, Master of Disguise, Scientific Ingenuity [Identity]

Has the Items: Costume, Calling Card

The Signal [100]: *A teenage metahuman in Gotham City, Duke Thomas believes that Gotham needs to be protected in the daylight. Always working on improving his skill set even when he has a power of his own.*

Has the Perks: Voice of a Campaigner, The Brave and The Bold, Mentor of Heroes, First-Aid T1, Super Vision T2 [Chrono-photokinetic]

Has the Items: Costume, Favorite Food [Cookies]

Mr. Terrific [100]: *The third smartest man on the planet, Michael Holt, is a brilliant inventor and businessman that after a tragedy has decided to face the unknown and become someone. Someone..Terrific.*

Has the Perks: Voice of a Campaigner, Iconic Branding T1, Disciplined Mind, Tempered Body, The Brave and The Bold, Fortunate Billionaire, Olympian [Gymnastics], Vehicle Handling [Cars], First-Aid T1, Hand-To-Hand [Taekwondo, Jiu Jitsu], Scientific Ingenuity [Tech-spheres]

Has the Items: Costume, Global Corporation, Monumental Mansion, Favorite Food [Meatless Burger]

White-Green Lantern: *Kyle Rayner was a struggling-but-gifted freelance graphic artist. He lived and worked in Los Angeles initially. That was until he was found by Ganthet who saw his potential for all the lights and given a Green Lantern Ring.*

Has the Perks: Voice of a Campaigner, The Brave and The Bold, The World's Greatest [Artist], Emotional Spectrum T1:All [Red, Orange, Yellow, Green, Blue, Indigo, Violet]

Has the Items: Costume, Favorite Food [Tacos], Green Lantern Ring & Battery

Drawbacks:

Fanfic [Toggle]: Can instead be within a Brave and the Bold Fanfic or add the details of one into the regular timeline.

Long-Term Stay [+100]: Ordinarily, you would only have to stay for a decade, but now you will have for ten more years. There is a whole world to explore and experience, so it may not be so bad.

This can be taken multiple times.

Rogues Gallery [+100]: Adds 800 CP into a Rogue Pool which can be split into a gallery of rogues. These rogues are opposite of your Origin, Villains if you are a Hero and Heroes if you are a Villain. All the CP must be used.

This can be taken multiple times.

Addled Addiction [+200]: As the myths of ancient past have shown, even great individuals have their weaknesses. You are addicted to something to the point of going off plan to achieve that objective. Fame, fortune, love, power, knowledge, and more.

Tragic Backstory [+300]: Great figures have often had a suitably tragic and catalytic event in the past. A one bad day, you could say. You also have a traumatizing backstory equal to Bruce's.

Powerless! [300]: This locks you out of all previous powers, abilities, and items that you have gotten in other worlds.

Ironic Injury [400]: Enshrouded in the pursuit of Justice or Injustice. You have found yourself afflicted with a suitably ironic disability by a Hero or Villain. A villain who has a color theme could be blinded by justice, a hero who stands and believes in the best of people finds themselves crippled by a crazy mob, etc.

The Disappearance of the Greatest [600]: There has always been a Knight and Dragon who have led the crusade for the side of Good or Evil. However, through an extraordinarily unlucky event, Joker for the Villain Origin has disappeared and has caused a surge of heroic individuals to come into form or Batman for Hero Origin has disappeared and has caused a surge of villainous individuals to come into form.

People will always see you as the Origin you have started as, no matter what you do to try and change.

The End:

Where do you want to go now?

Go Home: Though this story has ended, the memories and experiences will live on forever. It's time to return to the familiar comforts of home, but the newfound growth and excitement will remain in your heart.

Stay Here: The warm hospitality of these kind people has made a lasting impression on you. You've found your place among them, and you look forward to building a future here filled with joy and contentment.

Continue On: This may be the end of one story, but it's only the beginning of another. Your curiosity and thirst for adventure will lead you to new and exciting destinations, both in this life and beyond. Keep jumping, and see where the next journey takes you!



Notes:

The difference between a skill like an **Olympian [Gymnast]** and a skill such as a type of **Martial Art** which has some gymnastics is Cat Woman and Batman.

Work in Progress
Magic Skill: Felix Faust, Merlin Ambrosius, Morgana Le Faye, Wotan
Slug
Wild Cat - 9 Lives
Immortality
Captain Comet
Clayface
Amazo Power Copying
Tattoo Mans Tattoos
Negative Man
A Rainbow Creature
Phasing
Energy Absorption
Vampire
A Cosmic Mite [2000]: The power of imagination is a potent thing. You have

Batman Build:
Origin [Hero]
Home City [Gotham]
Race [Human]



Perks: 2000 CP
Voice of a Campaigner, Iconic Branding T2, Disciplined Mind, Tempered Body, The Brave and The Bold, Gadgeteer, Chief Creator, Mentor of Heroes, Fortunate Billionaire, The World's Greatest [Detective], The Knight

Items: 500 CP
Costume [Batsuit], Pet [Dog], Global Corporation, Monumental Mansion, Favorite Food [Nachos], Iconic Mobile, Secret Sanctum [Batcave]

Skills: 1900 CP
Olympian [Parkour, Swimming, Long Distance Running], Vehicle Handling [All], First Aid T1, Marksmanship [Boomerang], Hand-To-Hand [All], Martial Arts [Wudang], Master of Disguise, Investigative Eye

Powers: 400 CP
Scientific Ingenuity [Crime Fighting]

Total Price: 4800 CP