DC Earth 2 Jumpchain

Five years ago, the Apokolips War ravaged the Earth. Boom Tubes opened across the world, Parademons led by the New God Steppenwolf swarmed and overran the armies of Earth, and countless innocents died in the crossfire. Only through the bravery and sacrifice of the Ternion, Superman, Batman, and Wonder Woman, were the Boom Tubes closed, ending the war and stranding Steppenwolf and his Parademons on Earth. Humanity had won, but they'd won a pyrrhic victory. Wonder Woman was dead by Steppenwolf's hands, Batman was killed disabling the Boom Tubes, and Superman had vanished in a flash of energy after being surrounded by Parademons. Supergirl and Robin disappeared into thin air, and Wonder Woman's daughter was being raised by Steppenwolf himself as his Fury. The world was saved, but at the cost of it's defenders and heroes.

Today, the world still hasn't recovered. The mysterious fire-pits across the planet spew flames of deadly exotic energy out into space, while many countries were reduced to mere cratered wastelands in the fighting. Steppenwolf and Fury are still at large, and rogue Parademon cells are being uncovered to this day. Terry Sloan, the man who secretly led Apokolips to this dimension in an attempt to save his own homeworld from destruction, is rising in power within the World Army. However, even as Apokolips approaches once more, not all is lost. New heroes, new Wonders, will soon rise to stand against the invaders. Will you join them in defense of the Earth, fall in with the ranks of Apokolips hoping for safety in servitude, or work alone towards your own ends?

You receive 1000 Choice Points to make your fate in this world. You can change your gender for 100 CP, and your age can be anything that makes sense for your background.

Origins

World Army (Free)
You survived the first War, but you didn't come through it intact. Many of your friends, and even some of your family, were caught up in the attacks. Haunted by the memories, you joined the fledgling World Army to make sure nothing like that would ever happen again. You've been training in handling firearms, small team tactics, and piloting WA airships in formation, and have your foot in the door when it comes time to take up arms against Apokolips again. You start with a 300 CP stipend, since you haven't specialized in a to the extent you could have and as such don't have as many discounts as the other origins. This origin can be taken as a Drop-In.

Scientist (Free)
You've always been the smart one. Seeing the secrets among the patterns, and making them work for you. You earned your PhD in your chosen field and survived the Apokolips War, and went on to apply your skills to research and development. Your research team is affiliated with,

but not under the command of, the World Army, allowing you limited access to recovered Apokliptian technology and Parademon cadavers.

Mage (Free)
There is another world out there, a whole dimension of knowledge and mystery most people don't even know about, let alone have experience in dealing with. But you do, don't you? How could you not? Never satisfied with the trivialities of the mundane world, you've been delving into the depths of magic since you were a child, learning to cast spells and command powers that have been all but forgotten in the modern age. You can fly, cast basic spells to attack and disable unpowered humans, and teleport short distances with some effort. However, these are only the beginning of your true potential, should you continue to walk the path of magic.

Wonder (200)
You're one of this world's new heroes, one of the first Wonders since the Ternion. Whether you received your powers through science, the power of a god or magical being, or simply through your racial genetics, you stand above the common men and women of Earth. You either work for the World Army as a part of the newly-reactivated Heroes Initiative, providing you with access to and support from the WA, or as an independent agent, giving you much more freedom and flexibility on where and how you operate.

Apokoliptian (200)
You fight for almighty Darkseid, your immortal ruler, your god, and your very reason for existence. Or maybe you just fight for yourself, and see Apokolips as convenient fools willing to share their power with you so long as you pay lip service to their missing god. Either way, you were on the other side of the Apokolips War, and when the new Parademon armies begin to rise from Earth's fire-pits to take control of the planet, you'll be ready to fight alongside them and crush any resistance.

Race

Human (Free)
You're human, born and bred. You grew up amidst human society, and when the Ternion defended the world from Steppenwolf's invasion the world was left in an anxious peace, anticipating what was to someday return. Whether you've come into superpowers of your own, joined the World Army to protect your home, or are just waiting to see what happens next, you're one among many.

Amazon (100)
You're the last true Amazon, the only one of your kind to survive the Apokolips War besides the traitor half-blood Fury. Your sisters are dead, your gods are dead, and now all that's left is you and your empty island. You've lived since antiquity though, and this long existence has allowed

you to hone your skills and superhuman body to a razor-sharp edge. As the last Amazon, you can change your starting location to Amazon Island for free.

Atlantean (100)
One of the seaborne Atlanteans, you live beneath the waves in Atlantis, the oldest city on the planet. You're stronger and tougher than a human, comparable to an Amazon, and you have a natural aptitude for Atlantean magic. Unlike most Atlanteans, you've trained your body to endure surface conditions for an extended period of time, allowing you to leave the water with more freedom than most of your kind.

Android (200)
This option is rather unique, in that unlike the other races you didn't survive the War. Your current body, completely artificial and built from the ground up in a laboratory, was designed by the World Army to house your archived consciousness. Resurrected in a body that isn't your own, you now have physical stats outclassing both Amazons and Atlanteans, as well as the ability to scan your surroundings in great detail. You can take readings of someone's physical status and health, determine whether or not their wounds are fatal, or pick up vital signs to detect lifeforms through walls and other obstructions. Your body can also be repaired and upgraded more easily than a human's, if you had the knowledge and expertise to do so.

New God (400)
Born on the god-planet of either New Genesis or Apokolips, you're a step above these mortals that call the Earth home. Your race evolved close to the Source in another dimension, granting you great physical power and intelligence. Your body is enhanced, making you stronger, faster, and smarter than any human, and allowing you to comfortably survive in the most hostile environments like the vacuum of space. Were the raw energy contained within your body to be released all at once, it could burn a continent with its sheer power.

Kryptonian (800)
One of five survivors of the doomed planet Krypton, you were sent away as a child so that you could survive where your people could not. You only arrived just recently, having landed in a secluded area and stumbled your way to civilization before beginning to awaken your powers under the light of Earth's yellow sun. You're alone in an unfamiliar world with everything you ever knew gone to the void, and unless you make the most of your quickly-growing power, humanity will soon face the same fate.

Location

Roll a 1d8 to decide where you're starting the jump, or pay 100 CP to choose for yourself if you don't like your result.

1. Washington D.C.

2. Manhattan
3. Rio de Janeiro
4. Geneva
5. World Army Intelligence Hub
6. Amazonia
7. Gotham City Lost Lands
8. Free Choice

Skills and Perks

Strategist (100, free with World Army)
You never lose your cool in battle. After all, fighting's just like a game of chess, except where the other player's trying to kill you and the pieces are deadly laser blasts. You're good at taking what you can do and how your enemy will react and putting them together to deadly effect, plotting several steps ahead in the heat of combat and placing multi-layered traps as you fight.

Investigator (100, free with World Army)
You've been uncovering secrets for years, following the clues back to what your enemies (or simple time) had tried so hard to hide from the world. You could find a missing person or the reason someone was assassinated just as easily as you could crack open ancient tombs and reconstruct their way of life.

Sandman (100, requires World Army)
You aren't just a regular rank and file grunt. You're one of the Sandmen, Commander Wesley Dodds' elite squad. You have extensive combat and infiltration training, specialized equipment, much more access to the inner workings of the World Army (both its technology and it's secrets), and a direct pipeline to both Dodds and his superior Amar Khan, commander of Sentinel, the World Army's intel division.

Doctor of Archeology and Occultism (100, discounted with Mage)
Even before getting involved in the world of mysticism, the occult has always fascinated you. You studied human history, eventually earning your doctorate in ancient history. You have an in-depth familiarity with ancient magical traditions and practices, religions and mythologies and how they relate to modern occultism, and which types of magic is mere superstition and which types have had more...tangible effects over the millenia. Now that you've begun to access this very magic, this background will give you a leg up in telling the actual, valuable magic from the hocus pocus, as well as a foundation for evocation magic. Being as knowledgeable of the ancient gods as you are, it will be a simple matter to call on them to power your spells relating to their domains once you become more proficient in the arcane arts.

Nothing to Fear (100)

What's a superhero without an inspiring presence? Even if the people around you are scared and distrustful, expecting to see a parademon or superpowered warlord killing everyone they hold dear when they see you, you can quickly put them at ease with your reassuring and protective nature.

Bow Down Before Me (100)
Or maybe you want to show them true power? Teach them their rightful place at your feet, and crush all who dare oppose you? You can be downright terrifying when you want to be, putting on an affect of brutality and barely-restrained violence like slipping on a familiar coat. If you had the power to back it up, you could turn a global symbol of peace and hope into one of fear and despair.

Single-Minded Determination (200)
Your determination is ironclad. When you need to, you're able to focus on a single goal with almost unnerving focus, ignoring all distractions and obstacles as nothing more than roadblocks to be overcome. Not even a telepath could keep you from your mission, finding themselves unable to gain purchase on your unrelenting force of will. When there's doing that needs to be done, no amount of mental domination is going to get in your way.

Just Shoot the Joker (200)
For all he likes to puff himself up as the 'Clown Prince of Crime' and the archnemesis of Batman, when push comes to shove the Joker's nothing more than a man. A man who's just as vulnerable to being shot in the face as anyone else. It's a miracle that hasn't happened yet, but no more, not if you have anything you say about it. Plot armor and fate mean nothing to you when it comes to who lives and who dies, or who stays in the ground. Destiny, or the whims of some nebulous audience-like force, can't conspire to undo what you've done any more than it can stop you from doing it in the first place.

Amazonian Combat Training (200, discounted with Amazon)
You were personally trained on Amazon Island by the Amazons themselves, mastering their forms of combat and the usage of their weapons and tactics. Armed with only a whip or a sword, you could take apart squads of trained soldiers equipped with advanced armor and weaponry, and you know how to lead battles with the lessons of millenia running through your head and guiding you to victory.

Labyrinthine Mind (200, discounted with Scientist)
Your will may or may not be strong enough to shake off a telepath, but that's hardly necessary when they can't even find the thoughts they want to control. Your mind is akin to a maze, one only you know how to navigate. Anyone entering your mind to control you, or to read your thoughts and memories, will have to find their way through on their own. You could even hide memories, information, and intentions from yourself, giving yourself a way to resist and fight back should they succeed in taking you over. This ability scales with your intelligence and depth of self-awareness. A regular person could only keep out a no-name human telepath, but

someone as smart as Terry Sloan or Mr. Terrific could temporarily resist the control of a psychic New God focusing all his attention on you.

Do Not Mess With Me (200, discounted with Mage)
You aren't one to be crossed, and you can make this abundantly clear no matter what type of demeanor you're otherwise putting up. Not through intimidation, nothing so crass, but simply by informing them how thin the ice they're walking on really is. Even if you're being polite, respectful, and accommodating, you can still drive it into people's heads that you're a force to be reckoned with, only waiting to be unleashed. They'll know exactly how strong you are, and just how painful it will be if they draw your fury.

The Only Ones Worthy (400, discounted with Human)
The gods have blood on their hands. All of them. Only humans fight for each other. Other good-hearted beings recognize this compassion and loyalty in you whether or not you're a human yourself, and will stand beside you should you call on them regardless of your personal quarrels or disagreements. When the chips are down and the end of the world is on the horizon, the good guys have to stand together and fight as one no matter your differences.

Intelligence Commander (400, discounted with World Army)
You take the place of Amar Khan, commander of the Wonders division of the World Army. It's your duty and responsibility to oversee the World Army Wonders, Steel and Captain Atom, and the Sandman squad, and to handle relations with the unaffiliated Wonders like Green Lantern and the Flash. Whether that means throwing the full support of the World Army behind them or capturing them to bring them under your control, well, that's up to you. As a commander you have a lot of influence and control within the World Army, and will be expected to oversee Earth's response to threats such as Steppenwolf and Apokolips.

Always Time For Science (400, discounted with Scientist)
You have a knack for picking apart superpowers and figuring out what makes them tick. With the help of the superhuman in question (willing or unwilling), it's only a matter of time until you uncover the inner mechanics and principles of their abilities. Test out their uses and limitations, until you can replicate it like any other form of technology. And where powers can do the impossible, nothing scales up as well as technology and cold hard science You could take a power used to provide personal hover discs, and refine it into mass-produced dimensional gateways across the multiverse to evacuate a dying planet. Obviously you can already do this for many powers, but this ensures you also can reproduce superpowers and other supernatural abilities that would normally never fall under the purview of science.

Archmage (400, discounted with Mage)
You're one of Earth's premier experts in the field of magic and the supernatural. Even with only one life to live, you've already become a rival to Wotan in the mystic arts. You can shape arcane energies into hundreds of spells for both combat and utility purposes, search out specific types of magic around the world wherever it's hiding, and throw down with the strongest mages

in magical duels. Should you run into a situation where your magic fails you, you can come up with new spells that may be sufficient to overcome your challenges and reach your goals. However, magic isn't advanced in the same way science is, and the results may not be exactly what you were hoping for. For example, when Wotan first tried her hand at immortality, she instead wound up anchoring her mind to the living world and reincarnating through new bodies whenever she died.

Smartest Man in the World (600, discounted with Scientist)
Like it says, you're pretty smart. One of the smartest people to have ever lived, in fact, an equal to Mr. Terrific and Terry Sloan. Mathematics, physics, technology and engineering, pretty much all scientific fields just make sense to you on a level most people could never understand. Building technology decades ahead of its time is as simple as fitting together the pieces that so obviously go together, and if you had the time and proper materials you'd be able to invent things like nanobots and interdimensional gateways. Science is your area of expertise and where you're most talented, but it's hardly your only field of competency. You quickly become proficient and master other fields of learning, even if you have to invent them yourself. For example, if you were to put your focus on psychology, you could figure out how to instill mental triggers into someone's mind with subliminal messages and apply specific mental states in them with trigger words. With such increased mental faculties you also have complete control over your thoughts. You can make plans without consciously thinking of them, or prevent yourself from thinking about something even if you're looking directly at it.

Your Craft is Mine! (600, discounted with Mage)
After thoroughly defeating another mage, you can take their craft, their magic, from them forever. This act will leave them depowered, unable to use or learn magic ever again, so it isn't something to be used lightly. On the other hand, it can serve as a powerful punishment for one who's abused their magic in some way. After you've taken their craft, you can add it to your own to take all their magical strength and skills for yourself, or you can imbue it into an object such as a helmet or weapon. This object can then be used by anyone to access the full magic contained inside regardless of their own skill or potential, although it won't have any of the experience and wisdom of the original mage. As an aside, this also gives you the ability to passively soak up the ambient energy from heavily magical areas like the Tower of God, to increase your magical strength and the scale of spells that you can throw around.

Healing Hands (600, discounted with Wonder)
Your fists, specifically. By physically beating the crap out of someone you can knock mind control and corruption right out of them. It'll clear their head, break the control, and reverse any warping of their bodies caused by the corruption. Putting someone in the hospital has never been so good for their health.

Apokoliptian Combat Training (600, discounted with Apokoliptian)
Apokolips may be a hellish place to live, but if there's one thing they know it's how to kill. They'd have to, with how long they've been warring with each other and against the universes.

You've been trained by the best of them, until you could lead the charge against entire worlds and come out on top. Were you to face down a hundred thousand men alone, in barely an hour you'd be the only one still standing, not a scratch on you. Your training can also bridge the gap between you and an otherwise overwhelming enemy, such as allowing a New God or a Tamaranean to best a Kryptonian in combat.

Equipment and Artifacts

The Final Countdown (Free)
A wristwatch that shows you the current human population in realtime. Might be handy to keep track of just how many survivors you have left, once things start to heat up.

Atomic Cannon (100, discounted with World Army)
One of the personal weapons carried by the infantry of the World Army, the atomic cannon resembles a futuristic rifle. It's bolt-action, but the low firing rate is more than made up for by each shot's power. A well placed round can kill a parademon in a single hit.

Power Armor (100, discounted with World Army)
A set of reinforced armor commonly worn by World Army soldiers in high-risk situations, this suit of power armor both protects you from much more damage than standard armor ever could and enhances your strength enough to lift heavy machinery and large chunks of rubble above your head. It isn't suited to extended battles or rescue operations, as it's power core will only last for about half a day apart from it's reserve station, but with the power this thing is packing few engagements will last that long. Wearing this, you could wrestle a Parademon to the ground and keep it there.

Jetpack (100, discounted with World Army)
A device worn on your back that lets you fly. It generates enough lift to carry you even if you're wearing heavy power armor.

Sleep Gun (100, free with Sandman)
A ray gun similar to the one carried by Commander Dodds. A clean shot to the head will instantly render anyone unconscious for the next few hours, or until you give them the supplied counteragent to wake them up early.

Miraclo (100)
The drug to make a human superhuman. As long as you don't mind the addictive properties, at least. One injection will make you strong enough to punch through solid stone with your bare hands, and to cave in the skulls of giant Apokoliptian war hounds. Each shot lasts for a few hours, and you have ten vials to start with. You get a new set in your Warehouse each week.

Hellenic Armor and Weapons (100, free with Amazon)

A suit of armor and a small assortment of weapons that was forged and enchanted on Amazon Island before it's destruction in the Apokolips War. The armor is reminiscent of ancient Greek armor, and comes with a sword, shield, spear, whip, and net. The metals are supernaturally resilient, making these items superior to modern equivalents by a wide margin.

Teleporter (200, discounted with Sandman)
A second model of the personal teleporter used by Commander Dodds. It takes a second to fully activate, so it isn't suited for combat use, but it can take you to any open space within 5 km of where you're standing.

Apokolips Armor (200, free with Apokoliptian)
A set of armor from Apokolips, similar in design to and considered the next step up from power armor. While it doesn't enhance your strength, it's lightweight and can harmlessly deflect most Earth weaponry as well as some weaker types of Apokoliptian weapons.

Laser Whip (200, discounted with Apokoliptian)
A highly-advanced whip that crackles with a sinister red energy. It resists most attempts to cut through or break it, making it a good choice for a strangling weapon or to tie up enemies in a pinch, and when you swing it the energy slices through armor like it's not even there. When dormant the energy subsides so you can carry it in the waist holster unobtrusively.

Apokolips Tech Reserve (400, discounted with World Army or Apokoliptian)
You were involved in the raid on Steppenwolf's base, and when the treasury of extra-dimensional technology was recovered you managed to get your hands on some. Legally or otherwise, depending on your origin and your relationship with the World Army. This includes the creation of fire-pits (although the explanations of what exactly they are remains encrypted), genetic engineering of living creatures to mutate them into larger, stronger, and more aggressive versions of themselves, power suits that can be hidden underneath clothing, walking mechs and giant construction/war robots, cybernetic enhancement and limb replacement, and laser weaponry. Besides frequent but vague mentions, the files and schematics don't include anything on Mother Boxes or Boom Tubes.

Mass Media News Corporation (400)
You're the CEO of the second largest media company in the world, second only to Alan Scott's Global Broadcasting Corporation. The company can keep itself afloat without your intervention, giving you plenty of time for, *ahem*, perfectly ordinary private activities completely unrelated to the appearances of a costumed person coincidentally matching your height and build. The potential for spinning events in your favor, manufacturing publicity, fame, and reputation, and controlling public perception can't be understated. Not to mention the fact that you're filthy rich in your civilian identity.

Shackleton Assault Craft (400)

A spaceship designed with cutting-edge tech technology and built in secret by Terry Sloan. Apparently he felt a little guilt about causing the end of the world and wanted to give humanity a fighting chance. The assault craft was built off-world, in the lagrange point between Earth and the Sun using automated drones, and utilizes technology neither Earth nor Apokolips have ever seen. By using dimensional camouflage to overlay space from another universe over its location, it can render itself invisible to any and all scanners, and the shielded hull and equipped laser cannons make this ship a monster in space combat.

Parliament Enclave (400, discount Champion of the Earth)
An extra-dimensional realm at the metaphorical heart of the planet, surrounding the planet's core despite not being in physical space, where the five elemental forces reside. From here you can directly speak to, or attack, the force of nature, the blood of life, the oceans, the atmosphere, and the inevitability of death in future jumps. Each jump has different names and faces representing the same concepts.

Pixie Dust (400, discounted with Scientist)
A strain of the airborne nanite virus created by Terry Sloan. The nanites are released from specialized black gloves, and when they come into contact with technology they corrode and distort it to dig their way inside to take over. AI and autonomous tech becomes loyal to you and follows your commands, while manually-operated tools and weapons just fall to pieces in their owners hands. The gloves manufacture more of the nanites in between uses so you don't run out.

Fury Armor (400, discounted with Apokoliptian)
The best of the best Apokolips has to offer, this armor is typically only given out to Darkseid's Female Furies and similar lofty ranks. It's made of incredibly high-grade materials and engineering even for Apokoliptian standards, and will shelter you from all but the most destructive superpowers and New God weaponry. It protects your whole body even if it barely has any coverage.

Shaping Clay (600, discounted with Amazon)
The Amazons are gone. They're dead to the last woman, fallen in battle in the Apokolips War. Thousands of years of history, wiped away just like that. It's not right. Not something you can accept lying down. So you delved deep into the ancient traditions, locating an entrance to Olympus and the means to gain entry, and uncovered the clay still animated by the breath of life. This was originally meant to create a daughter for Queen Hippolyta, until her affair with Zeus resulted in Diana Prince instead. Left unused, especially after the fall of Olympus, the clay has been waiting for someone to make use of it ever since. By moulding it into the shape of a living creature and breathing into it, you can activate the dormant magic and bring the being to life. And after having spent so long soaking up the magic of it's own enchantments, the clay has become magic in it's own right, and replenishes itself whenever it's used. You could recreate the entire Amazon race and still have just as much as you started with. Of course, the clay

remains yet unshaped. There's nothing stopping you from making alterations of your own before animating your creations, or crafting a new race entirely to your specifications.

Generation Ship (600, discounted with Scientist)
An enormous spacecraft that was designed to ferry survivors off-world to safety in the event of a global apocalypse. It has no defensive capabilities, but it can cloak itself to turn invisible and hide from most basic forms of scanning. The ship can house up to 200,000 people for an indefinite period of time, long enough to reach another inhabitable planet or simply make a living hiding in the void between stars. If you have more people to evacuate than seats available, you can phase in more empty ships from parallel versions of yourself who aren't currently using them. When this one isn't in use, it'll be borrowed by another you who's dealing with their own apocalypse, but always returned before you need it again. Think of it as free storage.

Tower of Babel (600, discounted with Mage)
A personal realm for your own use, removed from but connected to every dimension. Neither heaven, hell, limbo, or even a dimension in and of itself, but at the same time it's all of them at once and more. Most importantly, it's a place of magic. At its heart it contains the Tower of God. The tower is much bigger on the inside, with impossible insides that extend far beyond the outer walls around and central open column. The construction of the internal space appears to be made up of ancient architecture and monuments from all across the world, all mashed together in a physics-defying tangle reminiscent of M. C. Escher artwork. The planes of reality are constantly shifting here, making magical sensing difficult, and navigation all but impossible for anyone but yourself. This Tower hasn't been imprinted on by Nabu, allowing you to do so instead, making the Tower an extension of your will and magic.

Helm of Fate (600, discounted with Wonder)
The mystical helmet that once belonged to the ancient Egyptian sorcerer Nabu. When worn, the helmet confers all of his power and magical skill on its bearer, along with the voice of Nabu himself to guide them. Nabu is dead though, and this voice is nothing more than an echo, a ghost of his ghost. If you have a strong will, when the echo fully fades in ten years the magical might and mastery will be yours and yours alone. It will still be bound to the helmet, but the power will be yours rather than Nabu's, and it will answer to none other than yourself even if another were to wear it. Usage of the helmet is the only way into the Tower of Fate, as the magic has imprinted itself on and bonded itself to the Tower.

Mother Box (600, discounted with New God)
A living computer made from Element X and originating from the world of New Genesis. It's one of the most advanced devices in the universe, capable of controlling nearby matter and energy, overriding and operating machinery and technology, communicating telepathically, and, most commonly, opening Boom Tubes to connect two points of space or even two different dimensions. If you aren't a New God, the Mother Box has decided it'd like to come with you on your travels for reasons entirely it's own.

Earth Archive (1000)
Now isn't this quite the treasure. Somehow you've come into possession of a copy of the codex Batman compiled before he died. What's in the archive, you ask? *Everything.* The DNA of every species on Earth, every work of knowledge, science, and the arts made by human hands, and every detail on terrestrial culture and civilization that's survived the test of time. With this, you could recreate the entirety of Earth's biosphere and civilizations, even if the planet and everything and everyone on it has already been destroyed. Guard this well, for you hold both the past and the future in your hands.

Superpowers

Subconscious Costume Materialization (100, free with Power of a God or Champion of the Earth)
When needed, your costume is manifested into reality from your subconscious mind. You can change its appearance and repair any damage with a thought, as well as change from your street clothes and back effortlessly.

Superhuman (200, free with New God, discounted with Amazon and Atlantean)
Physically speaking, your body is heads and shoulders above humanity. You could lift and throw a tank, shrug off small-arms fire with only minor bruising or dodge the bullets in mid-air, and keep up with a moving car on foot. Properly trained and equipped, you'd quite literally be an army of one. You can also survive most adverse environments such as outer space unharmed, although if you still need to breathe you'll want to hold your breath.

Chosen by Horus (200)
In an ancient Egyptian tomb, you were suddenly struck by a commanding presence and a voice in your head. It claimed you had the proper heart to carry on it's legacy, the line of Horus himself, and it granted you it's power. You now have feathered wings capable of carrying yourself and two others through the skies, and senses much greater than a normal human's. The range and clarity of your senses have been magnified threefold to what they were before your transformation, opening up a whole new world of awareness. This lets you sense much more than you could before, such as picking up subtle air movements or the scent of specific types of energy.

Flesh Made Steel (200)
Undergoing the same process as Henry Heywood Jr, much of your skeletal structure has been removed and replaced with a specialty metal substance that was previously bonded to your DNA. The metal replaced the rest of your skeleton on it's own, as well as your limbs and several of your internal organs. This has left you with a superhuman body equal to the Superhuman power, as well as the ability for your limbs to stretch up to twice their normal length.

Automated Mindstate Recovery Process (200, discounted with Android)
A safety system installed into your subconsciousness periodically checks your mind for signs of external control. If any influence is detected, it automatically shuts you down and reboots you. The reset purges any mind control from your system, but doesn't affect your memories or anything. It also leaves you feeling refreshed, as if you just got the most relaxing night's sleep of your life. If you aren't an android, the firewall and reboot systems are the results of surgically-implanted circuitry in your brain.

Red Tornado (200, discounted with Android)
You can generate and control vortices in immediate proximity to your body, spinning the air (or water) around yourself so rapidly that it forms into miniature tornadoes. You can use this offensively to throw enemies around, knock their attacks away or divert them at each other, and to carry yourself and others as a form of flight.

Technopathy (400)
You can control technology with a touch, making use of all of its functions at a level impossible with traditional input/output. Something as simple as picking up a smartphone will let you mentally sift through the entire Internet, absorbing information at the speed of thought and cracking open supposedly secure systems as easily as breathing. The only other person with this power, Jimmy Olsen, was such a threat to the World Army's secrets and security that they saw fit to abduct him and put him in suspended animation just to get him out of their hair. Comes with a photographic memory.

Telepathy (400, discounted with New God)
You're able to psionically take control of the minds of others. You're surprisingly varied in the ways you can apply this power, anywhere from something as brute forced as driving people to attack their allies in a fit of madness, to as subtle as bending their wills and loyalties to you while keeping their regular personalities and skills intact. Having someone sarcastically backtalk you or comment on what it feels like to be mind controlled might seem strange, but that's surely outweighed by the ability to bend the talents of others to your own purposes. However, keep in mind that your control requires constant attention, and controlling someone so carefully as to keep their personality and thoughts intact while subverting their will would require a great effort.

Atlantean Royalty (400, discounted with Atlantean)
You're a member of the Atlantean royal family, a relative of Queen Marella herself. Your heritage grants you the power to control all water in your vicinity. *All* water. While you can draw liquid water up from nearby bodies of water to attack with or burst pipes to destabilize buildings, you could also pull clouds into floating pools of water to drown your enemies in the sky, or simply tear out the entire water content of their body at once. In addition to this, your physical abilities leave other Atlanteans in the dust. You could leap over buildings, tear through reinforced metal several feet thick with your bare hands, and deflect giant laser blasts just by standing in front of them.

Atom (400)
You were caught at the epicenter of an atomic blast during the Apokolips War, but somehow you survived. You survived, and you came out more than you had been before. You can imbue your fists with atomic energy to increase your striking power, and you can control your size, going from small enough to slip through tiny cracks and openings to five stories tall at your normal limit. You're able to push your growing ability further than that, but doing so will put a strain on your body equal to how far you go. This will ultimately kill you if you manage to force yourself to your absolute limit, roughly the size of ten cities. As an aside, thanks to your origins you have a limited resistance to atomic radiation, meaning you can survive nuclear fallout should the need arise.

Godflesh (400, free with New God)
You were bonded to the Source, either at birth or sometime afterwards, granting you the physiology of a New God. You hit harder, move faster, and think better than a human. Only the greatest of humanity could hope to stand against you, and you have a much higher strength and skill ceiling than they could ever hope to match.

Power of a God (600)
There was nothing special about you. Nothing that made you stand out from the crowd, nothing in common with Wonders like Superman or Batman. Or as least, you thought there wasn't. Not until a god fell to the earth, dying, and chose you to carry on their legacy and power. They had been held prisoner since the war by a great danger, one even more menacing than all the forces of Apokolips combined, but had escaped at the cost of their strength and life. They bestowed upon you the remnants of their magic before they died, blessing you with great power and entrusting you to wield it well.

Now, who exactly was it that died before your eyes?

- Bacchus - You can create wine from nothing. And this isn't your ordinary wine, I'm talking wine of the gods. It tastes *divine*. It's magic too, so it can get anyone drunk. Even gods or Kryptonians. This power costs 50 CP instead of 400 because it's basically useless. Poor Bacchus.
- Mercury - You received your power from the messenger of the gods. You can run fast enough to cross the world in seconds, with similarly heightened reflexes and reaction speeds. You're able to modulate your speed, so you can carry someone without going so fast they're hurt, or push yourself to and beyond your limits to throw an opponent into infinity. Your magic insulates you and protects you from the negative effects of moving at such speeds. You take the place of Jay Garrick.
- Vulcan - You received your power from the craftsman of the gods. You can imbue your magic into objects and equipment on their creation, granting them powerful supernatural properties. Flaming swords that melt armor as it cuts through, armor that reflects attacks back at the attacker, an automaton horse that can run on water as easily as land, the possibilities are endless. Without any other magical skill you can forge simple

enchantments like elemental effects or enhancing the quality to supernatural levels, but your potential will only rise should you master the art of magic itself.

- Venus - You received your power from the most beautiful of the gods. Your appearance, grace, speech, and behavior are no longer that of a human, more akin to a deity of love. Even a passing glance would catch and bind the hearts of mortals with how heart-stoppingly perfect you are, and you could wrap all but the most set and determined of them around your finger with nothing more than a few words. Give them everything they've ever wanted and more, or turn them into a willing slave to your love. The same thing, really, after a night with you. You could rally armies behind you through sheer adoration, and turn enemies to your side in the heat of battle with ease.
- Mars - You received your power from the warrior of the gods. War flows through your blood, and violence drips from your every movement. Your body is strong enough to shrug off mundane weapons without a scratch, and you equal an army in your raw strength and martial prowess. Not even Steppenwolf could best you in a fight, and you could give the likes of Brutaal a run for his money should you challenge him. War comes naturally to you, granting you proficiency with any weapon you pick up, as well as a genius for tactics and strategy.
- Diana - You received your power from the huntress of the gods. Yours is the power to kill, to strike for the neck and end your prey's life before they even know you're there. You can see the weaknesses in the living things around you as clear as day, how to kill them and break them down most efficiently. This includes emotional and psychological weaknesses of sapient beings. Not quite as much raw power as the other blessings to be sure, but one that could strike down gods all the same. The hunter's most powerful weapon is their mind, after all.
- Apollo - You received your power from the light of the gods. Your very body courses with the light of the sun, revitalizing and reinvigorating you with solar energy. You can fire blasts of this energy, intense enough to incinerate anything they touch or temporarily blind your foes. Daylight follows you wherever you go, even indoors, you no longer grow tired or feel the need to sleep, and you can light up your whole body with sunlight to become a walking sun. You can suppress this passive trait if you wish, to sleep and see the nighttime stars, but your natural state is one of daylight and sunshine. This costs double points if taken with Sun God.
- Neptune - You received your power from the lord of the seas. After the death of Neptune you found yourself in tune with the movements of water throughout the land and sky, the very weather itself. You can sense the movements of clouds, temperature and pressure fronts, and atmospheric disruptions the world over, and control them all with your inherited magic. Summon storms great enough to blot out the sun and turn day into night, turn your enemies to ash with lightning, drown their cities under tsunamis and tidal waves, or call down tornadoes to drag them into the sky and be torn apart by the shrieking winds. Split armies and drown their lands without ever having to take the field of battle. Of course, this can be used for more beneficial purposes as well. You can end droughts with a wave of your hand, put out wildfires and burning cities, prevent

many types of natural disasters from hurting anyone, and guide ships and aircraft safely through storms.

- Juno - You received your power from the queen of the gods. You're the protector of the vulnerable, the shield between those who cannot defend themselves and those who would do them harm. This power comes in two forms. The first is that you can designate someone as a ward under your protection, making them unable to be harmed as long as they don't try to bring harm to others. Similarly, you can designate someone as the attacker, making them unable to hurt anyone who doesn't attack them first. Place a merciless killer under your guard, ensuring they can never hurt an innocent again, or shelter a country from a hostile invading force. This protection can be overcome, but it would require magical power to rival the gods to do so.
- Jupiter - You received your power from the king of the gods himself. Your power is the power to rule, to command and take tribute. You're recognized as the King or Queen over magic. Magic will not dare touch you without your permission, and you can direct it's flow according to your will. For example, you can harmlessly catch a fireball in your hand, pull an enchantment out of an object and place it in another, redirect spells back to their caster or to other targets, absorb magical attacks and defenses to replenish yourself, or command magic to alter its own purpose, such as crushing an enemy with their own barrier spell. All magic bends to your will, and will obey you unfailingly. All magic, but only magic, and so while you can reduce the greatest gods and archmages to mere mortals, this will do nothing against those without.

You can buy more than one blessing. Must have been quite the sight, all those gods dying dramatically at your feet like that.

Champion of the Earth (600)
You have been chosen. You were dying, but then you suddenly weren't, because one of the forces of the Earth required your service as it's champion. Accepting its power and responsibility, you were transformed into the current avatar of your respective element. Your power grows and wanes as does the strength of your element and the planet, and leaving the Earth will quickly render you powerless. By meditating you can enter the inner realm of one of the five forces, although this will leave your body vulnerable while your mind is elsewhere.

- The Green
  You're the champion of the Green, the energy of nature itself. You can fly fast enough to cross the US in minutes, rip apart metal and stone with your bare hands, and survive attacks from weakened Kryptonians, if only just barely. Your true strength comes from the energy you control, usually manifesting as green fire or energy blasts. You can also shape it into simple constructs such as shields and bubbles. When drawing on the full force of your power, you can hold the entire planet in place and stop it from being moved. You take the place of Alan Scott.
- The White

You're the champion of the White, the very atmosphere. Your body is ephemeral and ghost-like, only barely tangible, and you can effortlessly float through the air. You're able to appear anywhere the wind can reach, and can fight by summoning gusts of air that make hurricanes look tame. You could rend a person down to nothing through wind speed alone if you needed to, or fend off the Furies of Apokolips for a time. You take the place of Sam Zhao.

- The Red
  You're the champion of the Red, the blood and flesh of all living things. You can take on the appearance and traits of any flesh and blood being native to Earth, both modern and prehistoric, as well as fuse them together in any combination as you see fit. You take the place of Yolanda Montez.
- The Blue
  You're the champion of the Blue, the waters and oceans of the world. You can produce water anywhere, including inside people's lungs, and control it with your mind. This is similar to the power held by the royal family of Atlantis, but is much stronger and has a larger range in exchange for the precision that the Atlanteans have. You can control whole regions of the ocean at once, moving currents and underwater pressure to crush opponents or drag whole islands beneath the waves, but lack the fine control to, say, give someone a stroke by manipulating their blood.
  You take the place of Azathoth.
- The Black
  You're the champion of the Black, also known as the Gray, the rot and inevitability of death. Because your body is already dead, it can piece itself back together from any injury in seconds. Even being torn in half or being shredded to pieces would only slow you down momentarily. The only way to destroy you permanently would be to destroy every last bit of you, to prevent your undead body from reforming again.
  You have enough strength to crush bones with your bare hands or to jump out of the Moon's gravity well unaided, even returning to Earth on your momentum if you don't mind floating through space for a few weeks. By calling on the Black, you can drain the life of the world, slowly killing it and reducing it back to the beginning to begin the slow march of life all over again. You take the place of Solomon Grundy.

Sun God (800, free with Kryptonian)
You're a Kryptonian, or at least you share their incredible power and potential. Normally you're indistinguishable from a human, requiring constant food and water and possessing no abnormal strength. Under the light of a yellow sun though, your body absorbs the solar energy unbelievably efficiently, and uses it to unlock your true power. Your senses increase massively, allowing you to read someone's DNA and hear people talking from miles away. You become strong enough to tear a New God in half in one strike, and can take hits that could level mountains without even flinching. You can fly too, fast enough to circle the world in seconds. Should you go all out, it wouldn't even take you a day or subjugate a planet. Because sunlight restores and nourishes your body, you no longer need to eat, sleep, or even breathe, although you can still do these if you wish. However, keep in mind where your powers ultimately derive

from. If you're separated from sunlight for too long you could soon find yourself depowered again, especially if you're constantly spending your reserves in battle.

Mother Box Infusion (0, requires Helm of Fate, Mother Box, and Godflesh)
You were a normal human once, until the impossible happened. The procreation of two Mother Boxes, one from Apokolips and one from Earth, into one entity. Your Mother Box and helm of Nabu combined with each other and with you, transforming you into a New God and granting you the power to wield the Source itself as Mother Boxes do. While you're just as strong and tough as any New God, your true strength lies within your ability to naturally perform any task a Mother Box would be capable of. You can lift yourself and others with only your mind, absorb and control any form of energy, control machines like your own body, and open Boom Tubes at will. Anything a Mother Box can do, so can you.

Companions and Followers

Import (50)
You can import one of your companions to start with you. They get a background and 500 CP to spend. You can import up to eight of your friends.

Canon Companion (300)
You can take along someone from this world on your adventures when you leave. This can't be used to companion Darkseid.

Great Beast (200, discounted with Tower of God)
A giant, ferocious monster that will viciously guard your properties against anyone you haven't granted access too. They aren't an avatar of the Red, but they might as well be with how strong and deadly they are. You can assign them to one property at a time, including your Warehouse, and the property it's guarding can be changed once per jump. Follower.

Parademon Horde (200, discounted with Apokoliptian)
A small horde of Parademons that have had their strange, twisted minds bent to your own will instead of Darkseid's. They're armed with Apokolips armor and weaponry, and are strong enough to tear a human to pieces with their bare hands. Plenty vicious enough to do exactly that, too. Unless caped defenders show up to confront them, these monsters could decimate a city and subdue the survivors in a matter of hours. Followers.

Amazon Assassin (300)
Fury wasn't the only survivor of the Amazons. While few outside of Amazon Island knew that Wonder Woman had a child, even fewer know that she actually had twins. Fury was raised by Steppenwolf, but her sister escaped before the brainwashing could fully take hold. She'd been on the run for years, from both Steppenwolf and the World Army, until she found you. You sheltered her from her hunters, and she's been eternally grateful for it. Ever since then she's

been slavishly loyal to you, making the most of her training and skills to protect and fight for you, although you aren't sure if it's the remnants of the Apokoliptian brainwashing imprinting on you or if she's just that happy to finally have a place to belong. She's an Amazon/New God hybrid just like her sister, and has the perk Apokolips Combat Training.

Drawbacks

Apokorats Infestation (+100)
'Apokorat' is the nickname given to the rodents that snuck onto Earth through the Boom Tubes when Apokolips first invaded. They aren't much bigger than Earth rats, but they're far more aggressive, and they like to travel in packs. A couple wandering down the wrong alleyway could be swarmed in seconds, and eaten alive before they have the chance to escape. They're in many cities around the world, but now it seems like they're just waiting for you to show up no matter where you go. They'll keep showing up without warning and trying to eat you when you're just minding your own business. If you aren't careful, they could even get into your Warehouse and start chewing on all your stuff.

Curse (+100)
Not many can claim that they know a wizard, but after what's happened to you maybe that's for the best. After some slight, either real or imagined, you were cursed with unnaturally-colored skin. It persists across all your alt-forms, attempts at body-swapping, shapeshifting, and illusions, always marking you for your (supposed) folly. This comes with a reputation of scorn and suspicion among the magical community, at least until you prove yourself trustworthy again.

Fan Fiction (+100)
There's a lot of fanfiction written about you and your companions on the internet. I'd highly advise not reading any of it. Or downloading all of it and filling up your companions hard drives with steamy smut about them.

Shut Up and Listen (+200)
You aren't exactly the most focused. You get distracted easily, especially if someone's trying to tell you something important, and you keep interrupting them. Even if they're dying and have limited time to pass on their message, it's going to take a while to get through to you. I wouldn't volunteer for any high-stakes missions unless you can do them solo, not with how hard it'll be to coordinate with a team.

Madness Effect (+200)
Either due to a bad reaction to your powers, exposure to some energies or a mystical force beyond your comprehension, or just your average psychological disorder, you experience bouts of momentary insanity. During these episodes you have trouble distinguishing reality from the hallucinations, and may be completely trapped in your own little dreamworld during the more severe instances, unresponsive save for the occasional nonsensical outburst. You aren't a

danger to yourself or others, and you only have episodes rarely, but if you're pushed to the edge your sanity could shatter completely and leave you an incoherent mess for the rest of the jump.

Tie-Ins (+200)
Major events like climactic fights against deadly opponents, the explanation of who this person is that's wearing the symbol of one of the world's greatest heroes, and the ultimate fate of close allies, keep up and vanishing from your memory. Were they even there to begin with? Honestly, it's like your whole life is a comic book and you're only reading the main series issues.

On the Run (+200/400)
You're being hunted by the World Army. You didn't do anything wrong, not *really*, nobody was going to miss it, but the World Army is growing in power and gets to say who did what and how much force is or isn't too much. They'll be hunting you down, although not at a high priority given everything else that's happening. It'll be hard to move around in public, and a typical social life will be all but impossible unless you're good with flying under the radar. This is worth double points if you have distinctive traits that can't be easily hidden, like wings.

You're in the Army Now (+400)
You're dropped five years into the past, in the middle of the deadly Apokolips War. It's an extremely dangerous period of history; by the end of it numerous countries have been reduced to nothing more than crater-pocketed wastelands and not even the Ternion made it through the war. Expect to see fire-pits left in the Earth's surface, Parademon internment camps, cyborg dead zones, madness plagues, and the Living Thunderbolt in the aftermath of the war, unless you can head things off and make a brighter future for Earth.

Have You Seen My Son? (+400)
Whatever you're doing, even if the world is minutes away from being devoured and humanity rendered extinct, Dick Grayson will keep showing up asking you for help. You'll have to stop what you're doing to help Prettyboy and his biker manservant to find this random kid that keeps vanishing into thin air like some kind of stray cat. Somehow the kid will manage to get into all sorts of ridiculous messes despite being the most passive nonperson ever, like getting mixed up with John Constantine, falling under the sway of a psychic trying to exploit the chaos of Earth's destruction, and getting picked up by the Female Furies. Hope your friends can get on without you until you get back.

The Calling (+400)
You've been bound to service. One of the five elemental forces requires your help in dealing with threats to their domain and to Earth as a whole. You'll be required to periodically travel around the world, dealing with major problems and taking out threats before they can throw off the balance of the natural order. Some of these will be easy, just nipping them in the bud before they can spiral out of control, things like containing a magical mutation before it can spread into the ecosystem. Others though, will pit you against other champions like Solomon Grundy, or in

a battle you're in no way prepared for against a team of deadly alien invaders. But as the Earth calls, you answer.

The Imprisoned (+400)
You start out the jump trapped in some form of prison. You could be lost in the Tower of Fate, chained up in a cell deep beneath the Rio fire-pit, or sealed within an ancient Atlantean monument, but wherever you are it's going to be very difficult to reach it from the outside, let alone set you free. You're unable to escape on your own, and while you won't know exactly where you're going to be trapped your companions will be alerted to your location after the jump starts. You do have companions, right? Well, if not, the newly-minted Eight Wonders of the World will be coming to save you instead, having been told that they need you to fend off Apokolips' latest gambit to take the Earth. You won't be anywhere impossible to get to or anything, but unless your companions are bringing in some serious firepower from previous jumps they won't be able to get you out in time to prevent Apokolips from materializing in this universe and beginning their direct attack.

Pride of a God (+600)
Pitiful insects! How dare they think they challenge you? As if they could ever compare to your glory! You can crush them in an instant! Nevermind the dozen times they've already beaten you into the dirt, they're just trash! As you can see, you have quite the ego. You can't help but underestimate people you consider inferior to you, even if they keep beating you and thwarting your plans you'll barely plan around them and hesitate to use more force than you think they deserve. Do you think that'll be enough?

Darkseid Wank (+600)
Apokolips scales to you. Not at first, it doesn't seem like there's anything different right away. But every time you foil their plans, every time you beat back their armies, they'll have another ace up their sleeve to keep making things worse. And it just. Keeps. Happening. No matter how many times you're on the cusp of sweet victory and they suddenly pull the rug out from under you, no matter how many contrivances they have to pull out of their ass, they'll always be just one step ahead. Never bulldozing you, not if you're clever and quick-witted enough to make some asspulls of your own, but constantly mocking you with the sheer villain-sue and unfairness of it all. The only way to win will be to survive until the big man himself appears, and hope that you can escape that battle with your life. Fortunately, Darkseid won't scale any higher than he already is, and if he's somehow defeated once he takes the field Apokolips' forces will fall apart.

Ending

Go Home
Your chain ends, your drawbacks are lifted, and you and your companions are returned to your homeworld.

Stay Here
Your chain ends, your drawbacks are lifted, and this becomes your new home.

Move On
Your drawbacks are lifted and your chain continues.

Notes

For the specifics of racial powers beyond what was mentioned in the descriptions, refer to New 52 Earth Prime examples. Those should be more or less equivalent.