

Welcome to the DC Universe!

A world of great heroes, terrible villains and giant monsters. You may begin at any point in DC's timeline. Continuity will likely not occur in the manner it did during this period. Reboots and retcons will not occur for the duration of your stay.

It is an extremely dangerous place.

Whether hero or villain, in the next ten years expect at least one world shattering event to take place and one way or another, no matter how hard you try, you'll find yourself involved.
Don't forget your cape.

You have 1000 CP

Region

Pay 100 CP to choose a starting region or roll 1d8 for free.

1.	**Metropolis**	A shining example of a great city, aside from the all too common city destroying events.
2.	**Gotham**	A grim metropolitan sprawl, Gotham is nearly as bad as they come. Being out at night is considered a bad idea, especially if you're afraid of bats. Interesting (gloomy) architecture.
3.	**Smallville**	A simple farm town in Kansas. Don't expect much to do here. A simple town full of simple people.
4.	**Washington, DC**	The capital of the United States. Well protected but often the epicentre for apocalypses, alien invasions and heroic press conferences.
5.	**Keystone and Central City**	Two cities for the price of one located on opposing sides of the Missouri River. Neither are bad place to live. In Kansas and Missouri respectively.
6.	**Star City**	A large, bustling city in California. The home of the Queen family and the Green Arrow.
7.	**Santa Prisca**	A small island in the Northern Caribbean noted for its political unrest, home to the infamous prison Pena Dura.
8.	**Free Pick**	You may choose any of the other options for your starting region.

Identity

Pay 100 CP to change gender
Roll 14+2D8 to determine age

Drop-In

You wake up on a bench in the middle of your starting location. You feel slightly unsettled with a strange tingle in your fingers. A stranger looks at you with some concern and a policeman tells you that you can't sleep where you were.

Free

Mortal

You're a (mostly) ordinary human living in your chosen city. Maybe a loved one died or you were always alert but you've always been... driven. You've been seeing the signs in the sky and in the news reports for quite some time. The world isn't safe anymore and you've been preparing. You've gotten into great shape, developed some useful skills and are prepared to do a lot more than just watch from the side-lines as the monsters and meta-humans threaten your world.

Free

Accident

You were raised in a normal loving family and had a reasonably mundane life. One day all that changed however. Whether it was by lightning bolts, chemicals, nuclear power or military experiments something happened to you that changed your life and the way your body works. Humanoid but may choose an obviously altered form.

100 CP

Alien

Whether you were raised amongst normal folk or have travelled here from your true home as an adult there has always been something that makes you a little different from other people. You've always been better in some ways and more dangerous in a few others. Whether you decide to make a new home and a life in your new world, make common cause with similar misfits or cause havoc in a world in which you are an outsider is up to you. Humanoid but may choose an obviously alien form.

100 CP

Abilities

Discounted Abilities cost half of their full price

Unrealistic Proportions:

You may choose to take Unrealistic Proportions. While conferring no physical advantage you will look every inch the superhero. From chiselled jaws and barrel chests to gravity defying breasts.

Free

Environmental Adaptation:

You find it easy to adapt to new environments and find that different atmospheric conditions very often suit you. You can breathe imperfect mixtures of gases and adapt instantly to new pressure levels. The pressures of flight and extreme speeds do not harm your body.

100 CP (Free Alien)

Peak Human Fitness

You have been training and are currently at the peak of human fitness. You can hold your breath for as long as any record holder and have a supreme command of your own body's functions.

100 CP (Free Mortal)

Scientist

Before your accident you were a scientist whether professionally or as an enthusiastic amateur. You have an amazing amount of knowledge in Biology, Chemistry, Physics and Mathematics.

100 CP (Free Accident)

Super vision

You can see in both X-ray and infrared allowing you to scan buildings quickly to see what's inside. Cannot penetrate lead. You don't cause cancer.

200 CP (Discount Alien)

Polyglot

You find learning new languages to be a breeze. With a few days of practising and a little effort you can master any human language.

100 CP (Discount Mortal)

Shapeshifting

You have the ability to turn into any non-magical animal including animals from other planets. There is an obvious marker that you are not a real example of that animal however, perhaps a vivid colour scheme.

300 CP (Discount Accident)

Superhuman Durability

You are extremely durable, as though your body was covered in a few inches of hard steel. You can still get knocked off your feet and even wounded by advanced enough weaponry. While getting hit by a train is unpleasant you'll be up again soon enough.

300 CP (Discount Alien)

Master detective

You can't always be at a place at the right time to stop a crime, but You are exceptionally skilled at finding clues and piecing them together. Your skills of deduction are unmatched.

200 CP (Discount Mortal)

Elasticity

You are elastic. This allows you to stretch parts of your body at will. Confers bonuses to your durability due to partially redundant organs although you can still bleed out. Allows for incredible agility, increased strength through stretched muscles and somewhat increased healing capabilities.

400 CP (Discount Accident)

Superhuman Hearing

You have enhanced hearing. You can hear conversations happening several miles away and make out the words if you focus. You seem to naturally 'tune in' to things of interest.

300 CP (Discount Alien)

Gadgetry

You have all the cool toys. You always seem to have the gadgets you might need in a pinch. Lockpicks, smoke bombs, or shark repellent, you have it all. You also have a terrific knack for making and maintaining things that are extremely, if circumstantially, useful.

300 CP (Discount Mortal)

Pheromones

You have the ability to control and seduce people through pheromones you emit. Can be resisted by the strongest minds and those who have made a working antidote. Wears off after a few hours of not being in your presence. Requires a touch to initiate.

400 CP (Discount Accident)

Self-Sustenance

You do not need to eat or breath at all although you may do either if you wish. Radiation does not harm you.

300 CP (Discount Alien)

Grandmaster of Combat

You're a master of pretty much every martial art (both unarmed and with melee weapons) known to man having travelled the world and trained under a great many old men in caves. This will give you one hell of an edge against enemy combatants.

300 CP (Discount Mortal)

Grow

You may grow to a couple of hundred feet in height with proportional size and weight. This grants proportional strength and greatly enhanced durability (similar to superhuman durability) while at a considerably larger size.

600 CP (Discount Accident)

Superhuman Strength

You have superhuman strength, capable of lifting and throwing a 25 tonne tank with little difficulty. Comic-book style.

600 CP (Discount Alien)

Mental Resistance

Your mind is a fortress to mental assaults. Pheromones, magical mind control or just good old fashioned manipulation don't stick with you due to your unyielding sense of self. You are even capable of blocking out mind readers.

300 CP (Discount Mortal)

Shrink

You may shrink to subatomic level. You may alter your weight/density while at different sizes to anything up to your normal weight. This allows for travelling through phone lines, floating on wind currents and punching hard with miniscule fists.

600 CP (Discount Accident)

Flight

You can fly at around 800 mph. You'll outpace a Boeing 747 but are by no means the fastest thing in the sky. You're significantly faster in a vacuum. Extremely manoeuvrable while in the air.

600 CP (Discount Alien)

Precise

You are almost supernaturally precise in your movements, capable of making insanely difficult shots with projectiles and able to use exactly the right amount of force for your needs.

300 CP (Discount Mortal)

Energy Projection

You can blast powerful beams of energy of a given sort out of your hands, eyes or mouth. Whether ice, heat, electricity or some sort of generic energy you can expect to do some serious damage. Slight effort required.

200 CP (Discount Accident+Alien)

Superhuman Speed

You can run at around 800 mph. Your reaction time is proportional so you are capable at keeping up with the speed of your body making you an exceptionally dangerous combatant.

600 CP (Discount Accident+Alien)

Master Planner

Given enough time to prepare you can create a plan so complex and elegant that there isn't much in this universe that you can't deal with.

400 CP (Discount Mortal)

Eldritch Blast

You can blast enemies with pure magical destructive energy. Powerful and very few beings resist it entirely.

200 CP (Discount Drop-In)

Teleportation

You have the ability to teleport magically. You can teleport effortlessly and quickly to places you can see although travelling long distances will require you to open a portal which is slightly more time consuming. Others may pass through such portals.

400 CP (Discount Drop-In)

Genius

You have a truly brilliant mind. An eidetic memory is the least of your abilities. While many in the DC universe can boast a genius level IQ a great deal of them seem like terrible idiots to you. Your contributions to science and technology will be revolutionary.

400 CP (Discount Mortal)

Illusion Casting

You may cast illusions into the minds of those that you can see. This may be anything from causing people to think they're covered in spiders to them thinking they're having a conversation with a friend. Works on animals. Resisted by the strong willed and those clever enough to see through them.

400 CP (Discount Drop-In)

Rise the Demon

By speaking a rhyming sentence you turn into a powerful and immortal demon capable of vast amounts of destruction through hellfire and tremendous strength. You have limited control over what the demon does and while not exactly evil, he's certainly chaotic. You cannot die while in his form. Lasts a maximum of two days.

600 CP (Discount Drop-In)

Gear

Discounted gear costs half of their full price

Costume You gain a costume of your own design. Seems extremely resistant to damage but does not protect you any more than normal clothing would. You can somehow always find a fresh set.

Free

Membership

You become a member of a group of superheroes or villains, such as the Justice League or the Outsiders. You'll have access to the resources the group offers. However you are expected to work with them when important missions come up. You'll make powerful friends but also powerful enemies.

50 CP

Smart-cape

A bulletproof cape that serves as both a wingsuit and a parachute.

100 CP (Discount Mortal)

Grapple Gun

A grapple gun with the ability to retract quickly. Useful for getting to higher ground.

100 CP (Discount Mortal)

25th Century Security Robot

A small, loyal, golden robot that follows you around. Has historical databases of (sometimes correct) news from the future, serves as a database, projects holograms and has some combat capabilities.

200 CP (Discount Drop-In)

Fear Toxin

Fear toxin is a compound that causes terrible, sanity distorting, fear in the person it comes into contact with. You have some stored up vials of fear toxin as well as the ingredients and the recipe to make more.

300 CP (Discount Mortal)

Vehicle

An advanced and very fast vehicle (either a car, boat, motorbike or small plane) themed around your costume or power set. Comes with weaponry, ejector seats as well as an intuitive UI. Can be programmed to drive itself to your location.

300 CP (Discount Mortal)

Arsenal

An arsenal of high-quality weapons. Includes various swords, martial weapons from around the world and throwing knives/stars.

50 CP

Venom

Venom is a drug which vastly increases your strength, durability, size and aggression. You have a couple of syringes of Venom. The effect is temporary. Potential lifesaver in a pinch but very Addictive.

50 CP

Lair

You possess a secret lair. It has a computer similar to the Bat Computer, a vehicle pad, and multiple secret entrances to use to your liking.

100 CP (Discount Mortal)

Motherbox

A small highly advanced living computer from New Genesis. Capable of scanning and copying sources of information such as books, computers, and even the internet. If the user is severely injured it can offer short term medical care to prevent death. It is extremely loyal to you.

200 CP

Fortune

You own a large successful company and are worth around 50 million dollars. You have a large estate and even a loyal butler to maintain it.

300 CP (Discount Mortal)

Power Suit

A large robotic power suit that grants flight as well as a great deal of strength and protection. Comes with advanced weaponry. May become damaged and will need repairs between serious fights.

400 CP (Discount Mortal)

Kryptonite

A small piece of kryptonite in a small lead box. Just in case.

50 CP

Armour

Excellent set of armour that fits seamlessly into your costume. Provides protection from regular firearms, blades, fires and small explosives.

100 CP (Discount Mortal)

H-Dial

A strange dial that turns the user into a random (and often very unusual) Superhero when the word HERO is dialled. Transformation is temporary. Each hero has a different power-set and design and turning into them will effect your personality but not your goals. If bought with Sidekick your sidekick gets an S-Dial for free.

100 CP

Sidekick

You gain a sidekick who has 600 CP of his or her own to spend as you see fit. Counts as (and may be an imported) a companion. May take an Identity and discounts (although identity descriptions do not apply obviously).

300 CP

Power Ring

You are granted a power ring belonging to the Lantern Corps of your choosing barring Black, White, or Orange. Regardless of intelligence/willpower/emotion boosts, your power with it will not exceed the power potential of a talented in-universe ring user (e.g. Kilowog, etc.). While wearing the ring you gain super strength, durability, energy projection, the use of constructs and flight. When the ring is depleted, around 24 hours of use, it must be recharged. You are a member of the Corps of your ring colour, and with that come all the responsibilities, resources, and enemies of that particular corps. You'll find you won't be on Earth much. Comes with a power battery.

1000 CP

Flaws & Future

You may choose up to 600 CP of Flaws

Joker Pulls Boner

The DC Universe is just as dangerous and unpleasant as it would otherwise be but it's also incredibly campy. Batman teaches kids about oral hygiene, Lex Luthor steals cakes, pets with super powers are prominent and the colours seem garishly bright. If you take this in the silver age it's taken to an even greater extreme.

+0 CP

Uncontrolled

You have a hard time controlling your powers. If you have super strength a playful slap on the back could kill a normal person, super speed has a hard time putting on its brakes, etc. With a lot of training from someone who knows a thing or two you can become better at controlling it, though in times of stress or weakness old habits will certainly return.

+100 CP

Nemesis

You have a super powered nemesis who you can't seem to get rid of. Even if you kill him, the universe will just find a way to bring him back again and again.

+100 CP

No killing

It's the one thing that separates you from them. You can never bring yourself to kill someone, no matter how much they deserve it. If you accidentally cause the death of someone you will break down emotionally until you find a way to make it right.

+100 CP

A Game of You

The Endless have taken notice of you and some of the less mature members have decided to make a game of it. You are somehow involved in a bet between some incredibly dangerous and petty anthropomorphic personifications. The chances of you of somehow ending up in hell, going completely insane or killing yourself are very greatly increased.

+200 CP

Super arrogance

You have the unfortunate superpower of preternatural arrogance. When it comes to what you're capable of, you think you're the best and won't listen to anyone telling you otherwise. For example, if you have super strength you might think you can KO superman. Not only do you do reckless and stupid things but people don't like you as much.

+200 CP

Like a moth to the flame

There are people in your life you care deeply for and you intensely feel the need to protect them. These people are often in danger. They'll get captured by bad guys very frequently, have their corpses shoved into fridges and get killed by clones of themselves. If you have a secret identity you feel obligated to keep it from them, fearing that it'll simply put them in more danger.

+200 CP

Weakness

Maybe it's a glowing space rock, fire, or something more mundane. Whatever it is, it's extremely dangerous to you. You possesses a weakness to something that robs you of your powers, weakens you, causes physical pain and can be fatal with time or in large doses. It will happen more than a few times in the ten years you'll be there. Don't let your enemies figure out what it is.

+300 CP

Depends on the Author

You find yourself and the people around you changing all the time. Your powers wildly fluctuate on a regular basis. You can go from full powered to barely above mortal. Your emotions also change - you may have to deal with barely-controllable rage, or the constant urge to make jokes. Superman may turn from a lovable dope to an extremely patronising genius. Plot based stupidity is likely. May lead to near suicidal levels of bravery.

+300 CP

Threat to the Multiverse!

For the duration of your stay heroes and villains alike will consider you a real threat to this universe. They know just enough about you to keep finding you and there's always a random proportion dedicated to hunting you down. Anybody you face will pull out all the stops against you. Heroes and villains will even team up if they think doing so will give them a better shot of putting you down. Only those with a very strict no killing policy will go for the capture.

+300 CP

If you survive 10 years in the DC Universe you have a choice.
Regardless of what you decide you will retain your Abilities and Gear and lose all Drawbacks.

Go Home

You simply wake up in your own bed

Or

Stay

You stay in the DC Universe for the rest of your life

Or

Move On

You move on to the next universe

Notes:

- With Power Ring, you'll be expected to perform dangerous missions both alone and with other lantern members. The death rate among normal trainees is dangerously high. If you fail or shirk your duties your ring will be taken from you for the duration of this jump. As a Red Lantern you will keep your sense of reason a la Jack Moore.
- Power Ring is effected by Weakness.
- Sidekicks cannot take drawbacks.
- Sidekicks can be imported companions from other jumps or a new character entirely. If they are a new companion they will be a humanoid of roughly your description in both appearance and character. They will be loyal to you but have limited experience and knowledge outside crime fighting.
- S-Dials work the same as H-Dials although with a different range of heroes (sidekicks). Sidekicks generated in this manner will obey the orders of somebody using the H-Dial. H-Dials purchased by Sidekicks give them an S-Dial and You an H-Dial.