With This Ring Jumpchain

Version 2.2

By Disposable_Face



DC's Earth 16 is a world where villains have learned that open villainy is not sufficient to achieve their goals, where the major names in crime – Luthor, Savage, the Brain, and others of similar temperament and caliber – have subtly joined forces and formed the Light, a council of villains dedicated to advancing their own interests and end their world's dependency on heroes like the Justice League, some hope to do this by advancing technology, others by taking over the world, but for now they hide their goals and resources as they gather their power.

DC's Earth 16 is a world where young heroes struggle to step out of their mentor's shadows. Where young men and women work to define themselves independently of their parentage or their teachers, while facing the worst of what the universe has to offer, threats both subtle and gross, terrestrial and xeno, old and new. When their mentors cannot adapt to the new tactics of villains, or when the drama inherent to teenage life is complicated by the mess of super-hero life, Young Justice must rise to the occasion and save the world.

This…

…is not that world.

Oh, the world of "With This Ring" certainly *resembles* the world of Young Justice/Earth 16, though it includes a much broader swath of general DC characters and storylines, but there are ever-growing differences stemming, largely, from a single event.

On the 4th of July, 2010, a man awakens in orbit over an Earth that is not his own, with nothing but his pajamas and an Orange Power Ring (not even possessing an Orange Lantern) , and while Paul recognizes the broad strokes of DC, he has no memory of this specific universe and the nuances of its plot. As a relatively rational man armed with the most powerful tool in his universe, Paul sets out to make friends and allies, live as a superhero, and generally improve the universe around him without falling into the cognitive stagnancy that seems to plague the Justice League, a task complicated by the inherent corrupting influence of the Orange Light of Avarice. On his way he will have adventures great (such as fighting the Titan Oceanus), small (such as helping reform a petty thief in Gotham), and weird (such as making a fruitcake large enough to feed all of New York or accidentally molesting a giant spider).

And while the Light still engages in their own villainous plans, there are many others to watch out for. You may face the forces of Hell (led by either the First of the Fallen or Satanus). Darkseid or his court may become interested in you. Beyond Earth you may fight the Citadel, Gordanian pirates, Thanagarian privateers, Dominators, the Reach or other interstellar enemies.

This is the world you find yourself in: a world where consequences exist, both good and bad. This isn't DC, where villainous plans like inducing heavy snowfall across the continental United States or separating all the world's children from their parents do little more than scare civilians while the heroes fix everything. But it isn't Worm, where happy endings are forbidden by the Word of God, and where things always get worse.

The world of one of the longer running and higher quality self-insert stories in existence. Now, with these **1000 Choice Points**, build your new identity and go forth.

Timeline: With This Ring is narratively composed of two main timelines, the **Paragon** timeline and the **Renegade** timeline, separated by Paul's actions. Other minor timelines do exist, some spawned by time travel or the nature of the infinite DC multiverse. Others have spawned by omake ascending to story canon. Before you start, you must choose which timeline you'll begin in.

Paragon Timeline (-0 CP) This is the most canon timeline, consisting of an Orange Lantern 2814 who tries to generally be an agreeable and kind person. This leads to him merging with the Ophidian, supplanting Larfleeze as Agent Orange, reaching enlightenment, and mastering the Orange Light.

Renegade Timeline (-0 CP) The second most explored timeline, consisting of Orange Lantern being more self-serving and pragmatic. This leads to him ascending to New God status and assuming the persona of Grayven, Apokoliptian god of **Conquest**. He also murders Klarion the Witch Boy on live TV, cuts ties with the Justice League, and collects several super-powered teenage girls to form an impromptu super-team and social circle for his adopted daughter.

Minor Miscellaneous Timelines (100 CP) There are multiple minor timelines involving Paul as a Lantern of some kind. You may choose to jump into one of these timelines, with the fiat that any timeline is guaranteed to continue existing for the duration of your jump, regardless of time-travel or retcon interference. Though Other timelines are accessible from inside the jump, you must start in a timeline that has a native Paul insert. As such, Earth 10 (National Socialist Earth), for example, is not a valid starting point. You may pick from the following:

Syndicate Timeline: The evil twin timeline. Instead of the Justice League, this world is ruled by the Crime Syndicate, with such esteemed membership as Owlman, Ultraman, Superwoman, Johnny Quick, and Power Ring. Paul finds himself wielding a Blue Power Ring and joining the Syndicate equivalent of the Young Justice team, while dealing with ham-fisted, draconian government warfare against the syndicate as well as the mafia style warfare that Syndicate members bring against one another, until interference from Universe 12 (and later others) changes the playing field.

Teen Titans Timeline: Initially conceived as a joke omake, it was later ascended to canon. Paul finds himself in the Teen Titans universe wielding a Red Power Ring. Struggling with the power of Rage, he becomes a cleaner, dealing with the worst humanity has to offer while

occasionally interacting with the Teen Titans when alien bounty hunters or invaders start causing problems in Jump City.

Mayday Timeline: Set in a Justice League Unlimited timeline, Paul is forced to bear an Anti-Green Power Ring. Enslaved to one of the more sadistic weapons of Qward with no means of escape save death, Paul is forced to track down and assassinate Ra's al Ghul for any hope of life beyond almost constant torment. How will the Justice League deal with a Lantern with more vision than "Punch with Green Boxing Gloves"?

Bereave Timeline: Set in "The Boys" comics written by Garth Ennis, Paul wields an Indigo Power Ring in a world where superheroes are celebrities with even less legal accountability. While dealing with Vought-America's corporate bottom line, a toxic superhuman culture, a D-list super-team that doesn't trust him, and a CIA task force waiting for an excuse to take him out, Paul is going to force some compassion on this world even if it kills him.

Avengers Timeline: Set in Marvel's "Earth's Mightiest Heroes" Paul bears an Orange Power Ring against threats such as Galactus, the Skrulls, Loki, Surtr, Ultron, and others. He struggles to integrate the mutant population into broader society and is hinted at having a relationship with Hela.

Mandate Timeline: Formed by a combination of Vandal Savage's Time Travel and three different Time Trappers' interference, this timeline is a vision of what a DC universe could be if China had become the world's dominant power in the 1500s. Mandarin is the global trade language instead of English, the Second Vatican Council never happened, and the Heavenly Guardians form the core of the world's super-functionary community rather than the Justice League, but things aren't really *worse* per se than they would be in a normal Justice League timeline. Except for the all-out nuclear war between Japan and China in the 20th century that is. And Vandal Savage planning to repeat the nuclear war in the early 21st century. As a direct offshoot of the Paragon Timeline, Paul here wields an Orange Power Ring. **Note:** Though this timeline is canonically stuck in a four-day time-loop, your jump will take place in a version of the timeline that is stable and free of such temporal shenanigans, beginning before the loop starts when Paul would enter this universe.

Uplift Timeline: An offshoot of Universe 12, rather than Universe 16. This is a timeline where Paul can never find a lantern or similar charging device for his Orange Power Ring and ends up relying on the less power intensive computer, sensor, and communication suite of his ring to set up a company. Based on rehabilitating technological villains and monetizing their inventions while increasing Earth's tech level, Paul might get dragged into the superhero community where he wants to or not as his alternate universe duplicates show that a fully prepared Lantern is a threat capable of overcoming the Justice League single handedly.

Location: The Earth is radically different based on the timeline you choose, so a standard list of starting locations would, by necessity, not include any truly plot relevant locations. As such, you may choose any location on Earth save the inside of military bases, villainous lairs, or heroic secret bases, though you should pick a location that is reasonable for your origin and race. Additionally, you may pick your background nationality and ethnicity freely from all nations and ethnicities for which your origin and race could feasibly originate. Drop-In's may choose to begin in Earth Orbit at the L1 lunar Lagrange point, though are advised to have some means of surviving the vacuum of space before choosing to do so.

Origins: You may freely choose any age from 15 terrestrial years to 50 terrestrial years. Your gender may be changed freely. Should you have an origin and race compatible with, and choose to set your background nation or origin to Themyscira, then your gender is automatically set to female.

Drop-In: You have no memories or identity in the timeline you pick. This may make things complicated for you, or it may be a minor issue. There's already one extra-universal traveler making his mark on the world, what's wrong with two? You may, at your own discretion, choose to have a background fitting your race and other purchases in this Jump, originating in a separate universe of the broader continuity of DC or from any other universe depicted in the series, such as the planet Wilson or Marvel's Earth 8096.

New God: A god is a purposive arcane life-form. A New God is a god with a physical form. Maybe you're from Apokolips, empowered by Anti-Life. Maybe you're from New Genesis, empowered by the Source. Maybe you're a human who has undergone divine awakening. Maybe you're a demigod like Cassie Sandsmark or a demi-primordial like Wonder Woman. By picking this origin, you are a New God and a new god, with a body empowered by your nascent divine nature and the potential for your soul to grow in strength over untold centuries until it matches the likes of Darkseid without his Anti-life powers. While other origins may gain divinity in jump, or purchase divine powers in this document, this origin comes with thirty-two years of metaphysical growth in power and is the only guaranteed method of experiencing a divine awakening before beginning your jump.

Mage: Earth is the host of the Life Entity and the Old Gods of a dozen pantheons. As such, it is an incredibly thaumaturgically active world. By picking this origin you are a magical practitioner of one of Earth's many sorcerous traditions. This may seem underwhelming, but it should be

noted that Earth magic (on the high end) can throw down with Apokolips, New Genesis, and Maltus when it comes to superpowered combat.

Meta: Due to long-term exposure to the Life Entity, humanity is an incredibly mutable species. Multiple stimuli can cause the expression of atavistic traits, and multiple power sources can induce super-powers of some kind. You are either one of the people lucky enough to have survived and profited from such exposure, or the product of some experimental process that has imbued you with powers of some kind, only for you to join the growing tradition of heroes and villains making their mark on society. You and your powers are known to the law and to Popular Culture as a hero or villain, with responsibilities and/or arrest warrants waiting for you at the start of your jump. A Meta receives 600 CP to spend on super powers.

Mortal: Superpowers are great and all, but how often would a normal person use physical strength in their daily life? You are an "ordinary" human in that you lack a history that would grant superpowers of some kind, but as such you are not necessarily involved in the caped community and have the freedom to approach the world as you like.

Time Traveler: Congratulations, the future is terrible! You have come back in time for some reason or another. Perhaps you wanted to learn magic during the golden age of Earth's culture, maybe you want to help uplift humanity to prevent an alien invasion, or perhaps you're just an opportunistic thief out to swipe whatever shiny tech you can use to improve your life. Either way, you come from a time several centuries in the future through some technology that you might or might not still be able to access.

Alien: You were raised on a planet other than Earth, only finding your way there recently, making you an alien in the political sense rather than the biological sense, though you could be both. If you should choose Vanilla or Atlantean as your race, you may choose to have grown up on Rann, in the Vega Systems, on Tamaran, or on Mars. Kryptonian aliens grew up on Krypton before making their way to Earth in suspended animation, their trip taking decades due to either damage to their ship or using an older spaceship than the one Jor-El secured for his son. Martian aliens grew up on Mars and may choose their method of immigration to Earth. Thanagarians are from Thanagar, Tamaraneans are from a planet of their choice in the Vega systems. Aliens may not choose the race "Demon" or "Angel" though all other race options are discounted.

Race:

Vanilla (0 CP) You are an ordinary human, or a humanoid alien that only varies from humanity cosmetically. Even for arcane or super-scientific purposes, you are an ordinary human. Any powers or skills you have are not the result of your physique.

Atlantean (100 CP) You are significantly stronger than a mundane human, can endure immense pressure and blunt force, breathe underwater, swim at great speed, and can choose to have the appearance of a human fused with some form of sea life.

Genomorph/Human/Kryptonian Hybrid (200 CP) You have greater strength and durability than an Atlantean, x-ray vision and enhanced senses, a predisposition to telepathy that could be developed with technology or magic; but you're weak to red-sunlight and kryptonite, which will leave you in pain and at the level of a normal human, but functional. You cannot match a full-blooded Kryptonian, fly, or use heat vision, but the right technology or arcane work could allow you to overcome this lack of power. Expect Superman to be uncomfortable around you.

Thanagarian (400 CP) Resembling a human with a set of brown hawk wings growing out the back, Thanagarians have nodes of Nth metal throughout their body which grants them two main benefits. Firstly, Nth metal inhibits magical attacks, making them resistant to magical attacks on the same level as Demons and Angels. Secondly, Nth metal has unique effects on gravity, allowing Thanagarians to fly under their own power in defiance of physics, as well as hit harder due to subconscious manipulation of gravity's effect on their bodies. As such their strength is comparable to Atlanteans.

Tamaranean (400 CP) Like Kryptonians, Tamaraneans draw power from solar energy. Unlike Kryptonians, Tamaraneans do not suffer a weakness to kryptonite or red sunlight. These golden humanoids have strength comparable to an Atlantean, can produce energy bolts from their hands and eyes, are capable of enduring hostile conditions and surviving in the vacuum of space, can fly under their own power in and out of an atmosphere, can heal from injuries far faster than humans so long as they have access to sunlight, and can live for several centuries. Additionally, Tamaraneans can learn new languages by kissing a native speaker, a trait that seems far too useful to have been the result of natural evolution and might be the result of the Psion genetic tampering. Their home-world, Tamaran, is currently under Gordanian control. The alien invaders take tithes of slaves and materials, and have bombed Tamaranean industrial and technological base down to almost nothing. In the broader galaxy, Tamaraneans are largely considered brutes or barbarians as a result.

Kryptonian (600 CP) You are a full-blooded Kryptonian, can draw power from a yellow or blue sun, and are capable of acts of immense strength, speed, durability, flight, heat-vision on the level of capital spaceship's attacks (though it can be toned down at will), have enhanced senses, gale force and freezing breath abilities, and myriad lesser abilities. Kryptonite and light from a red sun will drain your powers and leave you in crippling agony. Additionally, while your physical stats are at the level of the upper tiers of divinity, your defense to magic is comparable to an ordinary human. If you grew up on Krypton rather than a thaumaturgically active world such as Earth, your innate resistance to magic may be less than an ordinary human. Expect arcane attacks to be disproportionately successful against you unless you take exceptional measures to defend yourself.

Martian (600 CP) You are a white or green Martian, a powerful telepath, a skilled telekine, and an adept in shapeshifting. Psychic surgery could see you ascending to the status of a red Martian or a Burning Martian if you can find it, though doing so will have consequences if Martian society or the Green Lantern Corps exists in your timeline.

Demon (500 CP) Or rather, a human born in hell, whose soul is formed by hellish magic rather than terrestrial magic as a result. You have immense mystical potential and perception, cannot die of old age, are comparable in strength to an Atlantean, and can draw power from the souls of the damned, trading favors or power for the souls of mortal practitioners, trapping them in a personal demi-plane where they serve as a power source for your magic. Expect the forces of Hell to demand your obedience and the forces of Heaven to demand your destruction. An act of great magic could potentially purify you with your consent.

Angel (500 CP) As an angel of one of the Abrahamic faiths, you have even more arcane magical potential and resistance than a hell-born human or greater demon and can directly draw on the power of the Source for more strength. Your aura will purify those around you and directly cause pain to the unrepentantly wicked. Rather than wheels in wheels, you look like a human with white wings. Normally, this would come at a cost, as angels are incapable of growth and do not have true free will, being constitutionally incapable of disobeying an order they perceive as coming from a superior, or even disagreeing with such an order. Fortunately, should you purchase this race, you will retain both your free will and your ability to grow. Your angelic power will be somewhat below the archangel Gabriel, and as such far below the four Angel Kings, and you will not have access to the reality warping levels of theurgy that those kings could call upon anytime soon.
You will be required to act in a manner consistent with the morality of Heaven to maintain your power. Minor transgressions are fine, but don’t go around casually pillaging, burning, or generally being evil. Failure to do so will see you stripped of angelic powers and cast into Hell, where the First of the Fallen will take immense joy in torturing you right next to the archangel

Gabriel. This potential consequence to misusing your power does not carry over into future jumps.

Perks: **All 100 CP perks are free to the appropriate origin, and all other perks are discounted 50% Drop-In:**

Anticipate the Meta (100 CP) Anyone could tell you that spending ten years learning a spell to make walnuts taste slightly like hazelnuts is a waste of time, but not all potential actions are as clear cut. You gain an intuitive sense of how useful a branch of research or practice is likely to be for your circumstances, divorced from personal or societal biases, to the point that you'll wonder why no one asked the Atlantean biomancers to grow organs for the surface world, or why the supervillain is bothering holding up a bank when he could make more money as a truck driver.

Do the Homework (200 CP) DC has a large intellectual property base with tons of characters minor and major, to the point that only the most diehard fans of the franchise or the most informed residents of its worlds can remember them all. This grants you two benefits; firstly, performing research through publicly available resources will be more likely to guide you to information you find useful or relevant to your situation. Secondly, if you have some form of meta-knowledge about a universe, it will be easy for you to find evidence of your knowledge in universe.

Jolly Cooperation (400 CP) Butcher, Ophidian, Parallax, Ion, Adara, Proselyte, Predator, Swamp Thing, the **Source**, and countless other beings hold incredible power and a distinctly inhuman mindset. You find it easier to anticipate and understand these beings, granting an advantage in dealing with them through diplomacy or combat. Furthermore, with the proper catalyst you could even fuse with one of them, with all the potential benefits and costs that would bear. This also applies to other non-human, non-biological entities as well, such as Planet-minds, Machine Spirits, Bijuu, Demons, and Old Gods.

Enlightenment (600 CP) Through great personal sacrifice, you have reached true enlightenment. Pick an emotion, you are now perfectly aware of how you are defined by that emotion. For example, Avarice enlightenment would make you aware of exactly what you want, why, and to what degree. Not only does this prevent self-deception, it also allows you to easily identify any external influence on your thoughts, regardless of how subtle they may be. If you wield a Power Ring or similar weapon aligned with your enlightened emotion, you are now more attuned to its power source, allowing greater power and more efficient use of that power. Emotion based powers will never overwhelm you, and extreme emotions will never override your reason. You can also now perceive the emotions that define and guide another person's actions both consciously and subconsciously.

Lastly, if taken with **Jolly Cooperation** this will allow you to fuse with relevant entities and separate at will, giving you a trump card for when fights escalate to the level of Old Gods. In future jumps, if no equivalent distinct entity of an emotion (an analogue of the Butcher,

Ophidian, Parallax, Ion, Adara, Proselyte, or Predator) exists for you to fuse with, you may fuse with all of an emotion that exists in the universe instead for a similar increase in power.

New God:

Invisitext speech (100 CP) Angels speak in verses, divine entities communicate at multiple levels, with deeper or hidden meanings being heard only by beings with a certain awareness to matters of the soul. You can now hear and speak at those levels, allowing you to understand a level of arcane subtext in speech from all beings empowered by a divine nature. When speaking, you may choose to imbue your speech with this form of subtext, undeniably marking you as someone touched by, or holding the power of, divinity.

Play the Role (200 CP) Holding a divine portfolio in a universe where the domain is already spoken for can lead to… *problems*… when the original holder of your domain comes calling. If you try to play the role, no divinity will question why you hold the power you do. With effort, you may even impersonate existing gods and supplant their mantle, though the difficulty of doing so is proportional to the strength of your target, his/her level of activity in his/her domain, and any incompatibility that exists between you and the domain.

Domain (400 CP) Pick a concept, such as Tyranny, Paternal Affection, Glory, Conquest, Archery, Magic, Freedom, or Chaos. Your soul is innately tied to your domain, granting a boost in power, weak conceptual abilities related to your domain, and insight into what your domain truly means, such as "You can't conquer a dead fish." Your power in your domain will grow over time as your soul grows, making you more than you are. This can be purchased multiple times. Domains are capable or both synergy and interference with one another, based on their nature and your own expression of the domains.

Nature of the Soul (600 CP) You can now perceive the complex web of identity, emotions, and arcane connections that form a person's soul. Additionally, you have greater understanding and control of your own soul, granting a slight boost of strength and control of your magic, and a much greater boost in control of any domains or divine magic/abilities you possess. With practice, you can learn to push your soul into mundane or magical artifacts either to siphon strength from them, imbue them with power, make them into a part of your expanded metaphysique for purposes of arcane sympathy or control, or directly struggle against their own power or owner's power to steal control of the item (though losing such a conquest can have terrible consequences).

Most importantly, you can induce a divine awakening in mortal souls (including your own, if you are not already a New God). While this does nothing on its own, an awakened mortal will, over time, grow into a New God, increasing the strength of their soul and

connecting to a Domain relevant to their skills and personality. Awakening a skilled mage could lead to a New God of Magic. Awakening Green Arrow would lead to a New God of Archery. Awakening a veteran Green Lantern could result in a New God of Will. A New God of Archery could fire one arrow and simultaneously hit seven targets around a corner. A New God of Will could match the Guardians of Oa. In addition to granting a domain and increased arcane power, an Awakening will heal most injuries or arcane maladies, and elevate the subject to the ideal status of their species. It will turn white Martians into red Martians and have similar effects on other species with inherent biological or arcane castes. The rate at which a new New God grows into his or her powers can be increased with exposure to raw arcane power. Additionally, while a Fatherbox or sufficiently skilled New God could perform or teach this skill in the Jump, it does so by forcing them to focus on one or a few specific aspects of their being, such as a skill, power, or personality trait, and hinders them in gaining completely new skills or powers unrelated to their domain. Purchasing this skill will allow those you empower to continue to gain new skills/powers/facets of personality without issue and grow the power of their souls without limit.

Mage:

Expanded Metaphysique (100 CP) Magic requires power. Some mages sacrifice a chicken or other people for a boost; some people bargain power from arcane lifeforms like Demons, Angels, or gods. Some people, like John Constantine, get by on cleverness to sidestep a lack of power. However, simply practicing magic slowly expands the strength of your soul, much like weightlifting will expand the strength of your muscles. This grants a three-fold increase in the strength of your soul and magic, enough to take a completely untrained novice to the level of an adult Atlantean mage of average talent. This may be purchased five times, each purchase linearly increasing your power (3x, 6x, 9x, 12x, 15x). Only the first purchase is free for Mages, with all subsequent purchases being 50% off instead.

Magical Tradition (200 CP each) Earth has many magical traditions that can grant amazing powers. You gain a journeyman's level of education in a tradition of your choice. You can learn the hermetic traditions of Europe practiced by the White College and Merlin (what may be considered traditional wizardry, staff with a knob on the end is optional), druidic magic as practiced by Cornwall Lad to manipulate the elements and weather, Atlantean magic and its powerful biomancy and hydrokinesis, Heavenly theurgy's dual focus on healing and purifying its targets of such things as illness and foreign or demonic influence as well as drawing power from the Source and the Silver City. Demonic magic bears a focus on sharing or stealing power, corrupting and empowering others with sin, and the summoning and binding more typical of devilish cults. You can even pick to learn the arcane traditions of Martian sorcerer priests, focused on mental manipulations, alterations, and enhancements. This may be purchased multiple times to gain multiple traditions, even traditions not listed here. Should you wish it, instead of a magical tradition, you may gain a magical bloodline power, such as the Zatara's linguistic magic, with a novice's familiarity in its use.

Bandwidth and Wavelength (400 CP) Most magical traditions are based on connections: connecting your soul to the world around you, connecting objects to concepts or energy sources. This not only increases your ability to use magic and your ease of using external or foreign sources of power, it also makes it easier for you to connect yourself, others, or objects to the varied sources of energy that exist. Moreover, with a few decades of practice, some serious preparations and major effort, this would allow you connect your soul to a concept or plane of existence to become a Lord, as Nabu of Cillia and Klarion the Witch Boy have done. However, you would not be limited to Order or Chaos as they are; the Red, the Green, the Grey, the Subtle Realms, the Shadowlands, a fragment of the color spectrum, Life, Death, or a domain are all within your grasp. But be wary, doing so will tie a portion of your strength to that concept and inherently complicate your ability to use opposing concepts or domains.

Alchemy (600 CP) Alchemy, strictly speaking, is the art of using knowledge and preparation to shape the arcane without using your own magic. This is useful for several reasons. Firstly, effects achieved by alchemy are replicable by others: any potion or formula you make can be replicated by anyone else. Secondly, any price for magic is either extracted from the ingredients directly or paid for by the recipient of your work. Thirdly, as it is not limited by a mortal caster's power: the effects of alchemy can potentially reach godly levels of power. The Garrick Superspeed Formula and its derivatives, the Danner Super-Strength Formula (which has been confirmed to work on all terrestrial mammals and can grant a human strength comparable to the Superman), Lazarus Pits, and more would eventually be within your grasp with this perk.

If taken with the perk "Bandwidth and Wavelength" this would allow you to combine aspects of different magical traditions or sources of power to create more powerful effects, such as combining biomancy, chaos magic, and flesh taken from Starro the Conqueror to create an incredibly powerful mind control system. As an aside, creating a replicable, universally effective alchemical formula without side effects that grants powers on the level of the Garrick Formula would take a B-list DC genius 10 years of research, while finding a way for multiple alchemical formulas to work together simultaneously would take $10(n)^2$ years of research by the same, where n is the number of formulas you wish to make work together.

Meta:

Caped Combat (100 CP) Fighting with super-strength is not the same as fighting with normal strength: a skilled user will rely on grapples to deny leverage rather than simply punching someone through something as soft as concrete. Likewise, fighting with super-speed, telekinesis, a danger-sense, or some other superpower demands different approaches to combat, both to fight with or against them. You have a great deal of skill fighting with and against supernatural powers and you adapt quickly when fighting with or against new powers.

Intelligent Design (200 CP) There are two ways that complex systems and objects come into being: evolution and design. Both processes create general trends in their products. Your innate supernatural powers gain the benefits of being designed: efficiency and rigidity. Using your powers takes less stamina and, should you rely on an internal pool of energy, your use of that energy will be more efficient. Furthermore, the effects of power suppression will be very hit or miss on individual powers: No schizo-tech collar suppressing a metagene will affect muscles that you have already grown, but a psi baffle will still work effectively on most forms of telepathy.

In Extremis (400 CP) In times of stress or emotional turmoil, you can draw a little bit more power from within yourself, and emotional based powers become more powerful across the board for you. In extremis, your orange power ring prevents you from taking actions that you do not desire, but if you do want something (or at least feel strong emotion about it), then you'll be greatly empowered in its pursuit. This won't let a random mother take on Darkseid to protect her child but can feasibly double your supernatural powers when necessary. Note, this perk only effects raw power, and does not grant greater control, skill, or technique.

Bullshit the GM (600 CP) There are two ways that complex systems and objects come into being: evolution and design. Both processes create general trends in their products. Your innate supernatural powers gain the benefits of being evolved: robustness and flexibility. You are incredibly capable at adapting your powers to different uses than what are considered normal. Using enhanced hearing to learn echolocation is easy for you, as is using infrared vision to learn to read emotions from someone's body heat. With moderate difficulty, you could leverage control over lightning into control over magnetism. With great difficulty you could leverage control over electromagnetism into Unified Field Theory and gain control over all four fundamental forces of nature. If your powers rely on a specific context, you'll find the requirements of that context are a little fuzzier than expected.

Mortal:

Business Skills (100 CP) Too many supervillains are created when a bright and hopeful young scientist creates something capable of changing the world only to utterly fail at introducing it to the market, stymied by the whims of the consumer or any of thousands of tricks established industries use to quash new technologies. No more shall this stop you. You are an expert in the legal and financial intricacies required to get a product to market, and you are skilled at adapting your product to ensure it sells well while maintaining its intended functionality. The execs in charge of the Fujitsu Q-series laptop wish they had your skills.

Deniability (200 CP) Every company has some dirt, and when you reach a certain level of importance, you're almost guaranteed to have some skeletons in your closet. With this, you are

skilled at distancing yourself from projects or actions that are illegal or simply PR poison. If you shoot someone on 5th Avenue in broad daylight, you'll still get arrested and brought to trial, but if a division of your corporation is exposed for criminal activities and you weren't personally performing the crime, you'll have little problem avoiding public backlash or prosecution.

Phone a Friend (400 CP) No man is an island, and no man can be skilled at everything. Fortunately, you don't have to be. You are now both skilled and lucky in finding individuals with skills you lack and building a working relationship. Need help with an arcane project but lack an education in the magical tradition required? With a few days of research, you can track down a skilled mage with the education needed and the right mindset to work with you. Have a piece of alien Clarke-tech and don't know how to mass produce it? You'll stumble into just the right scientist or engineer to make your project a reality. Unsure as to how your new product will affect the economy? Maybe you could find and consult with the Greek god of commerce to ensure you don't cause the next Great Depression.

True Genius (600 CP) No one can know everything, but that won't stop you from trying. This boosts your intellect enough to take an average adult human to a 10th level intellect. You gain perfect memory, faster processing speed, an intuitive grasp for more efficient reasoning, as well as a world class education in a non-magical field of your choosing. Robotics on the level of T. O. Morrow or Dr. Ivo are a possibility, as are the biological chops of Dr. Otto von Schadel. But the "hard" sciences are not your only options: you could become the best psychiatrist on earth (comparable to the memetic chops of Jessica Yamada), or a historian/archaeologist capable of uncovering the history and nature of legends like Teth Adom or places such as the Garden of Eden. Moreover, if you did not take the "Drop-In" origin, you can choose to be recognized globally as one of the undisputed leaders in your field in this or any future jump.

Time Traveler:

Evolution is a function of Time (100 CP) And you've had centuries to a millennium more of it than most of earth's population. Most people today are stronger, smarter, and healthier than people a thousand years ago, and not just because of better access to healthcare, education, and nutrition. You gain a minor boost to all your stats, physical and mental, that means your potential is about fifty percent greater than it was. While this doesn't grant you an Olympian physique, it does mean that if you work out to reach your peak, no normal 21st century human would be able to match you (should you be a human to start with).

Read my History (200 CP) You have knowledge of current events basically equivalent to someone who read all publicly available news and accounted for all the bias, with your level of knowledge unfolding as events progress. In future jumps, you will start your jump caught up all on current events that someone could learn from publicly available sources.

Can't build a Computer (400CP) But you know more about technology than these medieval peasants. Just as a modern internet nerd wouldn't be able to reconstruct the internet if dropped in the year A.D. 1000 but would still be able to work out the printing press, hygiene, gunpowder, and other technologies considered basic now but revolutionary a thousand years ago. You now have the kind of basic familiarity with futuristic technology that would allow you, with some time and minor experimentation, to advance Earth technology by about a century in all fields, if only by passing on the basics of what technology does and doesn't pan out to a current scientist. You gain equivalent familiarity with futuristic tech in all future jumps.

Everyone hates Retcons (600 CP) The problem with time travel is that other people are capable of using it. You now have a certain resistance to changes in the timeline. If someone alters the past, you'll keep your memories of the original timeline as well as your new history. If someone tries to erase you from history, they will fail. Assassination attempts against child you will fail just as they failed against Adolphe Sax. If your parents/grandparents/ancestors are killed or sterilized, you will be born to others with a basically identical social standing and context. If they set the universe to loop to prevent the progression of time, you will be aware of that loop and your place in it. Additionally, this grants insight into temporal based combat in implementations both subtle and gross.

Alien:

Help a pornstar catch his flight (100 CP) Immigration law hasn't really caught up with the existence of aliens. It hasn't even caught up with the existence of Atlantis. Fortunately for you, this won't be a problem. Whatever country or planet you find yourself in, you'll always benefit from some loophole or paperwork issue to avoid problems from such simple things as "illegal entry" or "vagrancy". While this won't protect you from other crimes you will/have commit/ted and won't protect you from institutions like the Imperium of Man's Ecclesiarchy (which demands all xenos be purged), crimes specifically related to being in a public place won't touch you.

All the same Breen (200 CP) There are only so many ways to establish a civilized society, and most technologies and cultural institutions are created in response to some evolutionary or contextual need. To you, it doesn't matter if the people are plants and the grass is composed of sessile, crab-like animals: buildings are buildings, a government is a government, and people are people. You do not get homesick in new places, and do not suffer from culture-shock. You can adapt to changing cultural or technological circumstances easily and won't commit a major *faux pas* due to ignorance, such as eating in public when visiting a species that considers eating to be comparable to mating in the level of intimacy it induces.

Lost in Space (400 CP) Space travel is hazardous, and most civilizations don't have the amazing technology of the Maltusians to warp across stellar distances in hours. If something breaks in the void, you're almost guaranteed to die a slow agonizing death. Because space is big and empty, when you need help, a normal traveler is unlikely to find it. Fortunately, you have supernatural luck for this kind of thing. If your spaceship is sabotaged or damaged, you will always seem to find help or be rescued before dying. You may spend years in stasis, growing slowly more emaciated, resulting in a corpse-like physical stature that requires physical therapy and extreme medical care, but you will be found by someone who could help you before you perish. You'll find a tow before you crash into a star or black hole, or a passing trader will have the part you desperately need to fix your life support. In future jumps, when going on long journeys, you will never die to circumstances or chance, though hostile forces are not protected against by this perk.

A World with a Yellow Sun (600 CP) Something about your new home makes you stronger than you should be by a great deal. You are stronger, faster, more durable, and heal faster than you should. While on planets other than your home-world, all supernatural powers you have are an order of magnitude stronger than normal. In future jumps limited to a single planet, the same effect takes place in nations that your origin was not born in, with drop-ins having their starting location count as their "home" for purposes of this jump.

Gear: You may purchase more than one of any item available here if you so desire. Discounts make your first purchase of the 100 CP item free, but all subsequent purchases are 50 CP.

Fruitcake (0 CP) A very nice fruitcake about 14 inches across, empowered with the *idea* of fruitcake, making it the best fruitcake you will ever eat. Once a month, the fruitcake regenerates to become whole.

GNU Terry Pratchett (0CP) Sir Terry Pratchett is the second greatest English author of the last few centuries, and an author that is commonly quoted or referenced by various iterations of Paul. Unfortunately, Sir Pratchett was apparently never born in the DC universe, and as such no-one there has read any of these *apparently* amazing books that Paul loves so much. To remedy this problem, you get a complete set of his published works. Alternatively, if you wish, you can receive the published works of another author whose writing has significantly affected your life. Additionally, you can, in any universe where the works have not been published, have these books enter circulation immediately as they are part of the public domain, though you will receive no proceeds from their sale.

Drop-In:

An Asteroid (100 CP) Or rather, all the precious metals that could be harvested from an Asteroid of medium size. This includes enough gold to comfortably live on for five years, as well as copper, iron, platinum, cobalt, titanium, tungsten, and other metals and radioactive materials in varying amounts. You receive a comparable amount of precious and mundane metals at the beginning of each jump.

Magical Metamaterials (200 CP) We hear about swords and armor made of Orichalcum, Mithril, and Jovium, but there are far better uses for these wondrous materials. Jovium is a **perfect** conductor of heat and electricity, Orichalcum and Mithril hold a magical charge and enchantment far more effectively than ordinary materials, and both are far stronger than their weight would suggest for metals. You receive a metric ton of these three metals for use in any military or industrial project you like, and instructions for producing more. The process, however, of synthesizing common alloys into magical metamaterials requires either a familiarity with metal typically found in journeyman level craftsmen who shape metal such as blacksmiths, welders, and jewelers, or familiarity with arcane practices found in journeyman level enchanters or artificers.

Power Ring (400 CP) The most powerful weapon in the universe. Pick any canon color of Power Ring save White or Black. Your ring has one full charge, a functional AI, no database, and no Lantern. A Power Ring is a ridiculously useful item: AI capable of no-selling most tech, constructs that can scale up to affect planetary conditions, a nano-fabrication suite, sensors with ridiculously long range, capable of high level biokinesis with the right scans or database, and duplication if provided access to enough power.

Additionally, if a Lantern Corps of the appropriate color exists, they have no knowledge of your ring's existence. This means that green rings and blue rings do not have Guardian malware and yellow rings do not have Qwardian adware. While using a power ring against an opponent who is more aligned to the appropriate emotion might normally result in your ring being ripped off your finger and stolen, or your ring ripping off your finger as it attempts to reach a more appropriate bearer, rings purchased here will not leave you under their own power. Rings can still be stolen, but if you lose your ring (or it is destroyed) then it (or a replacement) will reappear in your Warehouse in six hours, as will anything you placed in your Ring's subspace inventory, and any data or macros you downloaded or programmed into your ring. No malware or data placed on your lost or stolen ring by a third party will be included in your new ring. Furthermore, you may purchase multiple rings of the same or different colors. Wielding multiple rings of one color boosts your maximum battery charge.

Each color of ring has the benefits listed previously, and every color ring has further specialized abilities, though listing every potential use of a Power Ring would exceed the capacity of this document.

Red Rings form a corrosive aura and allow their bearers to spew rage plasma, an incredibly caustic substance that burns through almost anything.

Orange Rings are capable of identity theft, which can turn any foe capable of feeling avarice into a persistent orange construct loyal to the ringbearer.

Yellow Rings grow stronger if the bearer inspires fear in others, or if the bearer is surrounded by fear.

Green Lantern Rings form stronger constructs than most other rings and have less mental effect on the wearer than other color rings.

Blue Lantern Rings can strengthen Green Lanterns and weaken Red, Orange, and Yellow Lanterns and their light will heal with far greater speed and efficiency than other rings. They can also slowly recharge from ambient hope without relying on a Lantern

Indigo Lantern Rings can mimic the effects of other rings, are particularly well suited for forming portals and wormholes, and increase the compassion of those exposed to the Indigo Light.

Violet Lantern Rings are immune to the powers of the Orange Light, and can sense and empower love in themselves and others.

Additionally, rings purchased here all contain a macro that allows them to fuse a complete set of seven rings, one of each color listed here, to form a White Power Ring. (This does not come with MAGA hat.) White Lantern Rings can use all seven previously listed colors and their powers, absorb light/power from other power rings, overpower other rings, and allows the wearer to see and sense souls and life force. They are aligned with the White Light of Life (though “existential joy” would perhaps be a better descriptor of the emotion that empowers them)

Power Lantern (600 CP) Pick any canon color of power ring and receive an appropriately colored Maltusian power source. For most colors, this is a power lantern of the same color, but Indigo users would receive a staff rather than a lantern. If you purchased a Power Ring of the same color as your Lantern, your ring gains a full database of stellar maps and technologies. The database contains an amount of knowledge equivalent to a standard Green Power Ring, with specialized focus depending on its color. Green Rings receive more detailed information about Oa and the surrounding systems. Yellow receive additional information about Qward. Orange Rings are centered around Maltus. All other colors similarly have additional information about the area in which it would normally have been forged.

Furthermore, this Lantern is stable without being connected to a Central Power Battery, and as such cannot be shut off by external manipulation. It is not limited in the number of times it can recharge power rings in a day.

Note: Even Colors that typically do not have individual power sources, such as White Lantern Rings and Black Lantern Rings, can gain a reliable power source here.

If your Lantern is damaged enough to cease functioning or stolen, a replacement will appear in your warehouse in six hours.

New God:

Divine Weapon (100 CP) You receive or import a weapon of your choice as a divine weapon. It can be considered an extension of your meta-physique, allowing greater control or synergy with your magic or domain, and draws strength from you as your soul or divinity grows. Additionally, this weapon strikes more effectively than a mortal weapon, and is potentially capable of bypassing certain mundane immunities depending on the strength of your soul, such as cutting ethereal foes or weakening supernatural defenses. A sword, spear, bow, gun, sausage or other weapon may be chosen at your discretion (but a divine artillery piece is just asking for trouble), though weapons that require ammunition will drain arcane power or stamina to use. It should be noted that Power Rings already count as divine weapons for arcane purposes.

Divine Armor (200 CP) You receive or import a suit of armor of your choice as a divine defense. It can be considered an extension of your meta-physique, allowing greater control or synergy with your magic or domain, and grows stronger as your soul or divinity grows. It has increased resistance against arcane, divine, and supernatural attacks. At its base, it can endure a single lightning bolt thrown by Zeus without being damaged, though it can grow without upper limit as you do.

Secret Base (400 CP) You receive a secret lair of comparable size to Mt. Justice or Challenger Mt. You may choose between a subterranean lair, a hollow mountain, an island, or simply plonk your lair in the middle of an empty field somewhere. It contains room and furnishings for fifty people, as well as specialized equipment for small scale New God manufacturing. Its location is hidden by obscurity rather than magic, though it contains enough automated defenses to deter a regiment of US troops without their armor complement. You may upgrade the defenses or ward the base as you see fit. This base may be added to your Warehouse as an extension or be inserted into future jumps as you wish.

Fatherbox (600 CP) An Apokoliptian or New Genesis supercomputer, also called a Fatherbox or Motherbox based on where it was produced. It is capable of opening Boom Tubes and Hush Tubes anywhere in the local multi-verse and detecting them on the planet you are on. It can perceive and interact with souls, and includes copies of DeSaad's research, which includes insight into the human soul, New God souls, the Emotional Spectrum and the weaknesses of Green Lanterns, Kryptonians, as well as the barest hints of the effects of the Anti-Life equation and Omega effect, and a repository of basic Apokoliptian (or New Genesis) technology, allowing you to construct infantry scale weapons and armor, but not Hellspores and Techno-seeds. The

box includes an AI that is inherently loyal to you, rather than the forces of Apokolips or New Genesis.

Note, that while this box can perceive and interact with souls, it cannot do so with as much flexibility or finesse as a person educated in the **Nature of the Soul**.

Mage:

Focus (100 CP) A magical focus that matches a magical tradition of your choice in this universe. It slightly boosts the strength of spells and rituals while you use it while reducing the cost of those spells and rituals. The effect is greater on magical actions from the appropriate magical tradition.

Wards (200 CP) Several pre-prepared wards, several books on producing wards, two finished Spell-Eater amulets, and the designs for making more. Enough to protect a small town from magical scrying and moderate magical attacks, as well as enough knowledge to produce wards capable of defending against Lanterns and New Gods. If you purchased a property from this jump alongside this item you may optionally choose for that property to already have wards included and implemented into it.

Sanctum (400 CP) Your choice of a manor, extra-dimensional castle, or small island. It is warded extensively against magical assault and spying, contains enough furnishings for a family of residents and multiple different workshops equipped for research, ritual casting, alchemy, artificing, or enchanting. It is bound to you, recognizing only you as its master. After this jump it can be added as an extension to your warehouse or placed in each new jump as you desire.

Artifact (600 CP) A magical artifact or weapon of immense power. It could be a power source comparable to the Star-Sapphire (which, in at least one universe, was converted into the Violet Central Power Battery), a weapon comparable to the Sword of the Second and Third, or even a bound spirit of comparable strength and wisdom to Nabu, willing to teach you magic or boost your power.

Meta:

Signature Weapon and Costume (100 CP) A recognizable, durable, and lightly armored (think leather rather than Kevlar) costume for use in super-heroism or super-villainy, as well as gimmicky weapons such as bat-arangs that fit the aesthetic of you costume.

Set of Wheels (200 CP) Or wings. This is a VTOL aerospace craft of comparable size and function to a Martian Bioship without the shapeshifting. It has stealth in the form of invisibility to radar and sonar (as it can operate at the bottom of the ocean) and is armed with generic energy weapons capable of disabling and destroying modern tanks. It does not include FTL capability.

Lesser Hero Dial (400 CP) An adventurer's toolkit, this small dial has a series of letters, and dialing H-E-R-O o the dial will transform you into a new form. If you have a problem or goal in mind while dialing, then your new form will have a theme and superpowers slightly in line with your needs. If you need to find something, you might become the Dynamic Detective, a Conan Doyle style man skilled with intuition and investigation, or the Signal Sensor, an alien with enhanced and non-human senses. The powers and form are unpredictable and unlikely to be repeated, even if you dial repeatedly in the same or similar contexts. Dialing O-R-E-H will return you to your original form, after which you can't dial again for at least 10 minutes. Additionally, the dial cannot hold a form for more than 24 hours before it reverts you to your original form.

Justice League Affiliation (600 CP) You may choose between a Justice League membership or a sponsorship with a sitting Justice League member (or whatever equivalent global team exists in your timeline). It comes with arrest powers in most nations, access to Justice League resources for training, research, and manufacturing, the Zeta Tube network, and similar access to major superhero teams or international law enforcement organizations in future jumps.

Mortal:

Seed Cash (100 CP) $10,000,000, liquid, clean, and at your disposal. An equivalent amount of local currency is provided to you at the start of each new jump.

Research Notes (200 CP) This is a set of research diaries by Abednego Danner about his work with super-strength, as well as the research notes of one other DC human scientific hero or villain on their most recognizable invention. This comes with no working examples of tech, only notes that could, with intelligence and time, lead to recreation of their work. You must pick a specific, extant, replicable technology attributed to a DC character that is either created by a human or other terrestrial species.

Note, that the Danner formula notes included in your purchase are Abednego Danner's original formula notes: the version that works on pregnant women to grant super strength to their child, rather than Paul's upgraded version of the formula that can be applied to an adult. If you have access to a sufficiently advanced computer system, such as a Motherbox, Fatherbox, or Power Ring, you will be capable of adapting it quickly. If you are a skilled alchemist (or a

mediocre alchemist with these research notes), you can modify the formula to work on yourself. If you are a smart enough scientist, you can observe the biological effects in rats or some other short-lived mammal, then replicate the changes in yourself.

In general, the research notes are enough to allow someone with no magic training and access to low level super-science to recreate the Danner formula and apply them to adults, given they have about six months to run animal trials. As in, "an ordinary scientist working for LexCorp" level super-science, not "Lex does research personally" super-science. The Danner formula is somewhat unique, in that it seems to work on any Terrestrial mammal, which means animal trials can be used to speed up the research cycle.

Other useful pieces of technology to research include, but are not limited to: the X-ionization process, which produces bladed weapons capable of harming Kryptonians. The Thinkers Cap, which provides powerful psychic abilities. Crumbler technology, capable of neutralizing Lantern Constructs and almost all physical matter. Cold guns, a lightspeed weapon which reduces the target to absolute zero in violation of all physics. Red Rocket power armor, currently being mass produced for the Russian Army. OMAC combat robots. AMAZO the amazing android. The Red series AI-driven elementalist androids, and more. Be aware, not all inventions are as easily adapted, modified, or even built as others.

Power Armor (400 CP) A suit of power armor, the facilities to maintain or repair it, and the research work and data to reproduce it. The Power Armor has an aesthetic of your choice and capabilities comparable to the hero-grade version of Red Rocket power armor developed by Russia in this jump.

Corporation and Labs (600 CP) A global corporation, almost as widespread and successful as LexCorp or Star Labs. You have no board of directors, but the company will successfully maintain its status if you leave it alone. It comes with several research facilities in different nationalities that could perform your choice of scientific research, potentially mass-producing other tech options you have developed in other jumps or purchased here.

Time Traveler:

Cybernetic Implants (100 CP) You have a set of 28th century cybernetic implants that have no external effect on your appearance and will not show up on mundane scanners. They add the strength of an adult human to your abilities, increase resistance to blunt force, can handle responses to physical trauma to prevent or limit hemorrhages, and speed up your healing by removing stress from injuries. However, the mental implants are far more impressive. They allow you to connect mentally to any device with some form of wireless connectivity, and if they lack encryption or lockouts, allow you to control those devices. Your implants can interface with, handle massive data transfers, and any data stored in your implants are accessible mentally; though, as it has no AI or VI systems, any hacking will rely

purely on your own skills. It can hold 16 exabytes of data. Additionally, these implants enhance your senses, allowing enhanced hearing and sight, capable of much greater clarity and expanded range, while chemical sensors in your tongue can identify most mundane chemicals. Your reflexes, balance, and proprioception are improved, and your sight now includes a customizable HUD. Note, these implants are impressive by "modern" standards, but as they are any Lantern, Scarab, or New God with the time and inclination could disable them.

Mission Reports (200 CP) Pick a terrestrial organization: The Justice League, the League of Shadows, the Light, the Chinese Department on Metahuman affairs, Russian internal security, or some other major organization or governmental department. You receive a comprehensive list of mission reports that would be filed by this organization during the next 10 years if you were not to have jumped here. In future jumps, you receive similar reports from an organization of importance.

Future Wikipedia (400 CP) You receive a terminal with access to Wikipedia with all information it would have 1000 years in the future. While it would not include classified research from the time period, it would include an overview of almost all technological, scientific, historical, and cultural data that would be publicly available in the year A.D. 3002. In future jumps this database is from a roughly equivalent future time period, as appropriate to the setting.

Time Sphere (600 CP) This Time Sphere is an almost fully functional time travel machine, shaped like a sphere several meters across. For you, however, it lacks general functionality. It can identify time travel events and temporal distortions, remove you and others from the universe to shield against retcons and broad temporal changes, and it can piggyback on other Time Travel devices and spells, but cannot travel through time of its own impetus except by simply waiting. However, it can somehow access alternate timelines in the local multiverse, even if it can't move back or forward in those timelines either, and even access or escape from time-loops and similar temporal distortions. It is locked to prevent others from using or accessing it, contains sophisticated computer systems, and will not be damaged by most attacks.

Alien:

Universal Translator (100 CP) You have an implanted, microscopic universal translator. It requires no power, cannot be removed, deactivated, or destroyed against your will, and can translate all audible and visual languages and forms of communication, allowing you to understand and be understood by all life forms that communicate and have intelligence equal to or greater than a squirrel.

Spray-on Space Suit (200 CP) You receive a special spray-bottle, containing a mixture that, if sprayed on skin, forms a comfortable, clean, non-toxic coating that protects against pressures ranging from 0-100 atmospheres of pressure, all radiation, heat ranging from 0 K to 1900 K, and miscellaneous environmental hazards such as acid rain. The coating is a deep-purple color, and slowly becomes transparent over a 24-hour period, at which point it completely dissolves. The spray-bottle never runs out of its mixture. If combined with a rebreather, scuba style air system, or a power removing the need to breathe, this is entirely sufficient for extended travel through the void of space.

Nth Metal Stockpile (400 CP) Nth metal is amazingly useful; it is difficult to damage, and can cut through most arcane and divine defenses. This stockpile includes enough melee weapons (of your choice) for six people and you may import weapons you have previously purchased to gain the anti-arcane properties of Nth metal instead of receiving generic weapons. It also includes Nth metal armor for six people, which can resist most direct offensive magics, in addition to most concussive and penetrative attacks, and allow the user to fly under their own power. Finally, this stockpile includes two Radion blasters, ranged heavy weapons that shoot a blast of energy specifically poisonous to divine beings, but can still damage mortal foes. At the beginning of future jumps, or once every 10 years after you achieve your Spark, you receive an additional amount of refined, but unshaped, Nth metal, enough to build a duplicate of the weapons and armor granted by this stockpile.

Kryptonian/Martian Colony Package (600 CP) You were sent to Earth with a standard Kryptonian or Martian colony package. This includes an FTL capable pod with life support systems capable of lasting fifty years while travelling the thirty odd lightyears from Rao to Sol in a matter of days. It includes a technical database for the species in question, including all technology save for specialized military hardware, and a growing fortress/manor home. Kryptonian homes are made of growing crystals while Martian homes are telepathic, burrowing organisms that grow into massive underground complexes. While it may take months for your home to reach full size once you find a place to put it, once grown it will include basic technical and manufacturing facilities, capable of producing all the technological amenities needed to feed, clothe, equip, and keep in luxury a group of about fifty people. For an additional **200 CP (undiscountable)**, this colony package is upgraded to a mothballed military vessel, including its own weapons and armor and technical database covering the manufacture, usage, and maintenance of it's home planets weaponry, even if it does not include the basic science that underpins those weapons.

Powers: **No power purchased here will interfere with other powers or alchemical formulas you may make or obtain in the future, though alchemical formulas made in the**

future may interfere with each other. Meta's get a stipend of 600 CP to be spent in this section alone.

Brick (200 CP, one purchase free for all species except Vanilla, two purchases free for Kryptonian and Hybrid Kryptonian) The most generic, combat-viable superpower in existence, and the first power to be made in this DC universe. Hugo Danner was the world's first superhero. His father, Abednego Danner, picked up enough knowledge of alchemy to develop a serum that (if applied in vitro) enhances a fetus with a longer lifespan and enough physical strength and durability to match Superman. Whether the result of an alchemical serum, your biology, cybernetic implants, or mystical empowerment, you have strength and durability somewhere between ten and twenty times that of a normal human. Purchasing this strength twice grants Earth-16 Superman-level strength and durability, strong enough to carry a flying Ice Fortress the size of a small island, not strong enough to move greater celestial bodies.

Flight (100 CP, one purchase free for Tamaranean and Thanagarian, two purchases free for Kryptonian, Angel, and Demon) You can fly under your own power. One purchase of this grants flight speeds of up to 100 mph, two purchases upgrade this to supersonic levels of flight.

Enhanced Senses (100 CP One Purchase free for Atlanteans, Hybrid Kryptonians, Tamaraneans, and three purchases free for Kryptonians) You gain expanded visual range, being able to see some infrared and ultraviolet lights, as well as X-ray vision. Furthermore, you have much better hearing. While you will not be able to hear a whisper in a tornado, you will have no problems hearing a whisper from across a crowded room. Additionally, your sense of taste has been enhanced to allow you to identify many common toxins and chemicals, in addition to making food taste much better for you. Can be purchased multiple times, with each purchase further enhancing the range and sensitivity of your senses.

Heat Blasts (200 CP One Purchase free for Tamaranean and Kryptonian) You can now shoot capital ship grade (capable of leveling multiple city blocks with short bursts of full power) direct energy from your eyes or hands, though you may intentionally weaken your beams to non-lethal levels. Your aim for eyebeams is essentially perfect within your line of sight, though the beams will travel beyond your line of sight if not impeded. Your aim from your hands is less than perfect, but blasts from your hands can be almost twice as strong as eye-beams, however Kryptonians that obtain this power for free only gain eye-beams.

Martian Blood (300 CP) You received a transfusion of blood from a Martian, as a result you may now shapeshift into any animal that shares an evolutionary lineage with your base form and has a mass greater than 0.2% of your base mass and less than 10,000% of your base mass. Your mind is unaffected by these shifts, and you gain any sensory abilities your new form

would possess. Moreover, while the normal Martian blood infusion does not allow its bearer to benefit from multiple alchemical or empowering formulas without extensive biological research and preparation, this version has no additional ill effects if combined with other formulas such as the Danner Formula, Velocity Nine, Blockbuster, Venom, Venombuster, AQP, Garrick Formula, or any other empowering formula whether they are magical or scientific in origin.

Thaumavore (300 CP) You can drain persistent magical effects and add a portion of their power to your own internal energy pool. This power must be consciously used, and if the caster of a ward, spell, or enchantment is significantly more powerful than you or they boosted the effects power with ritual or an artifact, you may suffer arcane overload, resulting in your internal organs exploding, your mind fracturing, and your soul degrading should you force yourself to drain significantly more arcane power than you are capable of handling. This ability is active on your part, so a drain can be stopped at any time.

Spell Eater (300 CP Two purchases free for Angels and Demons, One Purchase Free for Thanagarians) Malevolent magics that target you are passively absorbed and neutralized, with an amount of magic equivalent to your internal energy reserve being neutralized every hour. Mana in excess of this amount is converted into heat and can potentially boil you alive. You may choose to prevent this power from affecting specific magical effects to prevent this from happening. Buying this power twice increases the amount of magic you can safely absorb and neutralize by an order of magnitude.

Induce Emotion (300 CP, Free for the Enlightened) Pick an emotion of the color spectrum, those with the Enlightened perk must pick the emotion that colors their enlightenment. You may induce that emotion onto others capable of feeling that emotion and weaken or strengthen existing individual strains of that emotion as well. For example, someone capable of inducing fear could make someone feel constant, nonspecific dread. Or, they could weaken a fear of heights while strengthening a fear of bees in someone crossing a rickety bridge while being attacked by bees. Emotions can be overcome by those with strong will, self-awareness, training, or some form of emotive power, and induced emotions are easily identified by victims as foreign except in extreme cases. Great levels of finesse or subtlety will require years of practice.

Unscryable (400 CP) You can no longer be scryed or remotely viewed by any magic or passively searching technology. No level of power, up to and including the Endless, can overcome this effect with brute force, though clever workarounds exist. Your name is removed from the Book of Destiny, if it was there to begin with. This means that any arcane or technological attack against you must be actively targeted or based in sympathy. A mage could

use your hair to make a voodoo doll of you, but a magic missile will not home in on your form unless consciously aimed and directed by a mage who can see you.

Chlorokinesis (400 CP) You have been granted a connection to the Green and power by the Parliament of Trees. You may cause plants to grow and control their movements and actions. This will grant you a level of control comparable to Pamela Isley or Lantern Medphyll. You can even affect the intestinal flora of some species as a weapon or medical practice. Beware, if you irritate the Swamp Thing, you may lose this power for the remainder of this jump, not regaining it until you leave this universe behind.

Elementalism (400 CP) You gain the ability to control and/or conjure the Aristotelian elements: Fire, earth, water, and air, on the same level as the Red series of androids: Red Tornado, Red Inferno, and Red Torpedo. Red Volcano, being an empowered member of the series, has significantly more power than his brothers, sister, and you, should you purchase this power. You will not have the strength to induce super-volcanoes to erupt on command as he did.

Psychic (400 CP Free for Martian) Psychic powers are incredibly versatile: Telepaths can bestow a college level education in minutes with little effort, as well as learn or teach languages with no trouble, beguile the senses with illusions, communicate silently over massive distances, read memories or thoughts, and even control minds. Telekines of sufficient strength can become their own Alcubierre drives. The Tinker's cap, which bestows both powers, allowed a pudgy man in his 50s to take on the Justice Society (not "a member" of the Justice Society, the *entire* Justice Society) and win. If you lack psychic powers, you are granted innate telepathy and telekinesis on a level comparable to those granted by the Thinker's Cap. If you already have psychic powers, then they are boosted by a comparable amount. With practice, you may learn how to phase-shift. You will be a match for a talented Martian in terms of power and skill, making you less powerful than Miss Martian (who can hear whispers of thoughts on Mars from Earth), but more skilled than her. Please remember, a clever and skilled psychic can regularly defeat a more powerful telepath or telekine in both the mental and physical world.

True Shapeshifting (600 CP, Free for Martians) You may shift your form to match any organism you have examined, regardless of its evolutionary origin, so long as it may be seen by an ordinary human, gaining your new form's abilities and senses. Additionally, you may grow new, custom appendages or sensory organs as required, though the greater your form diverges from an existing organism you are familiar with, the greater the mental stress and stamina requirements to maintain your form. Turning into a random human is a minor effort to change and no effort to maintain. A human with four arms will take the same effort to change and

minor effort to maintain. A shoggoth will take all your focus to prevent a sudden and violent reversion to your base form and drain most of a healthy Martian's stamina in minutes.

Blessing of the Divine (600 CP free for Angels and Demons) You have been bound to a power source on the level of the greatest of the old gods. Whether this is the powers of the ancient Khandaqi Gods like Teth Adom, an eclectic group of memetic heroes from Greece, Judea, and Rome like Billy Batson, the Source and the Silver City, the Sabbac, the Olympians or their Progenitors, or some other existing pantheon, you have been blessed with immense durability, arcane strength and durability, perceptions in line with your patron(s), alongside several thematic powers. A champion of Shazam gains the ability to call arcane lightning. Those blessed by the Silver City gain healing and cleansing power. Those blessed by Hell gain infernal fire. If you pick a different pantheon or divine power to grant your strength, pick an appropriate power to gain. For example, a blessed of Helios may gain the ability to spew solar plasma from their eyes. Your patron(s) will not (and cannot) revoke your power against your will.

Please note that regardless of what divinity empowers you, the metaphysical power granted by this purchase remains constant. You do not get stronger or more resistant to magic by picking Odin as opposed to Bacchus, only the thematic aspects of your power change based on your patron.

Additionally, note that while it is possible to gain power from universal and non-purposive entities such as the Source, Presence, or even Anti-Life, such power must come from an intermediary that is purposive in a manner that is understandable by humans. For example, should you desire to have a Blessing of the Source, it must come via (a) specific Angel King(s) or some other pseudo-divine servant of the Source.

Plastic Surgery (600 CP) You have been exposed to whatever chemicals made Plastic-man. Your intelligence is spread throughout all your matter, and you may mold, grow, or compress your form at will, from sizes ranging from termite to kaiju. No form takes more focus of effort to maintain than any other, though more complex forms may take more focus to move effectively. However, while you may visually mimic other species, you do not gain any additional sense or abilities for doing so unless you are capable of understanding and mentally constructing the organs necessary for those sense to function. As such, while you may mimic a mantis shrimp, you will not gain sedecchromate vision for doing so automatically.

Garrick Enhancile (600 CP) The single most coveted empowering formula, this grants control over acceleration on such a level that not even relativity can hinder you. You can speed up or slow down others, run significantly faster than light, control your contact with the world around you to not set the atmosphere on fire, and speed up your perceptions enough to actually see what you're doing. If a nuke were about to land on top of you, you could be fast enough to get a consult on how to prevent a detonation from Nightwing before speeding up

Supergirl and instructing her on where to target her heat-vision on that nuke to prevent its detonation. Moreover, while the normal Garrick Formula does not allow its bearer to benefit from multiple alchemical formulas without extensive magical research and preparation, this version has no additional ill effects if combined with other formulas such as the Danner Formula, Velocity Nine, Blockbuster, Venom, Venombuster, AQP, Martian blood, or any other empowering formula whether they are magical or scientific in origin.

Companions

Your Own Justice League (300 CP) Import 6 companions. Companions each gain an Origin, have 600 CP to spend on a race, perks and gear, and may purchase any drawbacks except the options that are individually worth 600 CP.

Crossover Additions (100 CP) Just because so many super teams start with seven members, doesn't mean you can't grow. You can additionally import as many companions as you please for 100 CP each. Companions each gain an Origin, have 600 CP to spend on a race, perks and gear, and may purchase any drawbacks except the options that are individually worth 600 CP.

Paul (200 CP) The SI of With This Ring. You befriend any iteration of Paul as a companion, regardless of whether that iteration exists in your timeline. You could pick Paul!ragon, who masters the Orange Light and befriends the Ophidian, Rene!Grayven, who replaces the Light with a council of his own design, Mandate!Paul, who becomes the Time Trapper, and various other iterations of an almost sane man in a crazy new world.

A Magic Guy (200 CP) Sephtian the Atlantean by default, you develop a strong friendship and working relationship with a formally educated mage from an arcane tradition of your choosing. They have the skills in research to help you develop new arcane-technological options, and will be just as happy working on new, more powerful personal wards as they are on purifying a demon of hellish influences.

A Tech Guy (200 CP) Ted Kord by default, you develop a strong friendship and working relationship with a super-intelligent man or woman, they are capable of reverse engineering or modifying most technology you will find on this earth with a few working examples and some time.

Mentor (200 CP) You gain a mentor from the canonical members of the Justice League or Justice Society. They have extensive experience as a hero and as a super-powered combatant. They are an excellent teacher and serve as a life mentor to you, capable of helping you through troubles with ranging from the fantastic to the mundane.

Clarissi (200 CP) Vril Dox by default, you gain a companion with exceptional administrative and political skill with similar morals and goals to you, capable of managing a large organization such as a Lantern Corps or a resistance cell like the Dark Stars which span thousands of systems.

Drawbacks: You may pick as many of the following drawbacks as you wish.

Was it Prehensile? (+0) At least one inter-universal traveler from beyond DC canon shows up in at least one timeline of With This Ring. Now, Sunset Shimmer (and any other travelers from beyond DC who show up in any timeline) will travel to whatever *your* timeline is, instead of whatever timeline they visit in canon.

Nameless (+100) You are incapable of speaking or thinking your own name for the duration of the jump, attempting to do so will cause you to choke or pass out momentarily. This could have mystic ramifications or cause a moment of weakness at an inopportune moment.

Suspicions (+100) Your allies are suspicious about your origins. Are you really from another universe? Are you really Green Arrow's niece? Are you really a close family member to Martian Manhunter? Are you really a New God? Or are you a plant by some enemy faction seeking to gain an edge. You can earn trust from your allies, but you will start your "professional" relationships just short of violently cussing each other out.

The Cake Man (+100) Before the Jump began or shortly into the Jump, you will become involved in a major public event that results in you being publicly associated with an embarrassing story to the public. If you leave the planet, something similar will happen giving you a new moniker in your new home. Maybe you'll bake a Fruitcake large enough to feed New York, maybe you'll accidentally molest a giant spider, but even if 1000 years pass and you happen across aliens who have never met humanity, you'll still be identified as "The Cake Man" or some other silly moniker.

With What Ring? (+100/300) You have no memories of the plot of With This Ring. Any attempt to remember the Plot or read copies of the source material available to you through

your warehouse or previous jumps will cause you to experience intense pain, followed by a fainting sensation. For an extra 200 CP, this effect extends to the plot of your Timeline's source material as well (Young Justice for **Primary Timelines**, The Boys for **Bereave**, Avengers:EMH for **Avengers**, etc).

Broken Powers (+200) Any powers or skills you purchase are a little less potent than they should be, Garrick enhanciles are limited to Mach speeds rather than relativistic speeds. Power Rings have much less power or limited AI functionality. Additionally, they come with side-effects such as a truly massive appetite or easily succumbing to dehydration. With some combination of time, research, effort, or divine intervention, these can be overcome, but until then expect to be hampered in any major endeavor relying on your powers.

Antagonistic (+200) You're an asshole who goes around intentionally antagonizing others. Even when you are unquestionably right, people will refuse to give you the satisfaction simply because you're that insufferable. You had extreme difficulty making allies except with other assholes or the truly desperate.

Kryptonite (+200, Kryptonians, Martians, Angels, Demons, and New Gods must take once for 0 CP) You have a glaring weakness to some substance. Kryptonians have kryptonite and red sunlight, while Martians have fire, Angels have Kaahuite, Demons have Holy Magic, New Gods have Radion, and other races have some other substance. This will weaken you in proportion to the rarity of the substance in question. Kryptonite can neutralize Kryptonians and cause agony with very small amounts. Fire, more common, will cause aversion in Martians when present in small amounts and great distress in larger amounts, preventing any action. You may be able to develop some defense against your weakness, such as a radiation shield for Kryptonite and red-sunlight or a psychic defense against fire. Any substance that becomes your weakness here will become available to people other than yourself in your starting Timeline/Location should it not already exist there, even if only the Reality-Warpers are capable of making it.

Diplomatic Immunity (+300) Just like the Green Lanterns, you are bound to prevent actions against existing governments or nations. This may seem like a minor issue, but according to Green Lantern Corps rules, the League of Shadows is old and widespread enough to be considered a sovereign nation, making its multiple *questionable* actions acts of war instead of crimes. Additionally, there are multiple nations ruled by supervillains, such as Queen Bee, that you will also be prevented from acting against. Moreover, this prevents you from taking overt action against the Citadel, Gordanians, Reach, Apokolips, and Dominators so long as they don't openly begin interstellar wars.

Soulless (+300) Souls in this universe are a natural consequence of its Arcane system, forming a connection between a mind and the broader Arcane systems of the universe. Your soul either ceases to exist for this jump or simply doesn't work as it's supposed to, with dire magical consequences. You have no innate resistance to malicious magical attacks, so even minor attacks will not wear off without external aid. Beneficial magics do not work for you, nor do alchemical formulas (except for those purchased here). Additionally, magical auras and raw arcane power have an intoxicating effect on you, similar to alcohol. You can grow your own soul, but it will likely require you to employ and trust John Constantine.

Supplementary Reading (+300) You know, it's really not fair for you to potentially know about Paul, Grayven, or whoever the local SI is, while they know nothing about you, so let's even the odds a bit, shall we? Your entire chain up until the end of your most recent jump has been converted into story format, complete with your strengths, weaknesses, most important moments, and an in depth look into your decision-making process in those moments. This story has been burned into the memory of the local SI, giving him all the information he could ever want on you. If this is your first jump, he will instead receive the story of your life so far, and a summary of your build for this jump.

Heavenly Host or Demonic Legion (+300, Required for Angels and Demons for 0 CP) You have become involved in the war between heaven and hell. Angels side against Hell, Demons against Heaven, and all others may choose their enemy. You will occasionally be attacked by low-level angels or demons, exorcists or cultists as appropriate every few months for the duration of your stay here, escalating in power until the final year of your jump when you will likely face a Demon Lord on par with Satanus or an Angel on par with Gabriel. Should your enemy take some major action on earth, they will be sure to send greater forces against you as part of their plans. Should you be killed by these foes, you will be sent to Heaven or Hell as appropriate. Hell will torture you and Heaven will place you in a penitence virtualization vessel, which will ~~brainwash~~, *I mean convince*, you to accept the error of your ways. Escape is possible from both, with or without the help if others (though most of your physical powers, equipment, and warehouse will be unavailable to you during your time as a soul in their custody). Should you remain in their custody at the end of your jump, your chain will fail.

Knife in the Shadows (+300) The League of Shadows has decided you must die. Do not expect supervillains attacking you in the street, though that will still happen. Assassins will attempt to slit your throat in the night, poison your food, take your friends hostage and force you to commit suicide or submit to some form of imprisonment to save them. Any business deals you attempt will be hindered by corporate espionage or bribes to your competitors. The League is old and powerful, beware their attacks.

Unbalanced (+300) You are unnaturally heavy on one or two colors of the spectrum: Rage, Avarice, Fear, Will, Hope, Compassion, or Love, resulting in you being a very angry, greedy, sadistic, stubborn, naïve, trusting, or yandere person. In addition to difficulty empathizing with other people, trouble dealing with the broader color spectrum, and difficulty acknowledging your own flaws, this overrules most of the benefits of **Enlightenment** until the end of your jump.

Bound to Serve (+400) You are bound to serve two people, either Batman and Diana if a hero, or Luthor and Circe if a villain (or equivalent individuals should you be in a timeline where Batman, Diana, Luthor, or Circe do not natively exist). You must obey all orders that you do not consider suicidal and cannot harm or kill your masters, for the first year of your jump, and your masters are well aware of their power over you. Your masters will not require you to extend your servitude beyond a year, surrender any items purchased in this document, and neither know nor will learn of your status as a jumper unless you choose to share that information, nor do they know of any powers you have other than those you purchased here until you choose to demonstrate those powers in front of witnesses. No action or power will allow you to escape your bindings early, and the binding prevents you from willingly leaving Earth for its duration.

God Save the Queen (+400) because if he doesn't, she's going straight to hell with most of the British government. Almost all the British government consists of practicing Satanists, and they have got it in their heads that you are a threat to them. They will start by sending esteemed psychic and assassin Manchester Black after you and escalate as far as necessary to destroy or imprison you. Britain is actually the foremost arcane nation on the planet, even though almost no one knows it. Not even Atlantis could break the arcane wards on the Tower of London. Most divinities could be greatly diminished by a team of British arch-mages, and even those beyond them in power could be cast into an extra-dimensional prison if careless. This conflict will not be resolved except by your death, imprisonment, or the complete overthrow of the British government, but will not spread beyond Earth should you choose to leave and will not draw the broader super-hero community against you unless you are caught committing major crimes to hamper your foes. Should your jump end with you in British custody, it will be treated as a chain failure.

Fated (+400) Someone you care deeply for has been, or will be, possessed by a particularly powerful Lord of Order or Chaos on the level of Nabu or Klarion, this Lord is the opposite of your order/chaos alignment, and will thus be completely unwilling to negotiate with you. Any psychic defenses your loved one may have will fail to prevent their possession or free them from it; the simple fact is that if you want to free them (and you do), you're going to need to kill the thing that has kidnapped them. This is, however, easier said than done. If you are a Hero, the Justice League (or closest equivalent) has accepted this creature as a member, and

will not support you in any action against it; the same goes for the Light if you are a Villian. Here's hoping you have the means to kill an arcane creature with the power of a god...

Darkseid's interest (+600) For some unfathomable reason, Darkseid is interested in you. He will not kill you outright but will pop in from time to time and bestow you with pieces of the anti-life equation. If you fail to integrate them to his liking, becoming the kind of sadistic monster who would fit in his court, hide, or attempt to fight back he will bring his considerable power against you, and an extended war with Apokolips is likely to destroy whatever planet you are on, even if you ultimately triumph. You must either fool Darkseid, find refuge with one of the few powers that can match Apokolips, give up your will and become a feral monster, flee beyond Darkseid's reach, endure his tender ministrations, or become powerful enough to match Darkseid.

Beyond your Reach (+600) The Reach has an interest in you and any planet you find a home on. They will start with covert attempts at subversion and assassination but escalate to legions of Scarab Warriors and Exterminatus-capable battlefleets if their initial attempts fail. If you leave to a new world, the Reach will follow. If you destroy one fleet, a larger invasion will follow, as the Reach has the resources of thousands of worlds to call upon. Be prepared for this conflict, because it will likely last the entirety of your 10-year stay.

Time Traps (+600) In the future, you or your successors, apparently, are considered responsible for a major universal disaster, on the scale of the Blackest Night. As a result, time travelers will repeatedly attempt to kill you or limit your impact on the world. They will start with generic assassination attempts with futuristic weaponry, integrate themselves into the existing super villain or superhero community to fight you, and do much in their power to hinder any major action you take. Try to bring Atlantean biomancy to the surface? Expect a resurgence of fundamentalist Anglicanism opposing all magic. Try to build a corporation? Expect new regulations in Congress or other relevant government bodies to make your work almost impossible to pursue legally. Additionally, all canonical opponents will become more dangerous as your foes close off the obvious flaws that would lead to their defeat and arm them with futuristic technology. Should you survive until the 9th year of your jump, they will resort to temporal warfare and assassination through retcon. If you don't have some form of temporal defenses by then, this will likely result in a chain failure as you are killed as an infant or cast outside the universe.

Friend of John Constantine (+600) John Constantine considers you a friend. This may seem to be a perk rather than a drawback. He is a clever, dedicated wizard, who has the power of the Constantine bloodline: Synchronicity Wave Travelling, a form of plot-armor that alters or nullifies fate to the will of the user. Masters of this bloodline are called Laughing Magicians,

because they can laugh in the face of God's design, thwarting fate, destiny, and plans both mortal and divine. So why would a friend who bears this power as well as a general education in magic be a problem?

Two reasons; firstly, John Constantine has a great deal of self-loathing, and his use of the Constantine fate-altering bloodline is subconscious at this point. Secondly, John Constantine had a twin brother, a golden boy who died in the womb. In a different timeline, John died and the golden boy lived, mastered his bloodline, conquered the world, ruled as its god-king, became a Laughing Magician, and spent a substantial amount of power and effort ruining the life of John Constantine and all his friends with a Curse of Misery. John has survived the attentions, sadism, and assassination attempts of a Laughing Magician only due to his bloodline, most of his friends have been killed and damned by association with John, and the power that can slay Gods has been pointed at you. Coincidence will never be in your favor, great dangers will find you, and the best solutions to your problems will be hidden from you. This is your life unless you can travel to the Golden Boy's timeline and defeat a fully realized ~~Cegorach~~, I mean Laughing Magician. Be prepared for a dangerous and **miserable** jump.

Scenarios: **Take as many scenarios as you wish and qualify for. In the event you have taken a drawback that seals your memories, you will still be aware of the specifics of the scenarios you must complete in order for your jump to end.**

Uplift: Earth is one of the oddest technological planets in this universe. A random criminal can design and fabricate a physics-defying cold gun, capable of propagating its effect at light-speed and reducing the temperature of its target to absolute zero. Prof. Erdel created his Zeta Tube system, capable of interplanetary teleportation, in the 1950s, then struggled to find funding for his research at a time when the US government was spending billions on the Apollo Moon Landings. Dr. Thaddeus Sivana was driven slightly mad by a world that rejected his genius and inventions, destroyed all records of his work, then built a new home on Venus to research in peace whenever he wasn't causing problems for Captain Marvel. Starman built a gravity-based power system and FTL capable spaceship in his garage, only for his work to be deliberately quashed by Vandal Savage.

For some reason, technology just doesn't spread through the market as it should, and amazing technologies are limited to use by one super-villain or hero without being brought to broader society. Power generation, transportation, weather management, information technology, automation, medicine, and countless other fields could be so much more than they are now with your help. And this ignores the fact that mundane technologies spread beyond first world nations in a rather eclectic manner, with half of India lacking plumbing, and the other half reading about this travesty on their smartphones.

You must fix this madness during your time here. You will not be allowed to move on to your next jump until the following criteria are met:

Firstly, you must use technology or economic influence to increase the standard of living across the world. Every country and every nation (even nations that lack their own sovereign government or a country of their own) must achieve hygiene, health, industrial, and technological standing equal to 1990s America except for communities such as the Amish or equivalents that deliberately shun scientific advances.

Secondly, the United Nations must develop a means of FTL space travel, either through a ship of some kind or teleportation, and reach a status of having one hundred thousand Earth citizens living or working off planet and an Earth Embassy must be built on Mars for diplomatic relations.

Finally, you must take the work of three technological super-villains or superheroes and use them as the basis for a world-altering, non-weapons technology, then manage to bring them to the broader market. Whether you use Captain Cold's cold gun for computer coolant systems, the Star Rod for a new source of green energy, Cranius' work on the Un-men for new organ replacement medical practices, Red Tornado's air-control for a weather control system to end droughts, or take the Joker's Smilex toxin and develop a better antidepressant, the choice is up to you, but your work must improve the lives of at least one hundred million people.

These effects must be a result of your work, though you may start a company, employ others, or work with existing organizations to achieve change. You may not simply wait a thousand years for the march of time to do your work for you.

Should you succeed in your work you will receive the following:

Firstly, you will be able to predict the societal shifts caused by introducing new technologies into an existing country and economy. If you develop a perfect, cheap, and mass producible green energy, you will be able to avoid destroying an oil-based economy or causing a war in the Middle East.

Secondly, you will be able to convince a skeptical world of the truth of your inventions. Just because no one else ever managed to program HIV to destroy Leukemia, doesn't mean your wonder drug won't work. Just because the Maesters are convinced in miasma, doesn't mean your germ theory is wrong. The world at large will believe any truthful claims you make about a new technology or scientific knowledge you've developed or are willing to share.

Thirdly, you gain an inordinate skill with taking existing technologies and adapting them for new uses. Whether using weapons-grade metallurgy like X-ionization to make a cheaper fridge, turning explosives into heart medication, or taking the bad guy's gizmo and using it to make truly instant ramen, if you get your hands on some genius' notebooks, you're sure to develop something new and great.

Lastly, you gain a database that includes the schematics of every tech-based villain that has been arrested by the Earth 16 Paragon and Renegade Justice Leagues, to do with as you please.

Screw the Statute of Secrecy: This is a world of Magic. Earth is significantly more thaumaturgically active than most worlds, to the point that human archmagi can fight toe-to-toe with lesser pagan gods and mid-tier New Gods. However, most people refuse to believe magic exists. Wally West is capable of claiming magic doesn't exist even after being possessed and used as a channel for a Lord of Order and having an Atlantean battlemage (Aqualad) as a close friend, only coming to accept its existence after a great deal of research work on the Garrick Formula with the aid of a Maltusian Power Ring failing to find any chemical basis for the super-speed formula. **Even after Klarion the Witch Boy uses a global spell to kill hundreds of thousands of children, thirty percent of the planet refuses to believe in magic.**

Despite the Catholic Church having come out stating that magic exists and was not inherently sinful except when working for the forces of Hell during the Second Vatican Council, most Catholics and Christians either don't accept magic or treat it as a soul-devouring pagan practice that condemns all who learn it or use it to eternal damnation.

Only two major nations on earth have solid magical traditions and facilities to train top-tier mages, Great Britain and Atlantis, and of those two, only Atlantis does so openly.

An Atlantean biomancer would find it easier to grow lungs to work on dry land than use an air/water conversion spell on his gills and can grow organs or biological augmentations for transplantation from scratch. A warder can do such things as prevent hacking on a server by drawing squiggles on the casing with solder. Magical metamaterials like Jovium have unique physical properties, such as perfect transmission of heat and electricity regardless of distance. Spiritualists can summon dead souls and speak with them. Artificers can make golems of varying power and skills.

This ignorance and suppression of such a useful resource cannot be borne. You must bring magic into broader acceptance by society.

Before you can leave this Jump, you must first bring magic into the public consciousness; such that at least 75% of the world's populace will acknowledge the existence of magic, and at least 60% of the populace have no inherent problem with magical practitioners existing.

Then, you must establish a globally accepted standard of arcane proficiency: a level of education and power in a recognized arcane tradition that can grant an individual certification by the UN as a competent mage in their arcane tradition, as well as a means of standard testing for this knowledge and power, as well as a legal framework to prevent fraudulent or malicious magical use. This certification must include at least three different magical fields, such as enchanting, magical metallurgy, biomancy, warding, artificers, European hermetics, Celtic elementalism, Christian exorcism, spiritualism, and so forth.

Lastly, you must build and staff a series of schools in a nation or nations of your choice (other than Atlantis or Great Britain) capable of teaching magic from total novice to journeyman level, with an optional graduate level course to develop master level mages. It must handle students ranging from post-doctoral adults wanting to learn this new field of study to kindergarteners in an after-school program. You will need to find or develop course material for

your students in any magical traditions you teach and hire or train enough instructors to handle all classes offered. And while your school may be designed to create fully competent mages, you can be sure that law enforcement agencies will want to be able to educate officers and agents in what is possible with magic and how to deal with magical criminals. Your schools' existence must be public knowledge, unlike the hidden White College.

These schools collectively must be able to handle five thousand full time students and twenty thousand part-time students at a time and provide certification in accordance with your UN requirements. How long a full education lasts is up to you, whether it takes a year for a full-time student at age twenty-one or twelve years of after school classes starting from six years old. Your students do not need to match Merlin upon graduation, but they must be capable of more than cantrips and capable of using magic enough that "mage" is a valid career path in most industries.

Once your schools have one hundred thousand graduates, and at least ten thousand are successfully employed for their magical skills either in industry, law enforcement, or research work, your task is complete.

As a reward, a copy of your schools, staffed by magical constructs, follows you on your jumps. It gains an aura that speeds up the learning and magical development of all students who attend, and you gain incredible skill as an instructor of the arcane arts as well as a magical researcher: You can, with a little amount of time, develop new arcane techniques, rituals, and spells to serve your purposes, then teach them to others. With a century of dedicated work, you could develop a new magical tradition with a specialty of your choice or reconstruct an existing magical tradition from a description of its abilities/philosophy and base principles. Lastly, your magical power doubles in strength because of your recent practice in the mystic arts.

Lantern Corps: (Only available to those who purchased a Power Ring or a Power Lantern in a color other than Green)

A Single Lantern is powerful, but a Lantern Corps is a power capable of matching interstellar empires with the might of a thousand worlds to draw on. The Green Lantern Corps does its best to provide law and order to the galaxy, but the Guardians are limited in what they can accomplish due to their numbers, focus on the Green light, and their desire to preserve peace. So, despite having the might to directly face the Reach, Vega, Apokolips, Dominators, and other such foes, they do not do so unless these foes escalate Interplanetary Warfare, often at the expense of their own Lanterns.

While other colors of Lantern exist, there are not currently any Lantern Corps in Universe 16 other than the GLC. You, with your ring and its colour, must build a stable Lantern Corps capable of working on the scale of the GLC; recruiting, training, and equipping new members; growing and operating without your intervention; and will not be leaving this jump until you finish.

However, you likely have a single ring, and your corps will require thousands for its members (and the ability to repair destroyed or lost rings), so your first step will be to track down and recruit two or more members of the appropriate Maltusian successor species or Qwardian Weaponers capable of producing new Power Rings and Lanterns. Alternatively, you could learn to produce rings and lanterns yourself, but you will need to train at least 2 students in performing this task as well. Additionally, you must find or create a Central Power Battery, a task of great difficulty and potentially disastrous if you make a mistake.

With your equipment needs met, you will need a home-world for housing and training new recruits. Whether you convince the appropriate Maltusian Faction to allow settlement on their world, find a sympathetic species to share their home, settle on an empty planet and build it up from scratch, or try building a Void-going space-habitat, it must contain housing enough for the entire Lantern corps, defenses for your Central Power Battery, large-scale facilities for training Lanterns (who must be capable of combat in theatres on a Planetary Scale, relying on constructs kilometers across), the specialized equipment necessary to work with your Light to construct Power Rings and Lanterns, and the administrative facilities required to manage a universal law enforcement organization.

Next, you must recruit and train a barebones staff consisting of the following:

A Clarissi, an administrative Leader capable of making policy decisions regarding the Corps' actions on a broad scale, dealing with follow-up and clean-up actions after major actions such as the GLC's war with the Reach or Apokolips, handling intelligence reports, research, and basically leading the corps in your absence.

An Illustres, the leader of your Honor Guard, or true master of your Light capable of utilizing and teaching the more nuanced capabilities of your rings, as well as being a field commander and leading lanterns in combat or humanitarian actions in the field.

An Instructor capable of training recruits into capable Lanterns. While the full capabilities of a Power Ring can take days to list and decades to master, your recruits need to only master Void Combat, Ring Constructs, FTL Communications and Transportation, and the basics of Investigation and Law Enforcement to be considered minimally competent.

A Therapist capable of working with recruits to mitigate the worst effects of light exposure. None of the colors of the light spectrum result in particularly stable individuals other than the Green Light. Your Therapist should be capable of prevent recruits from delving too deeply into your emotion and helping restore those who do so to a basic level of social functionality.

Once you have these four individuals, you can send your rings throughout the universe and recruit Lanterns for each of the 3600 sectors of the universe. When you can successfully field two Lanterns who have completed basic training in each sector, your Corps is complete.

As a reward for your work, your Lantern Corps will follow you on your Jumpchain, your own skill manipulating your Light will reach master level (if it isn't already at that point), and you will gain the abilities and skills necessary to serve as a Clarissi, Illustres, Instructor, or

Therapist (or equivalent officer) for your corps or any similar large, superpowered law enforcement organizations.

Could have been a Contender (Time Traveler in Renegade or Paragon Timeline only):

The Earth is currently drawing interest from the Reach, Apokolips, Thanagar, and multiple other major space-faring powers. If nothing is done, this will result in the Reach bombing Earth from orbit, killing billions, destroying most of Earth's industrial infrastructure, and leaving it a shattered wreck before the Reach withdraws, allowing Thanagar to establish Earth as a protectorate of their empire.

You have been sent back to prevent this.

How you do it is irrelevant: work for the Light and Lex Luthor to take over the planet and build up a fleet of ships to defend Earth, find proof of Reach infiltration capable of convincing the Green Lantern Corps to act to defend Earth, make a giant rocket and push the Earth somewhere else, expand the Justice League and equip them with weapons and gear capable of defending the Earth in a void war. You will spend the next century working to protect the Earth and its people.

If, at any point, the earth's population decreases by more than 1,000,000,000 as a result of Alien action, you fail your jump. If 25% of Earth's industrial capacity is destroyed by alien action, you fail your jump. If Earth should surrender to the Reach, Thanagar, or any other alien power, you fail your jump.

Should the Earth survive the next century you will receive the following: Firstly, you receive the salvage of a Reach battlefleet and Thanagarian Privateer, including several Reach Scarabs, several score tons of Nth metal, and enough energy weapons and power armor to equip ten thousand soldiers. Second, in future jumps, you will automatically be aware of apocalyptic events that will occur in your home nation or planet in the next century. Third, you gain immense skill in developing defenses and fortifications against space combat, as well as leading fleet assets in combat.

Kneel before Darkseid (Must take "Darkseid's Interest" Drawback): Apokolips is a stain on the universe, it produces no art or music, no philosophers or great thinkers, what technology it does produce is simply the sadistic tools of torture and war that DeSaad decides are needed for his personal use. Its diplomacy is simply the invasion and destruction of neighboring worlds, its immigration is limited to slaves and toys taken in combat. It has no culture other than "Obey Darkseid", and no internal force can or will make it more or better than it currently is.

This pustule on reality's ass is now your problem. Darkseid has decided that you will be made into the newest member of his court or you will die for Darkseid, and the only escape you are going to have comes from the true conquest or destruction of Apokolips, followed by the true death of Darkseid: no mean feat. You will not be allowed to leave this jump until this task is complete.

Apokolips armies are literally fearless, as all emotions beyond rage and all thoughts save obedience have been burned out of the Parademon legions, their numbers are beyond counting, Aero-troopers, Dog Cavalry, Pacifiers, Gravi-guards and more serve the Anti-Life and Darkseid, and you must defeat them all. Their weapons are capable of destroying even the strongest foes, Hellspores can ravage planets, Techno-Seeds can grow incredibly powerful Brimstone servitors from scratch. Apokoliptian armor defends even against godly attacks, and an Apokoliptian daiklave can slay even Old Gods in the right hands.

The Green Lantern Corps attempted to destroy Apokolips and failed, as have all other comers throughout the ages. You must surpass them all, either by becoming strong enough to destroy these armies personally, or by gathering allies capable of fighting on the scale of lesser divines, such as Lanterns, the armies of New Genesis, Reach Scarab Warriors, or Thanagarians armed with enough Nth metal to bury a world.

And should you manage to destroy the armies of this hellhole, then you must still face Darkseid himself, with his Omega beams and the Anti-life equation. His existence is bound to these concepts so even killing Darkseid will be a temporary success at best. You must either work a great work of arcane or divine magic and separate Uxas from his domains and trappings, depowering him enough that a true death could take hold, or destroy the aspects of reality that underpin them.

At this point, you will face a choice: You may take Apokolips for yourself, ascending to the new bearer of the Anti-Life Equation and the Omega Effect, which can be channeled to greatly empower your body and soul so long as you work against the general purpose of Life. The Anti-Life can crush the spirit of all who are exposed to it, save the strongest of wills, and the Omega Effect is capable of conceptually killing all living beings and destroying all substances, and these powers are now yours. Moreover, taking control of Apokolips will grant you the undivided domain of **WAR** as a New God of Apokolips, containing the lesser domains of **Glory**, **Horror**, and **Conquest** that were once divided between Kalibak, Orion, and Grayven. In the future, barbarians and monsters will inherently respect you, and obey you should you demonstrate power that outstrips their own. However, heroes and paragons of civilization will find you abominable should you demonstrate any of these powers, as they are anathema to all who care for the prosperity of life, and the factions that previously abhorred Darkseid will easily shift their hatred to you.

Alternatively, you can cleanse Apokolips, either by destroying it and all who inhabit it, or by somehow conquering a dead fish: dragging the culture and institutions of Apokolips out of the dark and towards peace, prosperity, and life (or at least make them not completely genocidal and capable of something other than wanton murder and destruction). Should you choose this route, you will gain an innate connection to the **Source**, drastically empowering your body and soul so long as you do not work towards the goal of universal enslavement or destruction of life. Any Domains or arcane affinities you possess are enhanced to the extreme, and you gain innate healing powers capable of conceptually fixing any injury, trauma, illness, disability, or curse short of death, regardless of whether the effects are physical, mental, or metaphysical. You gain the ability to empower all soul based or biological powers that you or

others possess that are not anathema to **Life**. Additionally, all who meet you innately recognize you as one who will protect life, at the grand level if not the individual level, until you take such action as to convince them otherwise.

Mobius Double Reach Around (Must Take the "Beyond Your Reach" Drawback): The Reach is an interstellar empire that spawns over a thousand worlds and hundreds of lightyears of space. Their social control and brainwashing are of a level that the Tau Ethereals can only dream of, and they are constantly expanding, using infiltrators to destabilize existing societies or manufacture a c*asus belli* for invasion before taking control, subjecting the citizens of new worlds to various control mechanisms, and slowly crushing all ability to resist out of them, often resorting to mentally-inhibiting drugs if their new "subjects" prove to be too smart to be fooled by their propaganda or too willful to surrender peacefully.

You cannot tolerate the existence of this empire and will not be allowed to leave until the entire edifice is destroyed and the various planets under their control are restored to independence in one form or another. You can support, shelter, equip, and empower existing resistance groups like the Dark Stars. You could build your own fleet and army to bring the Reach to War. You could infiltrate the Reach and launch a coup, then slowly dismantle the mechanisms the Reach uses to control its populace, or you could use Starro Mind Control technology to control the existing power structure into doing so for you.

Do not expect any armed conflict to be easy, as Scarab Warriors are almost as strong as the average Lantern, and the Reach can field them in far greater numbers than the 7202 members that serve the Green Lantern Corps, as well as multiple massive space fleets with cruisers numbering in the hundreds. Even if you manage to gain an army capable of facing the Reach, dismantling its armies and defenses will be the work of decades, if not centuries.

Do not expect infiltration or assassination to be easy either, as the Reach specializes in such subtle forms of conflict and are constantly on the watch for anyone who would use such tactics against them and are perhaps the single faction most adept at the warfare of false diplomacy, soft infiltration, poisonous deals, and silent deaths.

Should you manage to succeed in this endeavor you will gain multiple rewards. Firstly, you will gain a societal truth sense, being perfectly capable of identifying propaganda and mass media-based exaggerations as well as identifying the truth behind any claim made by a government or established organization. Additionally, you will have no problems in convincing others of the truth, regardless of the existing reputation of said government or organization. Additionally, you become an expert in asymmetrical and guerilla warfare, gaining a special ability to identify how to cause harm to the stability, credibility, or solubility of an existing power structure. As Large-Scale Warfare is more an exercise in Logistics than one in Tactics, you'll make any foe you face hemorrhage money and resources until they can't afford to arm their soldiers with a rock.

Raising Hell: Hell and the afterlife exist.

Stop.

Think about the ethical implications of this: **Hell and the afterlife demonstrably exist.**

Do you allow ethnic or religious cleansings to proceed, knowing that the victims will be guaranteed a spot in Heaven? Do you oppose the death penalty because an executed criminal is a new damned soul to empower the forces of Hell? Do you murder any missionary you know to prevent the spread of monotheistic religions, because someone who hasn't converted to Christianity, Judaism, or Islam can't go to Hell? Do you spread Hellenism or Buddhism in an attempt to prevent eternal suffering at the cost of also preventing eternal bliss? Is any atrocity worth focusing on while Hell still exists?

Anyway, in the words of Al Pacino as the devil: "Who, in their right mind, Kevin, could possibly deny the 20th century was entirely mine?... It's my time now." The forces of Hell have worked tirelessly to expand their power and influence, and despite setbacks like the first death of the First of the Fallen, they are finally reaching the point where Hellish forces are capable of broadly influencing the world. Satanists even run the British government (but what else is new, am I right? ba-dum-tish).

You have been tasked with curtailing the influence of Hell by performing two tasks. Firstly, you must collect evidence of the perfidious nature of the Crown and British Parliament, bring it to public attention, and arrest/detain/kill the 95% of parliament complicit in demon-worship, cannibalism, gratuitous torture, and pedophilia, the upper levels of bureaucracy, and the Crown, and help ensure that Britain keeps running until new politicians can be elected and new civil servants can be appointed, politicians and civil servants who are not also servants of Hell.

Secondly, you must bring true death the First of the Fallen, and the six Demon Lords who empower Sabbac: Satanus, Aym, Belial, Beelzebub, Asmodeus, and Craties. Each is a great sorcerer and warrior, each has immense resistance to magic both terrestrial and heavenly, and each commands legions of demons great and small in Hell, as well as cultists on Earth capable of potentially opening portals to allow those legions to wreak havoc on Earth.

The weapon designed to bring a death of power to Demon Lords and the First of the Fallen is currently held by the forces of Hell, but enough investigation and searching could find the Sword of the Second and Third. Alternatively, if you wait for the next Sabbac to be empowered, he will be granted the sword to slay Captain Marvel. But the sword is not particularly necessary, so long as you can source a weapon capable of laying conceptual death upon foes on the level of mid-tier and upper-tier New Gods.

Finally, once you have either invaded Hell to slay the First and his six demon lords or managed to trick them into coming to Earth and slain them there, you must face the final force that might lead Hell into a grand new age: the Demon Constantine.

Formed from half of John Constantine's soul, a healthy splash of Hellish power, and all the malice and spite that could come from a man who committed murder before being born, the Demon Constantine is not as strong as a Demon lord, but in many ways, he is *far* more dangerous. This demon is far more clever and devious than an actual Demon lord, educated in sympathetic and probability altering magic innate to the Constantine bloodline, ruthless as only a mortal can be, lacking any real pride that would constrain his actions, and willing to do almost anything to prevent you from destroying him like you destroyed his bosses. Your only consolation is that he is not at the level of the Laughing Magician. He will attack you, your friends, your family, use hostages, commit war crimes, unearth forbidden magics or world-ending technologies, and has a supernatural sense of when danger approaches him. Until he is well and truly dead, your task is not complete, but have fun actually killing him while any other demon or damned soul still exists to take the blow for him.

As a reward for your work destabilizing the forces of Hell and preventing their work on Earth you gain the following. Should you have found the Sword of the Second and Third, you will be granted a god-slaying weapon of equivalent power. You gain an innate sense of how to rip and tear demons apart with whatever weapons, skills, or equipment you have at your disposal, and grow stronger with every demon you kill, as well as a purifying touch that erases demonic miasma and closes portals to Hell. You can innately sense the character of politicians and administrations: no cannibalistic pedophile will hide in plain sight when you are around. Finally, any member of a heavenly faction innately recognizes you as an informal ally until you take some action that makes them your enemy.

Alternatively: You may work with the forces of heaven to make hell obsolete. This will involve perfecting their current prototype Repentance Vessels. The vessels serve as a Matrix-style virtuality that "guide" a sinner to redemption by having their sins and flaws explained to them or having them live lives that are designed to induce character growth, until not only do they truly regret their sins, but are of a mentality that will see them never sin again. The work is groundbreaking psychology and arcano-technology. It is the most nuanced and advanced implementation of the Source that Heaven has ever attempted, and the work has been progressing slowly for centuries.

However, not all of Heaven is unified behind this plan to make Hell obsolete. One of the Angel Kings believes that humans (and all free-will bearing mortals) are inherently flawed and not worth redeeming, that all suffering in Hell is just, and that forgiveness can never be earned or deserved by those who need it. As angel's lack free will, this means that all of his subordinates (about a quarter of the entire angelic choir) agrees with him. Should you join in this project, then your work will be subtly sabotaged, and then not-so-subtly sabotaged as demons *somehow* manage to infiltrate the Silver City to attack you and destroy your work.

Should your research progress despite this sabotage, and not manage to expose those working against Heaven's aims, then you will eventually be accused of treason against Heaven,

with all of the host rising up as one to separate your soul from its physical form and lock you inside one of the Repentance Vessels you have been working on. And should this not stop your work, you will eventually be assaulted by one of the Angel Kings with his full might, the power of the Source allowing him to warp reality on a grand scale in his attempt to fight you. He and all of his subordinates will be capable of instantly returning to the Silver City (regardless of any restraints you place on them) and heal from death and any injury in the process. This will require you to either convince the other three Kings to side with you against their brother, or finding a god-slaying weapon to deal with your foe permanently, before talking the remaining Kings around to your side in the aftermath.

Should you survive all of these attempts on your life and still manage to complete your work designing the Repentance Vessel, then you will have earned or developed the following. Firstly, you receive a god-slaying weapon equivalent to the Sword of the Second and Third, as if you had gone to war with Hell. Secondly, you will learn to work and produce results, navigating politics and sabotage from within social systems such that even when working on a project that your own superiors are trying to torpedo, you will swim rather than sink. Lastly, you will have a dozen completed Repentance Vessels, capable of holding any soul that you can defeat and place into the vessel. They will, over the course of 10 years, slowly redeem all beings of sin save those that are constitutionally incapable of either learning right from wrong, behaving in rational self-interest, or experiencing any form of empathy or sympathy.

At its base, redemption via this vessel means that they will not treat other people as things, though there is more to redemption then that. While they will still be able to feel all emotions available to them beforehand, they will no longer be overwhelmed by any emotion to the point of acting maliciously or without regard to the well-being of others (so while they may still feel anger, their anger will never lead them to strike another unless they would also willingly make the blow while calm, and while they may enjoy a glass of wine, alcoholism or its ancillary destructive behaviors will not touch them) And you will also receive the knowledge to construct more of these vessels on your own, though doing so will require a great deal of holy power.

Note that both routes can be taken and both award sets earned, in either order

Crisis of Infinite Jumpers (Requires Paragon Timeline): The fact that Paul exists in multiple timelines across the local multiverse as refractions of the same original being from Earth Prime, rather than as independent reflections from across the multiverse, is one of those metaphysical oddities that doesn't matter to most people and matters a great deal to a small number of them.

Now, rather than the continuum of Paul's existing across the local multiverse, you, Jumper, are refracted across the multiverse, with Paul being removed from the Jump entirely (As such, you cannot take the drawback **Supplementary Reading**). A countable infinite number of versions of you, all metaphysically linked and of mostly-similar nature will be inserted into the local multiverse, never more than one in a given timeline. Each version will have a general

reflection of your powers and purchases in this document. Only one version of you will be inserted into a given timeline. If you are a Lantern, for example, expect many Jumpers with Lanterns of different colors, varying levels of skill, and supplementary gear or skills to be seeded across the multiverse. If you are a New God, expect a pantheon of varying domains with gods of varying levels of strength. If you are a Metahuman, expect a collection of heroes and villains of different powers. However, as a cost of this refraction, your supernatural powers and perks from other jumps will be temporarily suppressed, and your possessions and Warehouse will not recognize you are their proper owner, denying you access to them as well.

Unfortunately, one of the people most interested in this phenomenon is Krona of Maltus, the man who tried to witness the creation of the universe and accidentally created entropy. With total disregard for the consequences or your own consideration, he will notice your entrance into this multiverse, the refracted nature of your being, and will spend a year or two observing the many iterations of Jumper across the multiverse. Then, he will begin kidnapping various versions of you from across time and space, starting with the weaker versions of you, and making his way up to the "proper" version of you, the version in the **Paragon** Timeline. He will attempt to kidnap you as well, and there is no-where in the local multiverse you can hide from Krona for long. Should he succeed, you will be bound alongside your paradox-refraction brethren in his home base outside of normal time, as he aligns his tuning fork and dimensional technology around the resonance between you and your doppelgangers. If you are not rescued or fail to escape within 30 days of subjective, local time, he will attempt to use you as a focus to, *once again*, witness the birth of the Universe, which will kill you, end your chain in failure, and destroy the entire local multi-verse.

To survive, you must either evade Krona's attempts at capture for the remainder of your jump, or assault his stronghold at the Vanishing Point and kill or apprehend him, rescuing your brethren. Son long as he is free, Krona will send ever larger and more powerful swarms of man-hunter robots after you, using his studies of your paradox duplicates to slowly develop counters to any abilities, technologies, or allies you develop. In his base, Krona's mastery of time and space allows him a great of control over time and space, making him immensely difficult to kill or capture, granting him effectively infinite paradox-born resources, and a great many esoteric means of capturing you, even without considering his mastery of the Emotional Spectrum.

However, should you manage to survive until the end of your jump, whether by evading capture or defeating Krona, your experiences with his temporal assault will result in you becoming a figure outside of time similar to the Time Trapper, a being with limited immunity to manipulations of the time-stream, capable of understanding the tangle skein of time in whatever universe you find yourself in, as well as capable of manipulating time, space, and timelines in vague but powerful ways.

Should you manage to not only survive Krona, but overthrow him, you and your duplicates will have a chance to conference and exchange pointers. Whatever you believe to be the core of your power, your duplicates will all have explored in different ways, collecting magics, technologies, techniques, or insight in a broad variety of ways, which they will happily share any version of themselves who has not deviated with their original morality to an

excessive degree. As such, expect a massive increase in the skill and breadth of whatever power or abilities you consider the core of your purchases in this document.

And, lastly, as you return to your home or move on to a new Jump, you will have the satisfaction of knowing that you didn't allow a countable infinite number of beings across the multiverse die simply because your foreign nature appealed to the original mad scientist of this universe.

Ending

You have survived 10 years (or longer if your scenarios dictate it) in one or more of the timelines of With This Ring, any non-universal drawbacks that you or your companions purchased are now resolved and you have a choice to make.

You may **Stay Here**, ending your jumpchain and settling down in your new universe. Any extra-universal travel ability that was previously limited by Jumpchain fiat will now allow you to travel through the extended DC multiverse.

You may instead choose to **Go Home,** returning to the universe of your first birth with all the powers, abilities, and items you purchased in your Jumpchain.

Lastly, you may choose to **Jump Onwards**, continuing your Jumpchain in another world in your ongoing pursuit of an Old Planeswalker Spark

Changelog: 1.1:

Clarified the Fatherbox item to specify purchase allows a choice between Motherbox or Fatherbox, included a caveat that the AI is loyal to the Jumper, and specified that all soul interactions by the box are inferior to those possible through Nature of the Soul.

Clarified that multiple scenarios may be taken.

Updated “Reach Around” Scenarios name to Mobius Double Reach Around.

Added Thanagarian and Tamaranean races.

Added Alien origin

Redid Meta perk-line

Moved Superpowers to their own section, broadly expanded the powers available.

Made clarifications to the Power Ring item on colors available and that replacements will be made available to rings lost to a superior bearer

Made a change to the New God origin to specify that non-New Gods may gain divine power, but those powers will grow less quickly than a New God origin’s powers.

Added a Friend of John Constantine Drawback.

Changelog 1.2

Numerous grammatical fixes

Specified that Angel moral requirements are not incredibly harsh and that they do not hold in future jumps.

Clarified that Jumpers can purchase multiple **Domain**s, and that completely opposed domains will conflict with one another.

Clarified that **Nature of the Soul** doesn’t hinder awakened mortals in their pursuit of new skills/powers/personality traits that are divorced from their new domains.

Clarified that **Magical Tradition** can be purchased multiple times.

Read my History now gives similar knowledge in each future jump setting.

A World with a Yellow Sun now designates a “home” for Drop-in origins based on starting location.

The best **Fruitcake** in the universe is now free, with the **Asteroid** replacing it as the 100 CP item for the Drop-in origin, and **Magical Metamaterials** as the new 200 CP item for the Drop-in Origin.

Power Ring now has fiat backed replacement and recovery rates faster than normal fiat backed items, as well as a general description of the seven basic colors and their unique powers, and an

included macro to fuse seven rings containing the entire basic spectrum to form a fiat backed White Power Ring.

Power Lantern now has a fiat backed replacement and recovery rate faster than normal fiat backed items, an explicit removal of any limits on number of recharges in a specific time, fiat backed separation from any Central Power Battery, and a clarification that any color may purchase a Lanter equivalent power source, even colors that do not normally have such sources, like White and Black rings.

Wards now include Spell-Eater amulets and can be pre-installed on any fiat backed property the Jumper owns.

Seed Cash is now replenished in each jump.

Research Notes now has much greater clarification on what is included and how they could be used.

Future Wikipedia now updates for future jumps

Added Clarification to **Super Strength**

Remained **Heat Vision** to **Heat Blasts,** and added clarification to **Heat Blasts**

One Purchase of **Spell-Eater** is now available free to Thanagarians

Elementalism now includes clarification that power will not match Red Volcano's extinction event level powers.

Psychic now includes a general level of power and skill.

Your Own Justice League allows you to import six companions, for 50 CP each instead of a general purchase of six imports for 400 CP

Crossover Additions allows you to import more companions beyond your first 6 for a higher cost.

Paul or any of his multiverse doppelgangers can now be purchased as a companion

Drawbacks **With What Ring?, Supplementary Reading,** and **Fated** added to list

Added an **Ending** section

Changelog 2.2

Renumbered this version based on what it should be for semantic version update methodology. Prior versions should be named 1.0 ->2.0->2.1->2.2, following the idea that updates that remove backwards compatibility should be considered major changes, and all other substantive changes should be considered minor.

The **Uplift** timeline has been added to minor timelines and clarified that starting timelines are limited to timelines with a native Paul insert.

Drop-in origin was clarified to include extra-universal travelers from other DC universes (like Ubergirl) or Wilson (like Sunset Shimmer). If you wish to be a **Drop-in** with a background in the broader setting of WTR, then it is recommended you flesh out your background based on your purchased race and perks.

New God origin was clarified to also include demigod, demi-primordial, and other potential divine/physical states of being.

Tamaranean race was minorly edited

Angel race was minorly edited

Gave a specific rule on what technology could be taken for **Research Notes**.

Minor Change to the Location text.

Domain's rules on interference between domains were lessened and ambiguated. Rules prohibiting the purchasing of conflicting domains were removed.

Meta item tree is changed. **Utility Belt** is gone, with **Set of Wheels** moving down in cost and **Lesser Hero Dial** taking the new 400 CP slot

Alchemy gained clarification regarding new research times

Meta origin gains a stipend to spend on the Powers section

Free item **GNU Terry Pratchett** added

Time Sphere can now move between local timelines

Clarified the discounts on multiple purchases of **Expanded Metaphysique**.

Nth Metal Stockpile grants additional, refined, unshaped Nth metal at the beginning of all future jumps.

Martian/Kryptonian Colony Package can now be upgraded to a military package for an additional, un-discountable fee.

Heavenly Host or Demonic Legion drawback was expanded to extend beyond death

God Save the Queen now includes ending a jump in custody as a chain failure.

Clarified the Source and similar entities for **Blessing of the Divine**

Clarified power limitations for **Plastic Surgery**

Added notice regarding nation of origin for in-jump backgrounds to **Location**

Added a note about gender being set to female for all jumpers who choose Themyscira as their nation of origin in **Origin**.

Angels, Demons, and New Gods are now required to take the Drawback **Kryptonite** for the substances of kaahuite, holy power, and radion respectively. Also added a clarification that any

weakness purchased will be available in your starting timeline, even if you pick Kryptonite and start in a Marvel timeline.

Added an Alternate Route to the **Raising Hell** scenario

Altered **Bound to Serve** to have the drawback still function in non-DC timelines.

Added the **Was It Prehensile?** Toggle to allow you to meet Sunset Shimmer even if you aren't in the Renegade Timeline.

Magical Tradition may be used to purchase bloodline gifts as well as education in a magical tradition.

Crisis of Infinite Jumpers scenario was added.