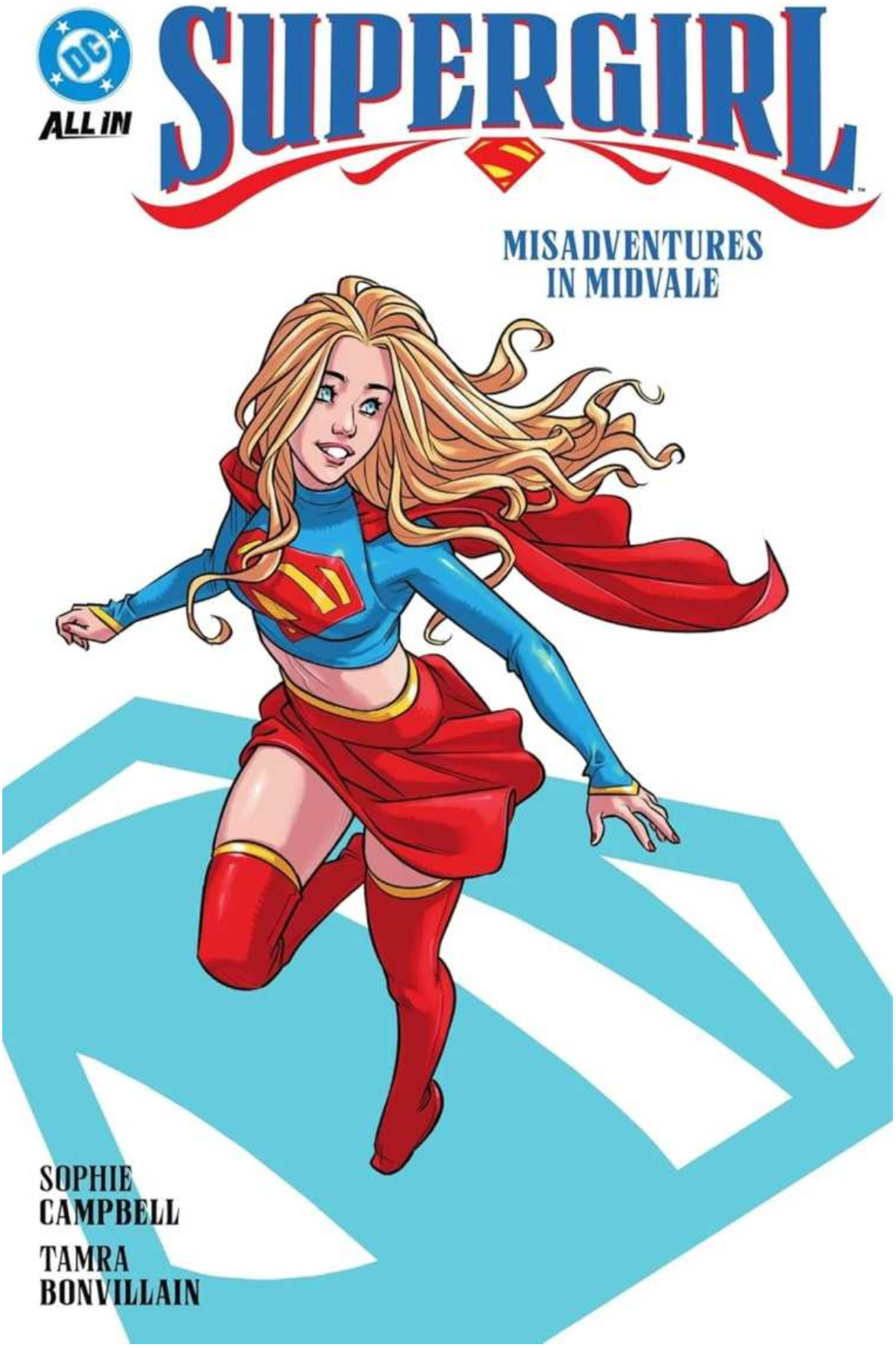
Supergirl (ALL IN) Jumpchain



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Welcome to Earth-0 of the DC Multiverse. Following the events of *Absolute Power*, the balance of the DC Universe has shifted once again. Heroes have reclaimed their powers, old enemies are seeking new paths, and the House of El stands at the center of a world struggling to decide what tomorrow should look like. Kara Zor-El has returned to her hometown of Midvale, with all her memories of each iteration of her past spinning in her head. Now taking a chance to reunderstand herself among family, friends, bizarre Silver Age oddities, magical threats, giant monsters, super-science, and a fair amount of emotional baggage. It is a hopeful world where compassion can redeem monsters, goodness can reshape reality, and even the strangest superhero antics somehow become part of everyday life. Between Alien threats, dark mirrors, and the ever-present possibility of another Crisis, you'll need all the friends and help you can get. Take 1000sp and have fun.

Origins

Can choose your gender and age as you please.

Drop In

No history. No baggage. You simply appeared in this universe and began making your own story. Whether you become a wandering adventurer, a government agent, an unlikely hero, or something stranger, you're free from the expectations that bind everyone else.

Super

You're one of the people who make the world brighter simply by existing. Whether you're a Maid of Might, a Man of Steel, or another hero inspired by such. You are someone who embodies hope; your greatest strength has never been your powers alone. You inspire others to stand beside you, to become better versions of themselves, and to keep fighting even when all seems lost.

Smart

Brains save the day just as often as brawn. You might be a scientist of Krypton, a genius clone, or simply someone whose curiosity refuses to accept impossible as an answer. Whether building impossible machines or unraveling ancient mysteries, you'll often find that preparation beats raw strength.

Species

Human (Free/Varies):

You are a plain jane human. Normal around here, but 'around here' is pretty special. You are naturally more durable than humans in other, more mundane worlds, and have great potential for physical and martial might, with members of your species able to punch through walls and steel, or become swift enough to dodge bullets and outspeed explosions with enough training and effort. In large groups, the collective human unconscious can also create some pretty amazing stuff, but that doesn't mean much for the individual earthling.

For a higher purchase, you are a metahuman. Special abilities are common here and can come from all sorts of strange sources. The specifics of your abilities may vary, but either way, you benefit from both your unique abilities and the benefits humans get. Your ability can be almost anything you can think of. A 100sp power will be simple and basic amps like Luna's sensory. For 300sp your power could be as destructive as Titano the Super Ape, able to end a city with some time. For 400sp, you abilities would let you get the better of a newbie Kryptonian, on the level of Thunder Girl or Rust.

Cursed Sealife (-100sp):
This is a strange one. Once a normal sea creature swimming off the coast of a midwestern town, you were struck with a magical curse, gaining human intelligence and a more humanoid form. You can breathe on land and underwater, have the proportional strength of a shark person, and can control the movements and give simple commands to creatures of the same species as you.

Sea Hag (-200sp):
You are one of the magical fae known as Sea Hags, creatures equally at home within the oceans and the hidden realms of magic. Your body is naturally resistant to mystical energies, allowing you to survive environments and curses that would cripple others. You possess innate aquatic adaptations, talent for witchcraft, and an affinity for enchantments, illusions, and hexes that only grow stronger with practice.

Daxamite (-300sp):
Genetically close to the Kryptonians, Daxamites possess nearly identical powers beneath a yellow sun. Unlike Kryptonians, however, your physiology struggles to maintain multiple abilities simultaneously, forcing you to consciously choose which power is currently active. While this limitation greatly reduces your versatility, each individual power functions at full effectiveness. Rather than being weak to Kryptonite, exposure to lead will weaken you and rob you of your powers, eventually killing you through lead poisoning.

Kaiju (-300sp):
A titan of this strange world. Your body is massive, standing anywhere from 10 to 50 feet tall, with the immense strength, durability, and resilience to match, able to casually wipe out skyscrapers and city blocks by strolling, and withstand blows that could rend entire cities. Your exact appearance may be chosen freely: reptilian, insectoid, crystalline, plant-like, or something stranger still. This form may include one signature supernatural ability, such as atomic breath, sonic roars, kryptonite vision, or adaptive regeneration.

Kryptonian (-400/200/800sp):
You hail from Krypton, one of the most powerful species in the universe. When your body has absorbed yellow sun radiation, you possess phenomenal physical strength, flight, heat vision, freeze breath, high-speed healing, microscopic, x-ray, and telescopic vision, incredible senses, and near-invulnerability, all of which steadily improve over time through constant solar absorption.

For a 200sp discount, you may instead become a Kryptonian animal, such as a dog, horse, cat, rabbit, or similar creature, with all the same abilities, but lacking the growth over time that the humanoid variants can claim.

For 800sp total, you may become a truly unbound kryptonian, born of a pre-crisis universe like Superboy Prime, and benefiting from all the insane and crazy feats of power demonstrated in the modern era. Shattering infinite sized higher dimensions is a casual swing for someone on your calibre. You seem to have all sorts of strange abilities on top of the kryptonian standard, like changing your face, projecting mini clones of yourself or super ventriloquism. You are the Crisis.

Location

You may begin wherever you want in Midvale, USA.

Perks

Take -50% for each perk under your origin, with 100sp perks being free.

General

Pretty Super (Free):

Not every gift has to save the world. You possess an effortlessly attractive appearance that naturally complements whatever body type and personal style you're going for. Even people who normally wouldn't be interested in you tend to recognize your beauty. Your hygiene, posture, and fashion sense will naturally and consistently be good.

Yuri Harem (-200sp):

Kara has an odd habit of surrounding herself with fascinating women who quickly become close friends and trusted allies. You possess the same irresistible social gravity, naturally attracting kind, competent, and attractive individuals who genuinely enjoy spending time around you. Relationships still require effort, but misunderstandings are easier to overcome, jealousy is a rarity, and you'll frequently find yourself meeting exactly the sort of people who could become lifelong companions.

Cyborg (-300sp):

Your body has been extensively enhanced with cutting-edge cybernetics. These upgrades can respond automatically to deploy weapons, armor plating, sensor arrays, medical systems, additional limbs, laser beam weapons, or countless other modular tools, with enough internal power generation to sustain them indefinitely.

Magic (-300sp):

You are a true blue-blooded mage, able to manipulate the fragments of creation to create effects through the process known as magic. You can cast spells by using some form of focus, like a staff, a wand, or specific words for a spell. Through magic, many effects can be created, like elemental effects, barriers, and almost anything else.

Moon Psychic (-300sp):

Your senses read emotions as colored auras surrounding peoples heads, allowing you to read moods and emotional states at a glance. With concentration you may communicate telepathically, perform psychometry by touching objects or locations, and gently read surface thoughts or memories from willing or unsuspecting minds alike.

Your psychic powers also extend into the Astral Plane, allowing you to shape ectoplasmic matter into simple constructs. These ghostly creations can range from floating tools and barriers to animals or even convincing humanoid copies, though maintaining larger or more complex constructs requires increasing concentration and mental stamina.

Pink Ghost (-400sp):
When Krypton exploded, countless restless spirits became intertwined with its shattered remains, their essence drifting through space alongside fragments of Kryptonite. Somehow, you have inherited the same strange condition. Your body is composed of stable ectoplasm, granting immunity to mundane physical attacks while allowing you to become intangible, invisible, or float effortlessly through the air at will. You have also gained an ability related to the form of Kryptonite your form has been based from, such as inducing love with pink kryptonite, rage with red kryptonite or poisonous radiation from the standard green stuff. You still need to watch out for powerful magic, special techniques, or specialized ghost-hunting tech. You can regain your corporeal mundane form at will, while still maintaining your kryptonite powers, even able to grow the crystal from your body at will into crude weapons or armor.

The Innerverse (-400sp):
A dimension of evil, existing on one of the atoms in your brain, where one's inner darkness can manifest as monsters, a gruesome landscape, and images of one's dark moments and history. With your mastery of this truth, this can be controlled to manifest such emanations into the real world, bringing forth your monsters or changing the landscape to yours. Beyond that, you can bring any mental or psychic battles into this space where your physical power can be brought fully to bear.

Drop In

Nuclear Parent (-100sp):
Somehow, you've mastered the impossible balancing act of raising extraordinary people while living an extraordinary life yourself. Whether you're offering heartfelt advice, embarrassing your children in public, or patching them up after another disastrous adventure, you always seem to know exactly what they need. Those under your care develop quickly and healthily, recovering from harm physically and mentally faster than normal.

Great Detective (-200sp):
You possess the observational talents of one of the world's finest investigators. Tiny inconsistencies leap out at you, crime scenes practically tell their own stories, and you can reconstruct events from seemingly insignificant evidence. Few mysteries can remain unsolved for long under your scrutiny.

Martial Shadow (-400sp):
You are a genuine master of hand-to-hand combat, easily standing shoulder to shoulder with the skilled martial artists on this Earth. Like many such martial artists, your eye for technique

borders on the supernatural. Upon seeing a style or martial maneuver a handful of times, you can understand its principles, breaking it down and replicating it yourself. Physical limitations still apply, but your understanding of how others move and fight is supreme.

Task Force Z (-600sp):
You possess no singular superpower, yet you've become the sort of person superheroes and villains alike learn not to underestimate. Through preparation, planning, psychological manipulation, gadgets, and clever tactics, you can reliably threaten opponents many times stronger than yourself, comparable to those like Amanda Waller and Bruce Wayne.

Super

Miss Popularity (-100sp):
Hope is contagious, and so are you. Your genuine kindness, optimism, and willingness to help others make people form positive first impressions almost immediately. Even diametrically opposed critics find it difficult to remain hostile unless you are directly getting in their way.

Heart Unbroken (-200sp):
Your heart is remarkably difficult to corrupt. Mental domination, emotional manipulation, despair, fear, rage, and supernatural attempts to twist your personality all find their effects lacking. This is further increased through the bonds you've made throughout your life, the memories of your loved ones breaking through almost any form of control.

Redeemer (-400sp):
Very few people are truly beyond saving, and you possess an extraordinary gift for reaching those everyone else has abandoned. Through empathy, patience, and unwavering conviction, you can gradually break through years of hatred, manipulation, or despair to reveal the better person beneath. Turning an enemy or stranger into an ally is only a matter of time and proximity when it comes to you.

The Story of Superjumper (-600sp):
Heroes are more than flesh and blood: they are symbols. As long as others continue to believe in hope, justice, or simply in you, that belief becomes a tangible source of supernatural power that reinforces every aspect of your being. Against overwhelming evil, impossible odds, or enemies vastly beyond your normal abilities, you can draw upon this collective hope to reach beyond your limits, keeping up with foes far beyond your normal means. Alongside this, the hope of the world is a suitable alternative to any other energy source needed for your powers. You represent something greater. This also lets you use Hope in the world as an alternate source for any of your powers.

Smart

Taking Refuge (-100sp):
Whether trapped inside a bottled city, stranded on an alien world, or dropped into an entirely unfamiliar culture, you adapt with surprising speed. You quickly learn local customs, develop routines, and overcome the stress of unfamiliar environments without sacrificing your own identity. New homes never remain strange for long.

Living Database (-200sp):
Your memory is completely eidetic. Every paper you've read, every experiment you've witnessed, and every equation you've solved remains perfectly organized within your mind, and you can draw on this information whenever you need.

Exploit Analysis (-400sp):
Every system has a weakness, and you are just the one to find it. With enough time observing, you can note weaknesses in just about anything. Structural flaws, biological weakpoints, psychological traumas, engineering oversight, verbal loopholes, and more. Defensively, you can also note these things in your own work, making them easy enough to address.

Science from the Stars (-600sp):
Your intellect stands alongside the greatest scientific minds in the universe. Kryptonian engineering, interdimensional physics, advanced robotics, exotic energy manipulation, genetic engineering, miniaturization, portal technology, anti-superweapon design, and countless other impossible disciplines are all within your grasp. With enough dedication, there are very few effects you can't reproduce through technology.

Items

Take -50% for each perk under your origin, with 100sp items being free.

General

Hero Costume (Free):
An exceptionally well-made costume that automatically repairs itself, cleans itself, and adapts to changes in your physique. It provides modest protection against impacts, heat, and environmental hazards while somehow always remaining comfortable to wear. No matter how often it's destroyed, a pristine replacement appears in your warehouse the following day.

Turquoise Kryptonite (-100sp):
A curious crystal of Turquoise Kryptonite, one of the stranger mutations produced by Krypton's destruction. Exposure transforms the target into a fully aquatic merfolk, complete with a powerful tail, the ability to breathe underwater indefinitely, greatly enhanced swimming speed, and resistance to the crushing pressures of the deep ocean. The transformation wears off in about half an hour, but can be reapplied as many times as needed.

Ensorcelled Sharksword (-100sp):
Fashioned from the enchanted bones of an impossibly ancient sea beast, this weapon carries potent magical power within its jagged blade. It effortlessly harms ghosts, spirits, magical creatures, and other beings that normally ignore mundane attacks, while remaining every bit as effective against physical opponents. The weapon is exceptionally durable, always returns to you if lost, and may freely alter its size to suit its wielder.

The Yellow Ring of Nor-Kann (-200sp):
A yellow Energizer ring built by Nor-Kann, a Kryptonian scientist from before the planet's fall. After being sealed in the Bottle City of Kandor, he developed technology to allow him to use the powers of a Kryptonian while in the bottle by magnifying background yellow sunlight a million times. The ring you receive works in a similar way, granting you normal levels of power when you should have none available.

Charm Earring (-200sp):
Carved from pink kryptonite, this earring serves as an unsubtle form of romantic enchantment. While worn, individuals you find genuinely attractive become significantly more receptive to your attention, naturally viewing you in a more favorable and appealing light. You may turn this earring into a different piece of jewelry if you prefer, the striking pink gemstone always standing out.

An Escape Rocket (-200sp):
A Kryptonian escape rocket similar to the one that once carried Kara Zor-El across the stars is now yours. Compact enough to be stored away when not in use, it unfolds into a fully functional interstellar spacecraft, equipped with Kryptonian automated control, advanced sensors, life support, and faster-than-light travel. It is astonishingly durable, capable of atmospheric flight without damage, and can comfortably house one or two passengers for extended journeys. Between jumps, the rocket maintains itself with navigation data of the local universe.

Super Material (-400sp):
You now own a sizable shipment of Lesla's programmable matter, called Super Material. This state-shifting stuff can be shaped into anything, from supersuits to weapons, or even artificial beings with consciousness if you use a lot of it. You get about a shipping container's worth, enough for 2 living beings. You get another shipment every month.

Bottle City (-600sp):
You possess an entire Kryptonian city preserved within an advanced stasis bottle. Inside lives a thriving civilization complete with homes, industries, archives, laboratories, and countless experts eager to rebuild their future. The city may safely expand to full size in any suitable location under your control, and can always return to miniature form if threatened with total destruction.

Drop In

Emergency Go-bag (-100sp):
Every capable operative keeps supplies close at hand. This inconspicuous duffel bag always contains fresh civilian clothing, survival equipment, first aid supplies, forged identification, communication gear, and several days' worth of provisions appropriate to your current world. Anything consumed is quietly replaced overnight. The best part is, you will find this bag at any safehouse or hideaway you find yourself holding up in.

Bionic Limb (-200sp):
One of your limbs has been replaced with an advanced cybernetic prosthetic equal to the finest work of the DEO or LexCorp. It is stronger and more durable than the flesh it replaces, while containing hidden compartments for tools, scanners, communications equipment, medical injectors, or compact weaponry of your choosing. The limb interfaces perfectly with your nervous system, feeling as natural as the original, and may freely integrate new technologies you acquire. You also receive blueprints of how to make more.

Safehouse (-400sp):
Every operative needs somewhere to disappear. This secure residence is hidden behind multiple layers of false identities, supernatural wards, and legal ownership, making it exceptionally difficult to discover, even through magical or technological means. Inside are comfortable living quarters, an armory, secure communications, surveillance equipment, escape tunnels, and enough supplies to support you and several companions for months. It also seems like secret identities are absurdly hard to expose while operating from this location.

Black Suits (-600sp):
Someone, somewhere, keeps approving impossible funding requests. You possess access to an extensive intelligence organization complete with trained personnel, covert transportation, safehouses, surveillance satellites, legal cover identities, and a steadily replenishing operational budget, all just a phone call away. This is enough force to protect an entire midwestern American town.

Super

Colour Shifting Comb (-100sp):
This seemingly ordinary comb is a surprisingly sophisticated cosmetic device. A single pass permanently changes hair color, highlights, texture, or styling until intentionally altered again, with completely natural results. It can perform the same function on fur, feathers, and similar body coverings.

Shield (-200sp):
Kryptonian Armour similar to the kind Clark was sent with as a child in the New 52 Continuity. This shield can be placed on the chest, spawning an entire suit of advanced skintight armour. This armour helps its user sustain and stabilise their internal energies, protecting the user from personal instabilities of the body, mind and souls.

Robot Double (-400sp):
An advanced android duplicate built to perfectly imitate your appearance, mannerisms, and even a few of your more basic abilities that can be easily replicated by tech. It can convincingly maintain your secret identity, attend social events, or even assist you in battle with some direction. The robot steadily tries to upgrade itself alongside your own abilities, making use of the technology of the current jump, hoping it will be able to contribute in at least some way.

Fortress of Solitude (-600sp):
A magnificent crystal sanctuary hidden from the world through Kryptonian science. Within are automated defenses, fabrication systems, medical facilities, archives of Kryptonian knowledge, holographic teachers, laboratories, comfortable living quarters, and a loyal AI caretaker similar to Kellex who oversees the fortress in your absence. The Fortress updates itself in each new jump with appropriate starmaps, astronomical data, and enough local information to quickly acclimate you to the basics of your new home.

Smart

Arm Computer (-100sp):
A sleek wrist-mounted computer comparable to the personal devices used by Colu's greatest scientists. It contains a powerful AI assistant capable of translation, navigation, communications, hacking, environmental analysis, medical diagnosis, and holographic projection. It readily interfaces with both mundane and alien technology and upgrades itself to remain cutting-edge in every future jump.

Mind Twister (-200sp):
An infamous piece of super-science capable of influencing the thoughts and emotions of others through precise neurological stimulation. While not powerful enough to instantly enslave determined individuals, it excels at calming aggression, implanting suggestions, reinforcing existing beliefs, or temporarily confusing hostile targets. With careful use, it can even serve as a therapeutic device, helping patients overcome trauma or compulsions rather than merely creating them. This tech can be applied in a few different ways, like beams or a visual on a screen.

Laboratory (-400sp):
Whether built beneath a skyscraper or hidden inside a mountain, this research facility rivals those of the greatest super scientists around. It contains fabrication equipment, particle accelerators, a unique super-power source, AI assistance, dimensional containment chambers, testing ranges, biological laboratories, and every conventional scientific tool you could reasonably need. The facility automatically upgrades to remain among the finest laboratories in each future world.

Science Team (-600sp):
Behind every legendary genius stands an equally remarkable support staff. You possess an organization of brilliant scientists, engineers, physicians, technicians, programmers, and researchers completely loyal to your vision, many from unique alien or magical backgrounds.

Their combined expertise spans nearly every scientific discipline, and they have reliable access to the most exotic materials not found on Earth, government grants and access, alien biological samples, and prototype technologies that would normally be impossible to acquire.

Companions

Super Force (Free x2 /-50sp):
Import or create a new companion with an origin they pay for with discounts and freebies, as well as 800sp. The first two are free.

Canon Character (Free/-100sp):
Unlocks a slot to choose a canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain.

Nightflame (-50sp):
Every soul casts a shadow, and yours has chosen to stand beside you rather than against you. Nightflame is the living incarnation of your darker nature, appearing as a female version of you dressed in a dark pulp fantasy outfit with a flaming sword. Despite her intimidating appearance, she is utterly loyal, considering herself both your guardian and your closest confidant. She tirelessly patrols your Innerverse, defending your mindscape, soul, and dreams, against corruption, possession, and psychic intrusion. She is also great at talking about your deep dark thoughts and secrets, they're what make her, after all.

Ultra-Humanite (-50sp):
The infamous mastermind joins your adventure, though thankfully with considerably less interest in world domination than usual. Possessing one of the greatest scientific minds on Earth, they specialize in robotics, cybernetics, brain transplantation, genetics, and countless other questionable fields of research. While still smug and theatrical, they're perfectly willing to work with you so long as their genius receives proper appreciation. With this purchase, they can appear in any one of the bodies that hosted them in history, the original rotund human, the supermodel, or the white gorilla.

Lesla Lar (-50sp):
The original Lesla Lar enters your service, bringing with her a lifetime of envy, ambition, and Kryptonian talent. An orphan who is visually identical to Supergirl, while holding a deep jealousy of the Maid of Might despite never actually meeting her. Behind her arrogance lies someone desperate to prove she deserves recognition every bit as much as Kara. A talented Kryptonian scientist with all the power her kind has under the yellow sun.

Lori Lemaris (-50sp):
An intelligent, heroic, and determined student who makes an effort to go to college on the surface. Lori is a mermaid from the land of Atlantis, able to swim at supersonic speeds, breathe underwater, stronger than a human of this world, and able to speak to other sea

creatures. She also has the standard psychic power of her kind, able to read minds and control them to a degree, suggesting targets.

Earth Born Angel (-50sp):
Born in a strange dimension and created by a version of Lex Luthor to be a version of one of Clark's girlfriends, in an effort to attract his attention. This young girl is a biological superbeing, with powers of shapeshifting, invisibility, and telekinesis strong enough to let her fly or knock back weaker kryptonians.

Super-Pet (-50sp):
Every Super deserves an equally Super companion. Whether it's a loyal Kryptonian dog, an impossibly intelligent cat, a horse that can fly through space, or some entirely different alien animal, your new companion possesses intelligence comparable to a human child and powers appropriate to its species. Fiercely loyal and surprisingly brave, they'll happily leap into danger beside you despite their adorable appearance.

Super Substance Science Scout (-50sp):
A real cheerful blob of colour. You are now the creator of one of these expressive lil guys. With a humanoid body made of one or two colours, their body is entirely made of super-substance, allowing them to shape themselves as they please, and regenerate by consuming matter.

Drawbacks

Dogshit Continuity Comics (+0sp):
This jump can follow continuity with any DC jump you've previously been to, regardless of if it actually fits or not. Go all in!

Grossout (+100sp);
Your taste buds have suffered a terrible fate. Somehow, you've developed an appreciation for combinations that should never exist, enthusiastically consuming meals that make everyone around you question your sanity. Unfortunately, your cooking reflects these preferences, ensuring nobody else enjoys eating anything you make.

Gossip Topic (+100sp):
Unluckily for you, gossipers, social media, and news reporters constantly manage to consistently write about you in their latest headlines. Innocent misunderstandings will quickly spiral into townwide news, meaning embarrassing moments never stay private for long, and actual crimes are hard to keep quiet if you don't make an effort to suppress info.

Supergirl? Who's that? (+100sp):
You are spectacularly bad at keeping personal secrets. People will constantly notice your suspicious coincidences and disappearances, recognize your voice through a mask, or simply ask awkward questions at exactly the wrong moment.

Discriminatory Content Comics (+100sp):
Comic books have not always aged gracefully, and unfortunately, you're the one paying for it. Choose a visible aspect of your identity: your appearance, species, gender, nationality, powers, or something similar. Throughout the jump, you'll regularly encounter outdated stereotypes, casual prejudice, or dismissive treatment centered on that trait.

Reader Letters (+100sp):
Being a public figure has its downsides. Every month you'll receive a fresh pile of fan mail that you are compelled to personally read through. Some letters are heartwarming, others are bizarre conspiracy theories, bizarre shipping essays, marriage proposals, or deeply unsettling messages from your less stable admirers. Ignoring them isn't an option, the pile only grows larger until you set aside the time to read them, and you can't finish the jump without getting through it.

Satan Girl (+200sp):
Something has gone slightly wrong with your moral compass. You're filled with childish, rebellious urges that constantly tempt you into littering, vandalism, practical jokes, petty theft, and similar acts of harmless villainy. While you're perfectly capable of resisting, giving in is always far more satisfying than it should be.

Fanned Out (+200sp):
You are somebody's biggest fan, and unfortunately, their alignment is the opposite of yours. Whoever the prominent figure is, your admiration is obsessive enough that you'll change how you act just by being around them, making it hard for you to achieve your goals. Unfortunately, you'll act against your own interests.

Guidance Sentence (+200sp):
The universe has decided you owe society some good deeds. Whether through magical contract, legal agreement, or cosmic irony, you'll regularly find yourself presented with opportunities to rescue civilians, stop crimes, or otherwise help those in need. Refusing these opportunities results in mounting bad luck, guilty dreams, and increasingly inconvenient circumstances until you've balanced the scales with genuine heroism.

Punished 'Supergirl' Kara (+200sp):
Were things ever the same after the accident? Like Kara, you have lost access to a portion of your body, an eye or limb. Your use of this limb cannot be restored over the course of this jump.

Lonely Loser (+300sp):
No matter how friendly or charismatic you are, lasting relationships simply refuse to form. Existing companions cannot accompany you into this jump, you may not recruit new companions, and anyone you befriend naturally drifts away through circumstance before true trust can develop. Temporary allies are still possible, but when the crisis is over, you'll once again find yourself standing alone.

Tiny (+300sp):
Some scientific mishap or magical curse has reduced you to only a few inches in height. Your raw physical strength and durability are likewise reduced to those of an ordinary person

of your size, regardless of species, making even household objects formidable obstacles. Powers that don't directly rely on your physical body continue functioning normally, but surviving everyday life becomes an adventure all its own.

Cousin Problems (+300sp):
Unfortunately, you have family troubles. You grew up alone, orphaned from your original parents. The only one you had was your cousin. She has always known who she is and has always been stronger than you, to the point where she's slightly stronger than your purchases in this jump, with abilities similar to yours. You can't help but follow her lead when things get serious, naturally looking to her. It's possible to resist this influence if you have other things to rely on, but there's always the chance of you falling under her sway. If you can somehow convert her to a force for good, you may bring her with you as a companion, but this may be difficult, as none of your social perks will work on her.

Justice Puppy (+300sp)
You simply cannot ignore someone in genuine need. Whenever you become aware of innocent people facing immediate danger, you'll feel an overwhelming compulsion to help, making it psychologically painful to simply walk away. You can decide how you help, but abandoning them entirely is not an option.

Editorial Mandate (+300sp):
The editors have decided your story needs more excitement. Whenever your life settles into a comfortable routine for more than a few weeks, reality conspires to introduce a new crisis, villain, mystery, or personal conflict to shake things up. Worse, supporting characters aren't protected by plot armor, so your friends, allies, and innocent bystanders may be injured or even killed if you fail to resolve these storylines before they spiral out of control.

Red (+400sp):
You've been touched by Rage, and changed forever. You are forced to wear a red ring of rage to maintain your body, its processes having replaced the blood in your body. Without it, you'd die, or at least be severely weakened. In addition to that, your temper is dangerously short, violence becomes your first instinct during conflict, and calm decision-making requires genuine effort. De-escalation isn't really in your toolkit anymore.

SuperFreak (+500sp):
Unfortunately, Silver Age Superman, in the worst of his depictions, feels a kinship with you. Be that as family or a lover, that means an acquaintance who might be into your disabilities, think you're an idiot, or mind control you for your own good. With friends like these…

Absolute Power (+500sp):
Didn't this one already finish? You have lost access to all your perks, items, and abilities from outside this jump, reduced to just your bodymod before your purchases here.

Crisis Management (+600sp):
Reality itself is at risk. Again? Unfortunately, at some point during your jump, a major threat will arrive, strong enough to change the course of the local omniverse forever. Or until it gets retconned. Regardless, these are some of the greatest threats you can come up against,

nearly impossible to defeat without bringing to bear every power and ally you have. This could be a reprint of any previous crisis, or an entirely new one.

Notes

The run in question, some of the individual stories it calls back on, some rebirth run stuff, and some absolute power/DC ko? And a decent heaping of my fanon. At the time of writing this jump, up to Issue 13 was released.