DC: The Fourth World
A Jumpchain CYOA
By HeavensAnon

There came a time when the Old Gods died! The brave died with the cunning! The noble perished, locked in battle with the unleashed evil! It was the last day for them! An ancient era was passing in fiery holocaust! The final moment came with the fatal release of the indescribable power — which tore the home of the Old Gods asunder — split it in great halves — and filled the universe with the blinding death-flash of its destruction! In the end there were two giant molten bodies, spinning slow and barren — clean of all that had gone before — adrift in the fading sounds of cosmic thunder... Silence closed upon what had happened — a long, deep silence — wrapped in massive darkness... it was this way for an age... THEN—THERE WAS NEW LIGHT!

So begins the saga of the Fourth World and the beings that inhabit it, advanced aliens who embody concepts of the worlds below them, the New Gods. Within this world exists two sister planets – the paradise of New Genesis, and the living hell of Apokolips. The lord of Apokolips, the tyrannical Darkseid, seeks the Anti-Life Equation which will give him complete dominance of all creation by snuffing out free will entirely. The forces of New Genesis, led by wise Highfather, continually skirmish with Darkseid's forces and seek to stop him from completing his mad agenda.

In the past, a truce was brokered between these two forces...in exchange of their own sons as hostages, Highfather and Darkseid bargained their own family to ensure a ceasefire between the two. Darkseid's favorite son Orion was raised under Highfather, turned from a bloodthirsty would-be killer into a noble warrior who struggles with his inborn nature. Highfather's son, later named Scott Free, was less fortunate as he was forced to endure deathtraps and tortures courtesy of Darkseid's servant Granny Goodness, only to escape with the help of his newfound love: The Fury known as Big Barda.

And then, there is you. You are a native of one of these two opposing planets, counting yourself among the New Gods.

You start with 1000 points to spend as you see fit. You will be spending a decade among the New Gods, just outside of the multiverse of DC comics proper. Your journey begins when the Source recites a prophecy that Orion is destined to kill his father Darkseid in mortal combat, beginning from the very first issue of the New Gods.

Background: New God

Can’t have you walking among the literal giants as an ordinary human, can we? Whether a native of New Genesis or Apokolips, a human who stumbled upon their technology and accidentally changed themselves into one, or just someone that popped into existence with no explanation, you are among the New Gods. You are stronger and tougher than humans and many aliens in the multiverse, though many can still beat you in a contest of raw power. Ageless once you’ve entered your physical prime, it is largely irrelevant in this place how long you’ve been alive and you may decide it freely. You may also change your gender, if desired, for free.

Whether you have a history in this world or not, you have only two choices for your origins: Whether you are aligned with the paradise planet of **New Genesis**, or within the oppressive and soul-crushing **Apokolips**.

Perks:

You receive the 100-point perks of your matching background for free, and a discount on all other perks in said background.

General

New God Physiology [Free] – The beings who exist in the Fourth World do indeed live up to the moniker of 'Gods', and you're no exception. The backwards aliens who call themselves 'humans' may as well be bugs to you, and it's not hard to see why. You're far stronger, faster, and tougher than an ordinary human or most aliens, able to work as long as two days without feeling a hint of fatigue or a need for subsistence, and can shatter concrete and reinforced steel like glass as well as lift hundreds of tons with ease. Your body is tough enough to resist most piercing attacks, ordinary bullets and blades being little more than pebbles thrown at your physical form. A skyscraper from Earth could collapse on top of you and you would only have bruises to show for it. Your body is likewise a paragon of health, making you immune almost to any disease concocted by the multiverse, your biology rejecting toxins and plagues.

Of course, while you may nearly match the likes of an adult Kryptonian in terms of physical power, agility, and durability...that is merely when you match them in size. Yes, size. An oddity of the Fourth World is that its natives are much larger than those of other universes. Your 'true' size in the multiverse dwarfs planets, matching those of grown stars. Your size is normally adjusted to a reasonable level for a particular universe or location while moving through Boom Tubes, though an oddity of your Jumper nature and a power shared by some allows you to change between 'normal' size and 'human'-sized and anywhere in-between with an act of will alone.

Lastly, like many of the other New Gods, you embody a particular concept in the multiverse. Tyranny, joy, war, and so forth. This affords you no tangible benefit beyond an in-depth understanding of said concept, and allowing you to express it through your own skills and deeds, as well as learning things related to said concept more quickly. The more broad it is, the less noticeable this benefit is, however.

All being said, even Gods can bleed. Sufficient force can break or wound even the likes of you...and your natural durability and godly nature can be easily laid low by the material known as Radion, functioning as a god-killing bullet much like Kryptonite does for Kryptonians.

Finally, the New Gods of the Fourth World exist outside of the proper flow of space and time, their eternal war of New Genesis and Apokolips mirroring the eternal struggle of good versus evil in all its forms. Their true forms exist in this 'outside' plane, playing out the drama as they have for eons, and normally interact with the rest of the multiverse as distant figures...sometimes as guests, sometimes as invaders.

This slightly complicates matters considering your unique predicament.

While you remain in this world, you share this quality...your body shrugs off the reality-changing waves that shake and shudder this world, for the natives of New Genesis and Apokolips are beyond such matters. Only matters that truly impact the fate of these sister planets are of a concern to you. You also have the ability to make a lesser ‘avatar’ for yourself to project into a particular universe, weaker than yourself but otherwise the same, acknowledging you as the ‘true’ self and you being completely aware of each other’s thoughts and actions, otherwise acting in the same way you would. This is normally a very exhausting process to sustain, however, though the avatar dying will leave your real self unaffected...with the very glaring exception of wounds inflicted by Radion, anyways. You may decide if you have perfect control and awareness over this avatar, or if they function as an independent but identical double in service to you.

Post-jump, you lose this quality and ability, for your New God body is no longer inhabiting a higher plane of existence, being no more than a giant alien form for you to use at your discretion. If you have access to a similar ‘higher’ or alternate dimension, whether from purchases or the local cosmology, you can choose to replicate this effect by storing your ‘true’ body within it...though limited to whatever great or meager protections those can afford you, and will not enact any significant change on the universe from before the jump began.

Kirby Krackle [Free] – Everything in the Fourth World has a colorful, unique design behind it, as if penned by an artist with a vision...whether or not that vision panned out is for you to decide. This world has a colorful ‘crackle’ behind it, looking like a well-drawn four color comic with designs befitting the New Gods. In future worlds, you may choose to view things in an identical aesthetic or shape your creations in matching its appearance, though this changes nothing beyond how it looks. This can be toggled on and off at will.

New Genesis

What May Be [100] – The New Gods have existed for a long, long time and exist close to the Source of all things. Whole worlds have risen and fallen in their eyes, and three worlds came and went before them. As such, you have a good eye for the progress of civilization, or its lack thereof. You can identify the sort of influence a new technology, disaster, or significant event will affect the world within the following century, giving you a good hunch as to where that culture or world will be headed. This works equally well for the long-term consequences of your own actions on the same bigger picture...though unexpected factors, like a conspiracy you're not aware of, can still tilt things unexpectedly.

What Must Be [100] – At times, the status quo is better than risking whatever may come next. The uneasy truce between New Genesis and Apokolips went on for much longer than it should have, and even after Scott Free's escape, open total war between the two planets has been a rarity. You know how to keep particular societal or political situations 'stable', whether keeping a cold war from going hot or keeping the existence of a game-changing item a secret from all around you, as well as a good idea of what measures to take to keep things that way. Be warned, this may only delay the inevitable...but at least it will be a long, long time before the inevitable finally happens.

Ray of Light [100] – The march of time weighs heavily on mortals, watching the world change without them, or friends and family disappearing one by one. The New Gods suffer no such ennui, and while allies and comrades may fall one day, you're able to keep a bright light in your soul. You can remain optimistic, jovial, and warm no matter how many millennia you spend among the living, and know how to cope with the difference between yourself and ordinary mortals.

I Give My Word [100] – The light of New Genesis shines within you, giving you an aura and presence that tells those who gaze upon you that you are a noble and trustworthy soul. This righteousness will make others quick to accept your advice and possibly even take you at your word alone, though past misdeeds or abuses will quickly evaporate this first impression, should such a reputation reach the ears of those you speak to.

Love Finds A Way [200] – Love is a poorly-understood miracle, even to some of the Gods, but even so, it can spring up where one least expects it. You carry a piece of this within you, for you're able to befriend and even woo those you're able to reach out towards with great success, perhaps even winning the heart of someone who grew up in the hellish wastes of Apokolips. You might need some common ground or to work especially hard if your goals differ...but if you work towards it, you can have a friend or even a lover in almost anyone willing to hear and understand you...as long as you don't spurn them, anyways. This can potentially be a road to redemption, but that part is up to you.

Truly A God [200] – While places like Earth are no strangers to beautiful and powerful heroes towering over them like demigods, the New Gods stand head-and-shoulders over them in terms of presence. You carry yourself with such regality, nobility, and heroism that the mere sight of you saving others can reduce onlookers to happy tears or bowing at your feet in adoration or worship. Whether from physical body or the pure majesty of your very being, the weak-willed and those 'beneath' you in technology or power are quick to worship and adore you...though they'll snap out of it if you demand too much of them or abuse this adoration.

Clarity of Purpose [200] – While New Genesis and Apokolips represent the eternal conflict of Good and Evil, even not being so clear-cut sometimes, this duality can make one blind to their own faults or constantly fighting their own inner demons and instincts in the name of good. You suffer no such torment...whether from a feeling of inner peace or stubbornness, you can resist both your base instincts and impulses with ease, always able to think clearly and not succumb to foolish pride or mindless rage. You can even resist temptation and corruption more easily than most.

Head of the Family [200] – Highfather might be a solomonic ruler at best and a well-intentioned extremist at his worst, but he at least lives up to his role as patriarch for his family and his people, enough so that he'd happily visit his long-missing son with a smile and friendliness unexpected from him. Following his example, you're an excellent parent, able to balance discipline and warmth with ease, able to draw out the best of your family and raise your children to stand as paragons in whatever they choose to pursue. Even if you're not so ambitious, those related to you, especially your own children, tend to be fond of you and look to you as wise and reassuring to have around.

Squash the Bugs [400] – There are times when foolishness must be punished, when pride must be crushed, and when those beneath you are taught their place. When you act against those who are in some way 'less' than you...less developed, less advanced, or perhaps just less intelligent than you are, you know how to utterly crush their will to fight. Your technology picks theirs apart, your words and arguments terrify, your tactics in battle break and shatter morale. While it won't guarantee victory in whatever conflict you engage them in, whether in battle or in debate, you know exactly how to demoralize and break down their will, making them collapse like pillars of salt when they finally yield to you.

Gentle Is The Heart [400] – Arm one hand, open the other. While New Genesis is full of warriors and sometimes harsh judgments, it is also full of kindness and enlightenment and those willing to share it. You are capable of great benevolence towards others, knowing how to aid and uplift those struggling with either their own projects or demons, and simply spending time with those you see fit to bless with your presence can steadily make better people out of them. In addition, you have an appreciation for life and how those beneath you live, able to live without technology in a cave as comfortably as you would in the hallowed ground of New Genesis.

Love Saved Me [400] – While love can form almost anywhere, it is also capable of saving those in great danger or in personal turmoil. The feeling of love or even just a good memory of better times can give you strength, allowing you to fight off the effects of mind control or corruption tugging at your soul. Even better, should you share this emotion with those you care about, they will similarly be able to fight off such spiritual maladies and come back to their senses as their old selves. With enough strength, a mental trap created by a powerful psionic is as easy to escape from as remembering the face of the one you love most. Love has saved you, and now it can save others too.

Unbreakable Miracle [400] – Your willpower is something to behold. Even as a child, your will could allow you to hold an unbreakable strength that would allow you to grow up within somewhere as grim and horrifying as a Granny Goodness orphanage and still come out with your old self intact. You could be caught in a terrifying deathtrap that has you bound and powerless without feeling a hint of terror or panic. Torture, overwhelming odds, even death itself...nothing can shake your sense of self and will. You can walk into hell and walk out with the same smile you wore on the way in.

Dog Of War [600] – War is not glorious, but still, war must be fought and battle must be won for New Genesis to triumph against the machinations of Apokolips. Whether from inborn talent or centuries of experience, you are a living testament to both the horror and glories of war. You know how to use your combat abilities and superpowers to their most efficient extent in the arts of violence, enough so that you could outlast and possibly even defeat those far stronger than you in raw power with efficiency and skill. In addition, your mind and body act in perfect tandem in overcoming your enemy in an almost artful brutality, allowing you to fight with both all of your strength and all of your tactical thinking ability in perfect unison without trading one for the other.

Miracle Master [600] – A student of Himon, are you? The greatest boon to the New Gods is their proximity to The Source – the omnipotent and omniscient force from which all things that was, is, and will be originates from, separated by the endless Source Wall from the material universe. Items like the Mother Boxes and various inventions allow one to create devices that tap into this Source, connecting the New Gods to the beginning and endpoint of all creation. And now you can make such devices. You are a genius without compare, able to engineer gadgets and devices that exist billions of miles ahead of what modern day Earth would expect, able to recreate and even improve the many marvels of the New Gods. You know how to make things like the amazing gadgets of Mister Miracle, the fantastic devices like the Aero-Discs and more with nothing more than spare parts and an hour or two of time, able to engineer sciences in a way that the laws of physics almost bend to your will...but that's only the surface of what you can do. With a resilient or adaptive metal, such as Element X, you may create things like Mother Boxes or devices that can access the Source. This allows the device to potentially do almost anything or fulfill any specific function with ease, or access almost any knowledge at the whim of its user. Perhaps you may even improve what Himon put forth, one day?

That being said, while this connection can do almost anything it is designed for, it does have its limitations. Even Mother Boxes can only handle a certain amount of strain before exploding, even with the boon provided by the power of Element X. Things as fantastic as a Miracle Machine can require tremendous amounts of time and resources to perfect, and even so, it tends to be a one-time use. While the Source enables great knowledge and bottomless utility, being connected to all that is or will be, know that the Source Wall is littered with fools who dug too deeply to claim its full power.

The Long Game [600] – Civilizations rise and fall, eons pass, crises come and go...but the New Gods remain. For now, anyways. You've been a capable student of both history and civilization, and have tempered that experience with wisdom. You are an extremely eloquent and silver-tongued leader, able to settle disputes and rally what was once an angry mob into loyal supporters of your cause. In addition, you have a strong awareness of your own biases and flaws, and how to avoid letting such be detrimental to your goals. Finally, you know how to lead an organization or civilization over the course of centuries or millennia, or even the short decades you may spend in a given location, able to lead it to prosperity with a bigger picture in mind. Whether gradually setting the stage for the coming millennia or pulling an entire planet into prosperity in a drastically short amount of time, you have the foresight to lead and organize for almost any length of time, and are remarkably adept at bouncing back from unexpected wrenches in your plans as well.

Pulse of Light [600] – The secret to all life is evolution. The ability to grow, adapt, and excel ever-closer to perfection. The New Gods are highly advanced from their proximity to the Source...and perhaps others are more advanced from their proximity to you. Mirroring this spectacular evolution, those you interact with steadily evolve...becoming healthier, stronger, smarter the more they interact with you. A short talk with a stranger can ease mental diseases and heal sickness. Visit this stranger each day for a month and they'll become a top athlete. Visit this same stranger for a year or several and they'll get the appearance and strength of a demigod, and might even spontaneously develop minor superpowers. This evolution is always gradual, but always pushing others towards perfection from your light alone, and can be used on any living creature. Turn animals into sapient humanoids, turn humans into superheroes, and more. As you grow more proficient in use of this pulse, you may even have others evolve particular traits or abilities you desire for them, finding it easier to do so when they match traits you already possess.

But if you don't have the time, you could always speed things up. You may place your hand on a creature or person and rapidly accelerate their evolution as though you had spent a decade near them in this light. Potentially, with some practice, you could even turn such beings into New Gods. That said, bruteforcing this is incredibly exhausting and you will likely need to rest after using it for a day or two. It's also incredibly unwise to inflict this on someone not mentally prepared for it...as the rather embarrassing existence of Nina Dowd demonstrates.

Apokolips

Armagetto, Born and Raised [100] – Near the Hellspores you spent most of your days!...sorry. Whether from many, many years of oppression and trauma or just living in a dog-eat-dog environment rubbing off on you, you have no time or energy to waste on things like disgust or empathy. A middling amount of pity, perhaps, but no more. You are now immune to psychological trauma from shock or the suffering of others, regarding it with the same detachment a human might have to a pitiful insect being crushed underfoot. You might even learn to enjoy it, after a while. This may be toggled on and off...for whatever reason.

No Nonsense Nemesis [100] – There is no mirth or joy in the dread planet Apokolips, and you carry that particular lesson with you wherever you go. In your presence, all light-heartedness dies...the comedy relief finds their jokes dying in their throat, encouraging speeches from heroes tend to be tinged with an uphill struggle to maintain morale, and you are taken absolutely seriously regardless of what you happen to be doing or how you appear to others. No light will be found where you walk. This can be toggled on and off.

Twisting the Knife [100] – It's not enough to simply defeat your enemies. No, it is far more satisfying to absolutely crush them and any hopes they had, and see them wail in despair as they lament ever being born into a world you exist in. You know just how to hurt someone on a personal level, whether with biting insults towards their biggest weaknesses or regrets or utterly placing them in physical agony with your abilities, possibly shattering their will to live if your will overcomes theirs. This does little in any practical sense besides giving them a reason to hate or fear you...but it's oh-so-satisfying to perform on those who dare defy you. Or just those who irritate you.

Feasting on Ashes [100] – Survival on Apokolips requires several things: The ability to step on the throat of anyone between you and the next day, the ability to live on scraps, to grovel when it suits you and then to slide a knife into the back of your jailer to take their place. You have all of these things. You know how to survive in a desolate wasteland by any means necessary, consuming horrific foods with almost no nutritional value and managing to live off of that, removing any shame towards doing so. In particular, you know how to win the favor of the few in power, or at least how to avoid their scorn...perfect for lining up your opportunity to take their place, of course.

This is Great Darkseid? [200] – How like the humans of Earth and even so-called 'heroes' across the galaxy to underestimate the biggest threat of them all. Even if you carry a reputation fit for the embodiment of evil, few initially suspect your dealings or consider you an active threat...a distant one, surely, on a far away planet. Your schemes have a better chance of going unnoticed, your violent squashing of your enemies seen as one-time affairs. And when indisputable evidence of your dealings become apparent and your enemies finally unite to defeat you? Something as juvenile as one of your weaker avatars being defeated is often enough to satisfy them. Only someone who absolutely hates you to your core will likely resume the hunt afterwards. What was it they said about good men and evil in the world…? It doesn't matter.

Taken Off The Board [200] – Of course, obvious betrayals and simple murder are the products of hungry beasts and the simple-minded. You've learned how to move the board of intrigue in more intricate ways. You know how to advance your own standing and plans through misdirection, assassination, along with just the right amount of slander directed at your foes and know how to do it well. This doesn't cover the world-spanning schemes or the long-term efforts of years or centuries...but if you need to get ahead and remove someone from the equation? You can certainly do that.

It Is In Your Blood [200] – There is no ‘nature versus nurture’ - either your spawn are what you’ve made them to be or they’re worthless. Simple as that. Your children find their personalities and actions are pulled closer to a way you would find satisfying...a conqueror’s children are wrath-filled killers with ambition, a patriarch finds their would-be heirs submissive and obedient to them, and so on. They may struggle or resist, of course, but the impulse will never truly go away unless you will it so...and why on earth would you do that? Of course, sapient beings you create through science or some other sorcery count as ‘children’ in this context as well.

Desaad’s Ways [200] – Knives, racks, ropes, whips...you’ve learned well from the Apokoliptian torture artist, whether enduring his tender ministrations or being a disciple. Perhaps both. Beyond simple minute-to-minute sadism, you are an artist when it comes to the art of torture both physical and psychological. With a well-secured captive, you can make them scream or sing with enough time and effort, reducing even the strongest-willed hero into a traumatized and fearful wreck of themselves. A little more than that and you can make them pliant and broken, open to being remolded in your image. Be aware, keeping the captive secure and how much effort it will take to break them depends on just how strong your subject is...but if you keep them in your loving care long enough? Not even a miracle will save their souls.

Lord of Terror [400] – Fear is an inadequate description of the feelings you inspire in others. No, terror has a much better ring to it. Your presence is suffocating, quickly draining the morale of those who look upon you and causing those weaker-willed than you to be reduced to gibbering terror. Is it deserved? Perhaps, perhaps not. But it is useful. You find it almost effortless to intimidate others, even if you happen to be doing something as mundane as sitting in someone’s couch or making petty taunts in their direction. Naturally, it’s even more potent when you do or say genuinely terrifying things, which you are very good at. The weak-willed lose their sense of self and their resolve crumbles, leaving them tempted to abandon their values and good sense just to spare themselves. Even those who match or surpass you in strength give you a wide berth and avoid you if they can help it...though they’ll be much harder to bring into line with fear alone.

For Goodness Sake [400] – Young or old, the mind is an impressionable thing. All those values and memories so many hold dear...so easy to pick apart and mold into something much more useful. You’ve learned well in the ways of Granny Goodness, skilled in brainwashing others with both psychological warfare and the proper application of technology. You’re especially talented in raising impressionable youths into fanatical followers, or remolding the mentally broken into twisted and blindly loyal shadows of themselves, changed to suit whatever use you may have for them. Even if someone should break free from your doctrine, the lessons you burned into their being will always gnaw at them and torture them, freezing them with terror as they struggle to maintain themselves, only the strongest wills able to free themselves completely.

Glorious Gab [400] – It's all their fault! You know, Them. Your enemies are the enemies of all – They will steal from you, kill your family, and unleash hell. But Jumper is your salvation, the force from beyond that will redeem you and remove Them from the world forever! All you ask is for a little something in return. You're an excellent public speaker, especially when it comes to evangelizing your particular dogma or cause...even if that cause is just 'obey Jumper' or 'hate what Jumper hates.' You know how to stoke the base instincts, fears, and hatred of others and direct them towards whatever purpose you have for them, whipping them into a frenzy and committing acts they would otherwise abhor in the name of what they consider a higher calling. What's more? You know how to perfectly twist your message in a way that worms into foreign or alien cultures, effectively hijacking any existing or imagined narrative to your liking. With just a small-time radio show, you can inspire riots, cults, or just some good-old-fashioned neighbor against neighbor. Glorious, isn't it?

Warmaster [400] – War is a glorious thing. The sight of entire armies being routed and slaughtered, homes and factories burning as the boundary between soldier and civilian disappears, and the terror that grips those fearing they'll see another day...it's everything you could want and more, isn't it? You are a master of tactics and strategy on the battlefield, but especially in matters of massacre and abuse of your opponents. You know how to brutalize and demoralize your enemies in the most vicious ways possible, and how to best make use of what others would call atrocities or war crimes to damage their will to fight. They will find no righteous anger in proper use of this talent...merely despair and exhaustion at their foe's lack of mercy.

A Blight Upon The Universe [600] – It never gets any better. The constant humdrum of daily life, the suffering of the innocent, the slow grind towards entropy and the ever-escalating villainy of those with great ambition. It is always there...and you will it to be so. Your mere presence creates a greater likelihood of worst-case scenarios for the good or those foolish enough to oppose you – weapons jam, beneficial advancements in science or magic turn on their users or into horrific plagues, and more. This is paltry compared to when you actively wound or tear down others. Your actions snowball into greater and longer-lasting ramifications that wound the world forever – killing a great hero causes friction and even in-fighting among their allies in grief, enslaving a country makes all but the strongest-willed heroes accept the outcome and even seek to profit from it, and throwing an entire civilization into the slaughterhouse will compel others to follow your example on their own enemies they were at peace with previously just from how easy it looked. With each victory, each atrocity, you make the world a little worse and full of more evil. You lead with a skip in your step to the very bottom of hell, and the world follows your example. Should you feel...whimsical or merciful, this can be toggled off and back on at will.

King of Fools [600] – The world is full of fools who seek to slake their own lusts or ambition, black-hearted sorts with more vice than sense. Some even become what humans call 'supervillains', those who use their genius or innate power to further themselves or tear down others. But you have been at this game longer than any of them, being the very concept of an aspect of evil. You are a master of long-term schemes and manipulation, particularly when it comes to using both heroes and other villains as pawns. Like pieces on a board, you move others into advantageous spots through minions or your personal dealings, even able to use thousands of specific individuals or whole organizations to suit your goals, even those wise to your nature. Just from a few unexpected visits to the homes of your enemies or associates, you can spin a vast web of conspiracy and control, with even your staunchest opponents unaware of your dealings or desires until you choose to reveal yourself. Even those who believe themselves above Gods or possess greater power than you are easy to move into positions you need them to be, and only the greatest detective or seer could hope to discern your influence.

Shadow of All Life [600] – Everything has an equal and opposite, and so does the mysterious and life-granting Source. While the Source both creates and destroys in mysterious ways, Anti-Life corrupts, decays, tears apart, and rends down. The utilization of the Anti-Life Equation would allow one to use negative emotion to shift and control reality, but above all, it would break down free will and sentience to be nothing more than a hollow extension of its user, destroyed by the pointlessness of life. Like its sister Miracle Master, you are a genius and master engineer capable of building technology that makes the works of Earth-born super scientists look like the works of cavemen...but instead of the Source, you can tie your creations to Anti-Life. While having mostly the same capabilities, able to make things like the mighty Warsuit or Father Boxes, this greatly boosts the destructive power and any functions that subjugates others within your creations.

In addition, anyone who uses your technology will find themselves become increasingly influenced by Anti-Life and bent to the will of its creator. The weak-willed become your unwitting slaves almost immediately, the strong and egotistical begin to subconsciously commit acts that aid or further your cause in ways that make sense to them, until they too bend to your will. The only way for them to loosen your hold on them is if they forsake the gifts you give them...but is a Father Box really worth giving up? Or that weapon you gave them? Surely, they can stand to use it just a little longer….

Here, I Am God [600] – Whoever said it was better to be loved than feared was truly a great fool...a true tyrant creates both in equal measures, intertwined with one another like a slave to their shackles. When you physically and mentally abuse your underlings, when you terrify your subordinates, and when you corrupt a freshly-broken mind into your service, you will find they love you all the more for it. Those under your banner become increasingly fanatical the more you beat and break them down, fearing you and obeying you yet adoring you to their last breath, never even conceiving the idea of rebelling against you no matter what incentive or paragon of ‘goodness’ tries to motivate them. Even if they should foolishly consider for a moment you are worth opposing...they will take more comfort in the idea of a devil they know instead of whatever their would-be leader promises them. When they become yours, they remain yours. Forever.

Items:

For matching backgrounds, you receive the 100-point items for free, and a discount on all others. Any properties you purchase below may be settled in an appropriate locations in future jumps, or turned into Warehouse attachments.

Costume [Free] – All New Gods share colorful and unique designs, each tailored to their personality and their way of life. You are no different – you have an aesthetically pleasing outfit that matches your own aspect as a New God and your role in the multiverse. You may import an outfit you already own into this, if you wish. Your costume can survive whatever powers you wield, and will repair itself in a day if somehow damaged or destroyed, but otherwise has no special properties on its own.

Mother Box/Father Box [Free/600] – The connection between God and Man...or rather, the Source and the New Gods. Invented by the genius Himon, the Mother Box is a common but invaluable tool utilized by almost all of the New Gods in existence, and for good reason. This handheld device is an artificial intelligence, completely sapient and capable of emotion, holding great affection and loyalty for its user (you, in this case). It communicates entirely within repetitive and near-instant 'ping' sounds, which you can always understand. The Mother Box enjoys a metaphysical connection to the Source, allowing it to do almost anything. It can project illusions to hide disfigurement on your face, heal a damaged lifeform, attach itself to and upgrade or take control of technology, manipulate matter and physical forces and even create them from nothing, and more. Thanks to the connection to the Source, a Mother Box can potentially do almost anything and everything, even unlocking forces thought impossible or unknown, and discovering knowledge of anything that exists in the world.

One of the most recognizable uses of a Mother Box is the use of 'boom tubes', a colloquial name for the metaphysical portals opened by these Boxes. With it, a New God can travel to any location within the multiverse, even ones they hadn't visited before, simply by reciting a command to the Mother Box as it uses the Source to pinpoint the destination. This allows near-instant travel across galaxies and entire universes. The primary downside is that a boom tube is named such for it makes an increasingly loud hum as the tube remains open, before making a deafening explosion-like noise upon closing, making travel through these means astoundingly unsubtle. It also adjusts your size to what is 'reasonable' for your destination...though you can freely play with this function if you wish to have your limbs or body become gigantic or tiny upon reaching into the other side.

Due to the arrangements of your benefactor, this cannot be used to travel to past jumps until you obtain your Spark, but you may freely travel any 'local' multiverse through boom tubes at will while your chain continues. For example in this case, anywhere within the DC multiverse is valid for travel.

While a Mother Box is indeed an invaluable tool, it is not without its limitations. A Mother Box's range of physical influence limited to what it can touch and what is within its immediate area, only a few feet apart from it at a time. It will usually not do much on its own without input from its user, though it can refuse to be utilized by anyone who stole it from you or plans to misuse it in a way you would disapprove of. There is also a limit to how much strain one can take at once, though it's unclear – making a completely self-sustaining city for New Gods out of absolutely nothing caused it to explode. A genius with more Element X might increase the stress threshold of the Box, but it will require time and work.

A resident of Apokolips may instead choose to have a Father Box. It has largely the same capabilities of its female counterpart, but is capable of making ‘hush tubes’ that lack the deafening roar of boom tubes, as well as being linked to Anti-Life...thus gradually enslaving and corrupting anyone besides you to be more loyal to you and whatever cause you serve, being quicker for anyone with weaker wills than you. This may be as subtle or blatant as you prefer.

You may choose to have your Mother Box instead take the form of a weapon or a tool if your choosing, and can import an object you own to have the same functionality. You may also import any artificial intelligence you have to administrate the Mother Box, though whether they count as a companion, a follower, or an item depends on their status when imported – it will match the original.

Should one not be enough, you may purchase either an extra Mother Box or Father Box with the features above, regardless of your background.

Laboratory [200] – A common thread between both sides of the New Gods is that their proximity to the Source makes them above and beyond the common technologies of the multiverse – a lone Mother Box alone could evolve common Earth technology light years ahead of what they have now. With knowledge being so powerful, it’s only fair you have a workshop to put it to good use. Containing every mundane metal, material, and chemical within this multiverse – nothing with blatantly supernatural, metaphysical, or magical components – this is a science lab with top-of-the-line equipment, able to put the dens of so-called supergeniuses of Earth and beyond to absolute shame. Scanners, work tables, even a medical bay for healing...or dissection. It will include similar mundane stocks of material in future jumps, updating for each universe you enter, though any ‘special’ components will still need to be acquired elsewhere.

The Tenth Metal [400] – Element X. The metal of creation, harnessed by the genius Himon to create the Mother Boxes that now define both halves of the New Gods. It is the very substance of the universe, the fire dreams and thoughts that bring such things into reality. Perhaps as a gift from the inscrutable Source or just a twist of fortune, you’ve acquired a working forge of this metal and about three man-sized crates of the substance, plus the tools needed to use it. This metal has the ability to create wonders such as the Mother Boxes or boom tubes, able to create technology that can tap into and harness the power of various metaphysical forces with ease. Its strength and durability is based on the will of whatever device or user harnesses it, augmenting powers and functions into world-shaking wonders.

Too bad it doesn’t come with a manual. Perhaps if you could harness the Source or some similar power in some way, you could recreate the wonders of the New Gods...or make something new and greater. With time and study, you could even create armor, weapons, and devices that shape reality itself in line with your thoughts at will, or adapt to your needs immediately and instantly...but this is a field even the New Gods rarely study or endeavor within. The metal also weakens in potency the closer it is to a massive amount of entropy or decay, being made of thought and dreams. You have your work cut out for you. This supply restocks weekly.

A Slice of Heaven [400] – The Fourth World exists outside of the normal space of the multiverse, existing in a metaphysical plane where concepts and ideas take root under the shine of the Source. You've inherited a 'piece' of this higher realm, in the form of a planet about half the size of New Genesis or Apokolips themselves. This plane exists outside of time and space, existing on the 'outskirts' of the local multiverse and is thus unaffected by any universe-spanning change in reality or shifts in the timeline. On top of that, the planet is a blank slate...it can be either fertile and full of untapped land and natural resources like New Genesis before its rise, or an industrial hell covered in craters of flaming pits and empty factories for you to one day utilize. You may also take properties you already own and attach them to the planet itself in a manner you see fit. Post-jump, this 'higher realm' follows you and is accessible either through the Warehouse or via Boom Tubes you use, and keeps the same insulation from the rest of the local multiverse, though the limitations on travel remain the same – see notes. You may store your true New God body here to retain the normal benefits of your metaphysical biology, if you so wish.

New Genesis

Aero-Disc [100] – A favorite method of locomotion in New Genesis, these two circular discs are meant to carry one foot each of the one riding it, allowing them to fly through the air. Keeping balance with them requires some effort, but after some practice, it's just like riding a bike...a bike that can fly, at least.

Flashpowder [100] – Poof! Jumper vanished in a flash of light! A trick for the aspiring escape artist, this is a collection of common compounds kept in a small satchel. When thrown on the ground, it creates a bright, blinding flash of light and a man-sized puff of smoke...good for making quick escapes or stunning foes. Or maybe, just performing for an audience? The satchel refills daily.

Utility Belt [100] – A popular accessory for some back on Earth, and naturally, the New Gods have perfected the art of the toolbox on a platonic level!...okay, maybe not, but it's still good to have. It's a utility belt with a little more space than you'd think, with about twenty-four pouches that store things up to the size of a large spray can with ease. It even comes with a notch for your Mother Box.

Vibrachips [200] – Sometimes, a wall or barrier just has to go. These bite-sized little chips, easy to toss, will attach to the first physical object it comes into contact with...and will immediately start to vibrate the target on a molecular level, until it or they eventually collapse or explode. Living targets will have time to remove it before this happens, so it's mostly useful for breaking down objects or barriers in the way. You get six, and they restock daily.

Jumper Harness [200] – Interesting choice of vehicle, Jumper. Based on Orion's Astro Harness, this Jumper-sized Harness can let you travel through both boom tubes and the vast galaxies of the universe in a short amount of time, as well as draw in objects with a tractor beam. While it lacks the Astro Force on its own, you can channel any energy your body can project into the Harness, turning it into concentrated blasts with more focus and efficiency than when you'd use it on your own. If you purchase the Astro Force, you may merge this and the Astro Harness, letting you use the Astro Force and these energies in tandem, perhaps even combining them together.

Cosmic Cartridges [200] – The universe makes such wonderful sounds...the natural forces of energy, the dance of atoms and molecules, and more. Wouldn't it be great to capture that, for just a moment? These little cartridges have the ability to absorb and manipulate the power of various natural forces, energy, and matter and let the user utilize them on demand. Create a raw energy barrier with nothing but atoms, intensify gravity to the point an enemy can't move and their projectiles slam into the ground, or even integrate themselves into a broke-down machine to repair it and let it function by substituting for the missing parts. The only downside is that they need to be setup with their specific functions ahead of time, and once they're set, you need a new one to use a different one. You get six cosmic cartridges, and restock for each 'used' or destroyed one each day.

Super Cycle [400] – The favored vehicle of the Forever People, this large motorcycle has the ability to hold up to four people, including the driver, and can change its form to potentially accommodate up to eight passengers without any loss of speed or balance – a special feature just for you, Jumper. It can travel on the ground or in the air and reach supersonic speeds near-instantly, yet still handle easily in the hands of its driver as well as remaining comfortable for the passengers. The cycle can also turn itself, its riders, and its cargo intangible in brief periods – letting them phase through physical objects or for projectiles to pass harmlessly through them. In addition, it can easily transit through boom tubes or similar portals with ease for itself and its riders...though it can't create them on its own. Just as the Forever People did, you and your friends can now travel in style. Oh, and it's fully sapient and capable of reproduction. Don't think too hard about that – the Cycle and its offspring only count as items, but you may import them as companions in later jumps if you really want, gaining all the benefits and drawbacks therein.

Alpha Bullets [400] – When you have allies spread across the whole of creation and REALLY need to bring them up to speed, and a few boom tubes or communicators won't cut it. These are four bullets that, when you recite the name of those you wish to bring to you and have a rough idea of their physical appearance, will sail across the cosmos to their chosen targets, sailing across entire galaxies in mere minutes. They will then harmlessly strike their quarry before immediately teleporting them to you, regardless of their previous location. Some places, like far-flung dimensions or well-hidden locations, cannot be reached by the bullets...and in that case, they will return to you immediately to be used again. The Alpha Bullets are re-usable at will, and replenish daily.

Multi-Cube [400] – A tool often employed by Mister Miracle, you may think of this tiny, bite-sized cube as a stripped-down Mother Box – with most functions except for its transmutation and matter manipulation removed. In exchange, it is much faster and efficient at doing so than a typical Mother Box. It can do things like override electronics, create a laser that can cut through bindings or physical material with ease, even make tethers out of nothing to grapple or latch onto objects. It's also easier to store, easy to slip into a glove or a tiny pocket, letting it remain hidden until the right time. The downside is that without an artificial intelligence or connection to the Source, it needs either verbal commands or direct manipulation to be used.

On A Pale Horse [600] – Death is an inevitability even for the New Gods, for one day the Black Racer shall ride upon his mighty skis to claim them for oblivion. Yes, skis. Whether as a grim blessing or strange happenstance, you've acquired the Black Racer's armor and his skis. Upon being worn, you are able to move at seemingly impossible speeds across the entire multiverse and the void of space, even being able to race neck-to-neck with wielders of the mighty Speedforce. You can phase through both physical and supernatural objects with ease, and so long as you wear the armor, entropic effects like the Anti-Life Equation or abilities that introduce instant death have no influence over you – for you are death's inevitable hand yourself. Finally, you can hide your presence from all detection except those you wish to be seen by...though approaching with hostile intent will reveal yourself, the fear of Death returning you to their sight. All fear death, but it will catch up to them eventually – you will make sure of it.

Supertown [600] – Because community is the height of civilization, and the New Gods of New Genesis represent civilization at its highest peak. This is a replica of the capital of that world, a large utopian city that exists in the sky, independent of the ecosystem below. In addition to being an advanced domain at the height of technology and civilization, it has a full populace of New Gods with roughly the same competence and abilities of New Genesis' foot soldiers and the Forever People, all of whom are loyal to you and view you as a guiding force. Self-sufficient, full of life, and a perfect society that is the peak of whatever culture you consider ideal – barring outside influence or attacks, anyways. The New Gods within this domain are all unique characters that count as followers.

Mobius Chair [600] – Metron will be either amused or displeased once he finds out you've got your hands on this. It's a copy of the very same 'throne' the eternal seeker of knowledge uses in his quest to know all that is or will be under the sun. Just being seated on the chair surrounds the user in a nearly impenetrable forcefield, able to soak hits from super-strength boosted entities, weapons, and more so long as they remain in the seat. The chair is able to traverse across the universe in nearly an instant, and even move forward and back in time at the user's will. It also has the ability to catch and manipulate anything from individual objects to fully-sized planets, able to move them across creation as easily as it could travel by itself.

Finally, it allows you to grant knowledge and clarity to those lacking it, restoring the mad to sanity and granting the Promethean flame of intellect to previously animalistic creatures. Just as well, a user who sits within the chair can access the Source for knowledge of anything existing in the past or present of the universe...though, well-hidden or obscured secrets by those wishing to stay hidden, or those erased from existence itself may require some personal investigation. After all, some knowledge is worth questing for – and just like Metron's eternal mission, you may have to look for what is hidden. The only downside is that these benefits disappear once you're not longer seated in the throne, and that while you may freely travel through time, 'key' events in the history of the past may resist being changed or manipulated. As a final bonus, the Mobius Chair's functions can only be accessed and used by yourself or someone you explicitly approved to do so.

You may import a throne or chair of your choosing into this item, if you wish.

Apokolips

Infinite Supply of Comfy Couches [100] – Well, Darkseid may be the embodiment of all that is wrong with the multiverse, but even he needs to sit down sometimes. Following in his stead, you now have an ample supply of incredibly comfortable couches – both New God sized and not, and will adjust for whatever form you have when you sit down on them. If destroyed or damaged, a new one appears. Oddly enough, these couches allow you to look imposing and intimidating despite resting lazily into them, if you so wish.

Mega Rod [100] – The weapon of choice for the Furies, it is a technological club that can also be used as a staff. It is strong enough to make a sizable dent in New God-forged heavy armor, even break it, and can fire blasts that can punch a hole in an armored space-borne battleship. It can also transform into a staff for combat or other purposes. If you wish, you may import a weapon you already own into this one.

Statues and Monuments [100] – Die! Die for Jumper's magnificently-sized bust! What? I mean these statues and posters of you. Constructed of fine material and various metals, this is a collection of various statues and portraits of you looking imposing and dominating, or whatever you find appropriate for personal propaganda.

Radion Gun [200] – None are more ready to murder their fellow Gods than the residents of Apokolips, and it shows in this pistol-sized gun. Its application is simple but deadly – it fires bullets made of the god-killing Radion, which burns through the durability of a New God and strikes deeply and painfully into their true bodies. In addition to coming with twelve bullets that restock daily, included is a crate of pure Radion that can be fashioned into other deadly weapons and tools. In time, perhaps it could be re-purposed or researched to damage similar beings in future worlds. Just try your best not turn it on yourself.

Tools of the Trade [200] – Desaad seems to think you are also a New God of culture, because he has shared some of his precious torture tools and devices with you. Chains that can hold down a New God or even some superhumans, 'instruments' that will make even the toughest quarry sing like a canary under your delicate touch, and even devices that literally draw out and devour the happy memories of your foe. Any sort of technological torture device or method you can think of exists in this grim collection, though never anything more damaging than what would be torture for a New God.

Fury Armor [200] – If the Mega Rod is the primary tool of choice for the Furies, their armor is the most iconic. This set of armor is durable enough that a New God can withstand punches from an adult Kryptonian, and most bullets and energy weapons are casually deflected off of it. In addition, it is very light on your body and easy to move around in, as well as aesthetically pleasing. You may import an armor you already own, if you wish.

Happyland [400] – Come one, come all, to this entertaining torture facility for your prisoners! What? It's just an amusement park? Oh, don't worry about that. Individuals you trap within this facility are put through various tortures and torments with minimal supervision and work necessary from you...but all local adults see is people having fun in an amusement park. The children? Oh, they see it all, don't worry. Whether or not you decide to torment individuals within or not with the knowledge of people making light of their suffering, this will be a popular and lucrative amusement park on a civilized planet of your choosing. In addition, it comes with a blueprint for the illusory effect it has on its visitors, and ways so that only certain categories of people can see through it...if anyone. Post-jump, it will function the same way.

Goodness Grotto [400] – Ah...a caretaker of youth, are you? You have been 'blessed' with personal ownership over one of Granny's orphanages, which will draw in starving and outcast children of worlds you enter who lack families or anything tying them to their previous lives. Though they will be without special talents or powers, their presence in this place will make their minds quick to absorb whatever you teach them, adopting any sort of dogma or way of life you wish for them to pursue. Future foot soldiers, spies, perhaps even companions? It can be done. After all, no sense in wasting useful labor, right?

Legion of Parademons [400] – The Parademons are the advance shock troopers of Apokolips, often deployed in massive swarms when Darkseid begins his grim conquest of a new domain. Horrifying to look at and strong and tough enough to be effective foot soldiers against other New Gods, their only downside is their lack of intellect in exchange for blind loyalty to their master...in this case, you. You begin with six-thousand Parademons and the necessary laboratory to create more. This laboratory may become a Warehouse attachment post-jump, if desired. Sadly, if they die, they do not respawn – such is the nature of cannon fodder.

Entropy Aegis [600] – Forged by Apokoliptian technology with the remains of the being Imperix, this is a copy of the armor made as a 'gift' for Superman...one he wisely refused, for it would have devoured his soul and damned him to Apokolips. Still, it is such a useful tool, so why not take a less cumbersome version for yourself? This blackened armor greatly enhanced the strength and durability of its user, letting it accomplish herculean feats with ease, having enough power to defeat the mad alien Doomsday in a single strike, and tough enough to casually deflect an Omega Beam from Darkseid himself, nullifying energy used against its alloy. It can do things like rend time and space to bypass a barrier setup by several Gods, and fire blasts that can shatter impossibly tough spaceships made of alien alloy like glass, fly through space at incredible speeds, and more. Normally, this suit has a 'downside' the whole soul-devouring bit...but what do you know, your copy is without such a drawback. It will take some time to unlock the suit's full apocalyptic potential, wielding perhaps the same power Imperix did, but once you do...even a normal human clad in this armor would be a terror for the universe. Imagine what you can do. You may import an armor you already own to this.

Hellspores [600] – What a horrifying collection you've gathered, Jumper. This is about one-hundred glowing orange orbs that float about, inactive but a bit warm to the touch. However, when given a voice or electronic command of a detonation code (included within) that can only be used by you or those you approve of, they will tunnel into the crust of the planet and spawn a firepit like the ones on Apokolips. One is enough to utterly annihilate the local ecosystem, several could turn the atmosphere into a suffocating wall of smog and ash, while all used at once could destroy a planet utterly in a ball of flame. While the firepits remain when activated, you receive new Hellspores to replace any used ones the following week.

Armagetto [600] – The Lowlies work day and night in your name in this slum of yours. A replica of the most wretched parts of Apokolips, it is full of spirit-broken servants who work endless and toil in your name, fulled with industry and factories that build weapons and whatever dread instruments you task them to. They will not rebel or even consider turning against you, regardless of what you do to them, and their dogma will always fanatically match your own – whatever it may be, even if it changes. They will maintain, clean, and work in whatever properties you deem them fit to, and Armagetto itself is full of monuments in honor to you and your chain, as well as various assembly lines for many common Apokoliptian weapons for you to use for yourself, or outfit chosen followers with. In the center of it is an ornate and wealthy palace for yourself, including a decorated throne room from which to command your servants.

Powers:

You receive 200 points to spend in this section only.

Mighty Endowed [200] – Interesting choice. Like a certain mortal woman who became a New God, you have been gifted with supernaturally mesmerizing beauty...which may or may not have enlarged a certain body part or two (your choice) to an unhealthy size. In addition to being physically attractive and imposing in a way you seem fit, your chosen body parts – your eyes, your face, your hands, or erm...certain 'assets' have a hypnotic effect on the weak-minded, particularly those that find your gender attractive, reducing them into mindless minions until they're snapped out of it by being far from you for too long. Unlike this strange, mortal woman, you don't suffer from...balance problems, let's say.

Dreamer [200] – The mind is an amazing tool when used properly, for you can make the beautiful dreams contained in your psyche come to life. You're capable of some telepathy that can reach into the thoughts of others and create three-dimensional illusions that those who gaze upon you see and feel as completely real, only the strong-willed or the perceptive able to see through them. Your ability to tap into dreams has given you a degree of precognition, able to recognize omens and signs of impending fortune or doom.

Divine Skill [200 per skill] – As the New Gods represent concepts integral to the whole of creation, it is only natural they are the best and brightest at what they do. Pick a single 'mundane' skill – your abilities and competence at said skill is now the peak of what it can be in the universe. An escape artist could make Houdini's head spin as they managed to escape both a psychic loop and a physical death trap with no obvious weakness in mere seconds. A swordsman could dodge, parry, and fight evenly with the likes of even a superpowered foe and cut with perfect precision in their blows. A builder could raise a formidable fortress out of nothing but mud and twigs. This bonus is amplified slightly if the skill in question ties into your concept as a New God – thus, the God of Freedom would find his escape artistry more effective. The only downside to this competence is that it doesn't necessarily provide the tools you need to execute it – an escape artist would do well with some extra tools and gadgets, and using an ordinary sword against a superhuman would see that sword eventually break or shatter from stress. Still, with the right items...

Phasing [200] – A basic but useful power, you now have the ability to turn your physical form intangible, letting you phase through physical objects and move through them as easily as you would air. Just as well, you can do this to avoid taking damage from physical and energy-based attacks, though you need to concentrate to maintain this state.

Flight [200] – Another basic and common power available within this world, you have the ability to fly at your running speed. This flight is much faster in a vacuum without an atmosphere, though boom tube travel is likely more efficient it is still useful for shorter (and quieter) journeys.

Density Control [400] – As the name indicates, this is the ability to alter the density of yourself and things you can touch. Your can dramatically increase your body's natural durability and strength this way by increasing its density, making your strikes and grip much more powerful and your physical form nigh-invulnerable to force, or do the opposite to what you can touch by lowering it.

Magnetokinesis [400] – Metal is the most common material of civilized society, so why not use that to your advantage? You are now a veritable master of magnetism, able to create, control and manipulate magnetic fields at will, controlling the movement and attraction of objects tied to such with the ease of an experienced surgeon at an operating table. Tear an entire city apart as you lift buildings from their foundations, collapse metallic structures and armor on top of or around their users, and bend materials drawn to the fields as easily you would a plastic spoon.

Gravity Control [400] – One of the four fundamental forces of the universe, gravity is what binds feet to the soil of their planet and keeps planets in orbit around the blazing light of the stars. So naturally, it is expected for one of the New Gods to wield such a force to their liking. You can manipulate the presence of gravity, allowing you to create, alter, or destroy it in a way you deem fit. Weaken its pull around yourself to allow you to jump and even fly, or send hapless foes and even entire structures screaming into the atmosphere by removing it entirely, or strengthen it to the point they are annihilated from the intense pressure. With extreme effort, you can dislodge even moons and small planets from their orbits, perhaps even throwing them like you would a tennis ball.

Psionic Embodiment [400] – Why settle for just dreams when you can instead become a living embodiment of psionic power? Your body changes into a construct made entirely of your own thoughts and will, and dramatically increases mental-based power, as well as letting you repair your body and continue to exist so long as your consciousness is intact.. In addition, you have full-blown telepathy and mind control, able to manipulate the thoughts and memories of thinking beings around you with ease and even trap their minds in prisons made entirely of your own psionic power, tailored to whatever sensation you wish to 'bless' them with. You can even remotely possess other beings from far away, should they prove too weak to resist your willpower. You may change between this psychic body and your physical form at will, but the powers remain the same.

Lightray [600] – The power of light burns within you now, Jumper. Infused with such energy, you can now fly at the speed of light and beyond, circling even the gigantic planets of New Genesis and Apokolips several times over in mere moments. You may also create, absorb and project light energy through your body. unleashing it into mighty blasts that could strike down scores of common New God foot soldiers in mere moments. Using all of your power at once could even see you create a new yellow star, or shatter a planet completely from the blast.

The Alpha Effect [600] – The antithesis of the infamous Omega Effect, the power of Darkseid fueled by entropy, the Alpha Effect instead generates a bottomless well of energy...a power you now contain within your body, without any nasty side effects from the Source. With the Alpha Effect, you can effortlessly create and control the flow of energy, creating blasts that lay low most other New Gods or change its shape to use it as physical objects or basic constructs. Your ability to add this well of energy to yourself and others will let you energize them or technology, greatly enhancing their capabilities, and can even heal others or resurrect the dead. In time, you may accomplish even greater feats with this power...though it will take time to learn how to use it beyond the above.

Matter Manipulation [600] – To control the sea of atoms that form all matter...this too, is a power of the New Gods, namely the powerful guardian entity known as Infinity Man. You too, as of this purchase, of course. You can manipulate the molecular structure of any matter around you, letting you accomplish feats such as swimming through solid rock and metal as though it were water, change reinforced armor into vapor or vice-versa, and perhaps even create nuclear blasts with little more than a wave of your hands. You can accomplish this with whatever you can touch or see in your presence, though living beings may understandably not stand still when you try to turn their bodies from biology into physics.

The Astro Force [800] – The Wrath of the Source and the very weapon that Highfather blessed upon Orion to combat his dread blood father Darkseid – this is the Astro Force. Coming with an Astro Harness to help you channel its power, you are able to project and control a great energy with the power of an entire universe behind it. This energy can let you easily accomplish feats from towing planets to striking individuals with pinpoint precision on their opposite side, and can atomize other New Gods with relative ease, stunning or outright disintegrating at your preference. It can also create protective energy fields around yourself, letting you deflect even the mighty Omega Beams at nearly point blank range. The power of the Astro Force's offensive blasts should not be underestimated – the shockwaves of a full-power blast alone could shatter a nearby planet in orbit, and have allowed Orion to duel his dread father on near-equal terms time and time again. You can even banish the effects of hostile reality warping or other 'certain' effects by causing the Astro Force to explode around you, changing the damage back into normality, and change your size to be such that even the surface of Apokolips would be little more than a quaint toy to you.

This is a versatile and great power you wield, now...and so long as you have hope, it shall be your sword.

The Omega Effect [800] – The entropic might of Darkseid, normally unique to himself and someone of his blood...which may or may not be your unfortunate fate, if you enter as a native of Apokolips with a background. This power is one that breaks down and annihilates, and it shows – normally manifested as red beams from the eyes are the Omega Beams, which lock onto the atomic structure of a given target. These beams can reach as far as across an entire universe, moving at several times the speed of light, and nearly unavoidable for those not blessed with superpowers or astoundingly good fortune, twisting and turning to chase their target with terrifying accuracy. Those struck by the Omega Beams can be teleported to any location of the user's choosing, immediately disintegrated (or reformed from it, should you choose to), or banished to a hell known as the Omega Sanction. These beams phase through and ignore most physical obstacles, though some unique and powerful alloys or energy can deflect the full power of the Omega Beams...all else is ash to your gaze.

The Omega Sanction, should a poor soul be unable to resist the Omega Beam, will send the victim into an inescapable pocket dimension where they experience rebirth and death over and over in an endless cycle...suffering more and more with each lifetime, enduring indignities and tortures that escalate and rend agony after agony into their very beings...a grim fate, appropriate for those who try to defy you.

You may also enhance your personal strength and speed to terrifying new heights with the Omega Effect behind you, turning you into a terror even by the standards of New Gods, and with practice and age, perhaps the equal of Darkseid himself...where your true form entering creation could see an entire universe collapse into nonexistence, if you willed it so.

The Omega Effect may even allow you to unlock new powers and senses beyond these in time...who knows what you will accomplish?

Anti-Life Comprehension [200/600/800] – The Anti-Life Equation. The black grail that Darkseid seeks to claim, a living mathematical equation that proves the futility and hopelessness of life, extinguishing free will and turning what was once a living soul into a hollow husk for the purposes of the wielder.

For 200 points, you have a rudimentary understanding of Anti-Life and its relationship with the Source. This allows you to infuse your technology, words, and powers with it to a limited extent, letting you slowly corrupt or immediately torture and damage a victim with its presence. This will slowly weaken their will and fill them with agony, making them more suggestible to you and easier to corrupt. <u>If you took Shadow of All Life, you have this power for free.</u>

For 400 more points, 600 total, in addition to the above, you have a significant portion of the Anti-Life Equation figured out and internalized. In addition to giving you a natural immunity to corrupting or mind control effects, the Equation settled within you like a parasite becoming symbiotic and you have tailored it to your own use. By repeating the Anti-Life Equation through technology, your voice, or your abilities, those caught within it will almost immediately collapse to its will and see their consciousness and souls extinguished, turning into little more than hollow extensions of your will that you have full awareness of and work in perfect concert with. Only those with truly godlike power or hope for life can hope to resist, and that’s a small number even in this universe. This control can be broken by your own will if you deem to be merciful...but nothing short of a Miracle or your death will break it otherwise.

For 200 more points, 800 total, you’ve harnessed the full power of the Anti-Life Equation within your body. In addition to all of the above, you can tap into the might of the malignant shadow of the source, letting you dominate and control others without having to repeat the Equation – you could command all who could hear you to ‘stop’ and they would drop dead. Beyond that, with enough anger and hatred, you may cause yourself to manifest into a conduit for Anti-Life, letting you warp reality with its twisting presence. Command the dead to rise and speak the knowledge you wish to hear, completely halt the movement of the most powerful New Gods with nothing more than a command, and more. The only downside is that this is fueled by a hatred and negative emotion...of which you need in abundance to twist creation to your liking, and rarely in a way that is good for anyone except yourself. Such is the nature of Anti-Life.

Life Equation [200/600/800] – Just as Anti-Life exists in the shadow of all life, life itself burns bright with a light all on its own. While the Anti-Life Equation claims all life is worthless and your only escape is surrendering your free will, the Life Equation exists as proof that life is worth living and evolving, affirming one's sense of self. This principle is the foundation of all life in the universe, and you've developed an understanding of its application.

For 200 points, you comprehend a fragment of the Equation, perhaps due to your closeness to the Source. With conscious effort you are able to make others healthier and more mentally sound, sharpening their physical and mental capabilities, and can affirm their sense of free will by channeling the equation to break forms of mind control or deep despair and rage. This isn't yet at the level it can overcome something as powerful as one influenced by the Anti-Life Equation, however. With some effort, you can elevate a sapient being to a new evolutionary level, though you won't have much control over the specifics without some trial-and-error. If you took Pulse of Life, you start with this level for free, having learned to use it on both a passive and active level.

For 400 more points, 600 total, you've tapped into a greater understanding of life and the universe, understanding evolution to an almost primal level. You are able to completely erase brainwashing or mind control over a sentient being with an act of will alone, reciting the equation and reinforcing the core of their character, wiping away even the influence of the Anti-Life Equation. While you may sway others to your cause with this power, their central personality will remain intact. Your understanding of life and evolution being greater allows you to manipulate biological processes with greater ease, evolving multiple beings at once to new levels with a fraction of your original efforts – change them into a known or entirely new species, add or take away certain traits or features, and even grant superpowers based on their biology. This also allows you to easily heal the physical bodies of living beings, as well as resurrect the dead with great effort. You can even, if you wish, spawn or raise new life with your presence alone...though this would be a random and unwise process if you don't wish to actively nurture it outside of your abilities.

Finally, for 200 more points, 800 total, you have not only an understanding of life and evolution...but the very building blocks of creation itself. Not only have your previous abilities evolved to the point you can fill an entire planet with a new species and revive mountains of dead with a wave of your hand, but your understanding has spread to the very foundation of creation itself. By focusing your full understanding of the Life Equation on reality, you are able to shape it to your will. You may create a retroactive event or history that natives will believe always was, eradicate the influence of an encroaching God upon an entire universe or beyond, and grant or take away strange new superpowers of your own design, and even create an entire civilization of New Gods. The only downside is that such a comprehensive understanding of reality is very difficult to channel through the eyes of even a New God, and controlling the very 'code' of the Source is both overwhelming and challenging to all but the sharpest minds and the strongest wills. If you aren't careful, you may call things into being you very much didn't want, such as manifestations of your fears or anxieties. With time and effort, you may eventually master it...and become a true master of Life itself.

Communion [1000] – There's another one? At some point in your life, you embarked on a personal journey to the Source Wall to learn of its secrets...and unlike so many others, you actually returned with something to show for it. Like Highfather himself you have become a living conduit for the Source, the 'All' behind creation containing everything that ever was, will, or can be. This connection is represented by a personal item or weapon of yours, such as a staff in the case of Highfather, of your choosing and design. You may import one you already possess into this role if you desire it. By using this item as a focus, you are able to unleash fantastic powers granted to you by the Source that make you an equal to Highfather and Darkseid themselves, giving you a vast arsenal to wield. You are able to manipulate and unleash energy and matter on a massive scale, from creating objects out of nothing to disintegrating entire space armadas into atoms in a blaze of power, or altering the shape of living beings to something of your choosing. You can project yourself as an image only those of your choosing can see, manipulate technology with little more than your personal will, read and alter the minds of others and more. The range of your abilities extending across an entire universe, letting you contact and reach any your mighty will can reach.

One of your more notable abilities is that you are able to grant others powers tied to yourself or the Source itself, perhaps igniting the Astro Force within an individual of your choosing or giving them powers you believe suit them better. Just as well, you may take away these granted abilities at will or drain away a different set of powers they possessed, though those who match or exceed your might will easily resist this. You may also tap into the Source to significantly boost the powers and abilities of your allies, allowing them to resist their weaknesses or attack with even greater might than before for a time. As your power is tied to the Source itself, you will develop more individual powers and finesse to the point you may call on nearly any ability you can think of at will. Finally, as a bonus, you receive an insight and wisdom only a connection with all things can possess, making you a sage adviser and even better ruler.

The downside? You are the receiver of a higher power and this connection isn't unbreakable. Great cosmic disturbances that shake the foundations of an entire universe or more can weaken or even break your connection to the Source, disabling your access to this bottomless well. While purchasing this power guarantees you will be able to restore it once you overcome the obstacle causing this, enemies may be prone to taking advantage of this moment of weakness. Still, the light of all creation is behind you now...what will you do with it?

Companions:

The New Pantheon [100-300] – Do you with to elevate past companions into Godhood? Or perhaps acquire a few more. For a price, you may do so. For 100 points, you may create or import two companions, four for 200, and up to eight for 300. They receive a background and the benefits and discounts therein, and 600 points to spend freely. They do not receive a stipend for Powers.

In The Glow of the Source [200] – Or perhaps you have someone you wish to bring with you, who already exists in this great struggle? For 200 points each, you may convince an existing character within this multiverse to follow you, and if you manage to do so, they will become a companion once the jump ends.

Jumper's Furies [300] – Twelve mighty New God warriors who have sworn themselves to your service...whether as honorable knights, brainwashed bodyguards, or just comrades from some long-ago conflict is up to you. They have an appearance and gender ratio of your choosing, traditionally being all-female, and each coming with their own Mega Rod, Fury Armor tailored to an aesthetic you prefer, the Dog of War perk and one Divine Skill each of your choosing. They collectively count as followers, but you may import them individually as full companions in later jumps if you wish.

Drawbacks:
No limit on drawbacks.

Echoes of the Multiverse [+0] – The nature of the New Gods and their eventual footprint on the DC multiverse means that your actions will likely echo into this world and beyond. Choosing this drawback allows you to make your previous actions in the main DC universe and alternate ones 'canon', optionally starting you off later than the default start time in the former, resuming where you left off instead. If you had encountered the New Gods or their avatars before now, their thoughts and memories of you carry over.

To The Final Curtain [+0] – If you have started from the default beginning time or sometime before Final Crisis, you may extend your jump duration as far up to the events of the Final Crisis. This will likely see you involved in many catastrophes the New Gods are pulled into...especially the grim events of Death of the New Gods, which you are thankfully exempt from the hit list of...at least, if you didn't take Death of the Jumper.

Banished [+100] – For some unknown crime against your native planet or as a part of a clandestine scheme, you have been banished. You have no support from your homeworld, and should you be found setting foot there again, you will be deemed a 'kill on sight' priority until you return to your banishment.

This would already be inconvenient if not for the fact not too long after your default start time, the Crisis on Infinite Earths will begin, and the Godsphere containing the twin planets is one of the only areas untouched by it. Perhaps you could convince the other side to take you in?

Fanatic [+100] – You're an absolute fanatic who believes in the cause of their home planet a bit TOO strongly. You believe New Genesis is a flawless paradise that never does any wrong ever, or that Apokolips and Darkseid are the only worthwhile things in the entirety of the multiverse, acting as a zealot for whatever their causes may be. This doesn't win you many friends, and even some of your allies might find you a bit...overenthusiastic.

Kirby Katastrophe [+100] – Let's be honest here: Armored death flying around on skis, the dumb-looking Astro Harness, and the fact the embodiment of evil looks like a raisin in blue shorts...this is an aesthetic belonging to an old age, and it hasn't aged well. Something you're painfully aware of. Your outfit and equipment, while functioning the same, will look like the absolute worst of Jack Kirby's design choices, and you will be aware of how stupid it looks. So will everyone else, too – you will be mocked for your fashion choices by anyone who sees you, even in casual conversation, and everyone else is somehow exempt from this. I hope you don't mind the constant mockery or teasing from your allies.

Bug [+100] – You're not exactly one of the New Gods...or at least, you don't look like it. Whether born from them or raised among them, you are one of the insect people that exist below New Genesis, and have the looks to match...no appearance or aesthetic boost works for you. On top of that, other New Gods will see you as beneath them, still holding some discrimination even if they grow to respect you and your people...or by virtue of being a threat. This makes social interaction with them a bit difficult. You may keep this as an altform post-jump, but otherwise, your appearance is locked in this shape even if your biology changes.

Nature Versus Nurture [+200] – There is a sickness inside of you, Jumper. You have an inherent evil (or good, if you're normally the wicked type) nature within you that struggles against your better judgment, giving you a fierce temper or terrible sadism (or guilt and self-loathing) that rears its head if you don't constantly suppress it. You must struggle with this force in your heart and mind, lest you do terrible things to yourself and others when it finally lets loose.

Godly Duties [+200] – Do you think you could hide among the Hunger Dogs, coast life by in the paradise of New Genesis behind closed doors, or just pick a stray moon somewhere in the multiverse and hide there? That's a shame. As if your life were a long-running comic series, you will find yourself getting entangled into a new plot or problem that you will need to resolve lest your life or important projects of yours become endangered every odd week or so. You will regularly run into named characters in the DC multiverse, both as potential allies and enemies, perhaps even running afoul of Darkseid or Highfather every few dozen 'plots' or so. You're not required to defeat your opposition, merely survive and potentially outsmart them. It will be a long decade.

MacGuffin Box [+200] – The technology of the New Gods is perhaps the very pinnacle of knowledge and advancement in the DC multiverse...which is why pesky mortals keep snatching Mother Boxes to turn their pitiful technology into something threatening every odd week or so. A habit they've now taken towards doing to you. You will find important technology or equipment of yours keeps getting stolen from you – even things in your Warehouse aren't safe. While the thieves won't always be especially clever or powerful, any safeguards against using said items will fail in their hands...and believe me, they will be making trouble with it. This happens every month or so, too. At least the items stolen are usually at random, right?

No Goodness Here [+200] – Oh...oh, I am sorry, Jumper. You have memories of spending your childhood in the 'tender' care of Granny Goodness before you eventually escaped or graduated to a more 'useful' position in Apokolips. The experience was horrific and traumatizing, leaving you with haunting memories and constant nightmares of your time there, causing delightful side effects like mood swings or even slight hallucinations when something reminds you of that time in your life. While you can suppress it or fight back with your own willpower, it will constantly gnaw at you, especially during moments of weakness.

Death of the Jumper [+300] – Your story has continued on for far too long, as far as the Source is concerned. It believes your existence and continued presence is a malignant tumor on its inscrutable and grand designs, and now works to remove you from the equation. A copy of Infinity Man has been summoned and now hunts for you. He is at the peak of his power, and is fed knowledge from the Source about your location and current activities. Should you slay him, he will return in a few months of time with new insight about what had killed him the previous time and how to resist or avoid it. The Source will grant him new superpowers to survive and eventually kill you as more time passes – while he may not necessarily match you in power, his toolbox is nearly bottomless in what he can use to hinder and damage you.

You can end this, beyond survival, but it is risky...you must approach the Source yourself and convince it that your presence in the multiverse holds merit. The Source is an alien entity without a sense of morality beyond creation and destruction, and isn't above exterminating the Fourth World to usher in a Fifth. Your deeds both past and present will be laid bare and judged on the merits of what it provides...and whether or not it is a story worth preserving. If you can convince this fickle, omnipotent force that you are worth sparing, Infinity Man will cease the hunt and your chain will continue unhindered. Otherwise? Just survive.

The Job Fair [+300] – If the New Gods are supposed to be so great in the grand scheme of things, why do you keep getting disposed of so easily? Your luck has just taken a severe nosedive, and circumstances will conspire to see you overpowered or outsmarted by whoever the new major antagonist is. While this won't guarantee your death or permanent incapacitation, always having just enough 'plot armor' to live another day the first time around, you will see yourself being captured or defeated in increasingly improbable ways. To make matters worse, you won't be able to bounce back until you've lost to a given foe the first time around...and believe me, it WILL cause you and your allies a great amount of grief one way or another in that initial instance. The only good news is that your companions and allies don't suffer from this awful downturn of luck...I hope you brought skilled and powerful friends.

Nemesis [+300] – Bad blood exists between you and a unique character from your opposite planet...and they hate you with a fiery vengeance that would make the never-ending feud of New Genesis and Apokolips look tame in comparison. They are in many ways your antithesis and opposite, having a skillset that mirrors or otherwise opposes yours. While they don't have equivalents to your out-of-jump abilities, their hate gives them both a drive and cleverness needed to both hinder and damage you, perhaps even succeeding if you let them continue unabated. Vaporize them, tie them to the Source Wall, or just try to talk it out...it won't matter. They'll be back for more in a few weeks. They're popular with the readers, it seems.

Darkseid's Attention [+300] – Darkseid, rightfully or not, now believes you are an integral milestone in his quest for the Anti-Life Equation...that is, your suffering and agony is. It's not enough to merely cause you pain and grief, of course. No, he has decided you must suffer to such a horrific extent that you would rather taste oblivion than have any will to continue your own journey. He has given you his full attention, regardless of your allegiance, and will conspire to bring you into this state of ultimate pain and suffering...and as time passes, he will find more and more ways to bypass your defenses and safeguards against it. Should he continue unhindered, your sense of self and soul will be annhiliated in the horrific torment he has fashioned for you, and you will become a hollow husk under his control, ending your chain and consciousness forever. You can delay Darkseid's grim work by defeating or even killing him, buying you precious time as you set back his 'project', or even using diplomacy to present yourself as a useful enough minion to preserve for just a little longer if you're of Apokolips. If you can set back the clock on this scheme enough times for your decade to be up, then you will survive this drawback.

If not...just remember, death is the least of your concern here.

You’ve survived your time in this world? Well. Let’s get right to business then, shall we?

Out With The Old – You wish to return home, with all that you have gained? Very well. Naturally, this is the only option if you died a final death.

In With The New – You wish to remain this world, despite all its colorful dangers? I understand. You receive 1000 more points to spend in this jump as a final consolation. I hope you find the Fourth World fulfilling, Jumper.

The Endless Cosmos – Onwards to the next jump!

Notes

Whether or not the New Gods recognize you from previous or in future DC jumps is up to you and your chain's story.

The Source's omniscient pool of knowledge is generally limited to worlds you've been to, but will include that of new jumps you enter from that point onwards. Considering the amount of crossovers integral to DC itself, this is pretty large pool to begin with and will grow as your chain continues.

DC Comics, the New Gods included, is a long-running series that has changed authors and editorial mandates as often as the average person blows their nose. As such, the jump is mostly benchmarks and rough guidelines rather than full descriptions or hard limits of what is or isn't possible with certain powers. You have open fanwank license with this jump's content, and I encourage you to check out the comics or other sites for research if you have time, as well as deciding what does and doesn't apply to your individual chains. It will be much more efficient than asking me about it.

It's not clear exactly how much time passes in the Fourth World from the first issue onwards, but events and the timeline on Earth are usually roughly parallel to when it was published both culturally and technologically. Fanwank as appropriate.

Boom Tubes, Source access, etc. will let you travel to 'local' multiverses should they exist in future jumps, but won't be able to access other jumps or worlds not tied to DC until you obtain the Spark. Post-chain, even if you should fail the final goal, they will be able to travel back to the DC multiverse and your home world. Consider it a consolation...and try not to invite disaster into your home.

Taking Communion with Death of the Jumper does not immediately result in chain failure, the Source not exploiting its connection to you to immediately kill you. Has your benefactor given you a pirated connection to it? Is it testing you somehow? Did it just forget? It's your story, you tell me. Fanwank it.