Arrowverse Jumpchain:

By Reddit Community

Welcome to the Arrowverse, a live action reimagining of some of your favourite DC characters. In a few days time Oliver Queen of Earth 1 will be returned home from Lian Yu, a changed man, and will begin his journey as The Hood fighting beings such as The Dark Archer, Deathstroke, The Demon and many more. But that isn't all within the next 2 years the particle accelerator will explode showering Central City with dark matter opening the door to the impossible and bringing forth The Fastest Man Alive; The Flash and everything will snowball from their and that is just on Earth 1, who knows what else will be occurring now and in the future in the myriad earths of this multiverse.

1000 CP

Any one of them can be Drop-In:

Hero:

Vigilante:

Scientist:

Cop:

Villain:

Feel free to choose your age and gender for this Jump at no additional cost.

Locations:

Roll a d10 or Pay 50CP to Choose

Earth 1: The home of Barry Allen, Oliver Queen and John Constantine, right now this earth seems like ours but make no mistake in a few days time Oliver Queen will return home and that will mark a change for this world and the beginning of the era of heroes. Your choice of location is either, Central City, Starling City or Gotham City.

Earth 2: Neighbours to Earth 1 and currently victim to the homicidal maniac speedster Zoom or will be victim to as you see you arrive a year before that occurs, a year before the accelerator is activated and Zoom is born, what you do is up to you jumper. Your location is automatically Central City.

Earth 3: Home to Jay Garrick and Joan Williams home to its own meta-humans and heroes, nothing more to say really. Your choice of location is Central City.

Earth 9: The home of the Titans a group of vigilantes created by Dick Grayson home to Robin, Raven, Beast Boy, Superboy, Stargirl, Hawk, Dove and Wonder Girl this group was created to combat the forces of evil, to create a family one not bound by DNA but a collective sense of duty and devotion to one another.

Earth 38: Home to Superman and Supergirl, this earth is home not to meta-humans or wizards but aliens, beings from other worlds who have made their home on earth whether as a refuge or traveller it doesn't matter. The existence of these aliens isn't a secret in the shadows. There is the DEO, an organization who monitor extraterrestrial activity, an organisation unknowingly led by Jonn Jonzz the martian manhunter. You arrive a whole 3 years before Supergirl begins her journey to step out of her cousin's story. You can choose whether your location is Metropolis or National City.

Earth-167: Co-existing with the other universes, this earth is reminiscent of the Smallville verse with one major difference, here Clark Kent gave up his powers to have children with Lois Lane on the Kent Farm. Your choice of location is either Smallville or Metropolis

Earth X: The basic parallel where Nazi's won World War 2 here the Fuhrer and his wife rule with an iron fist and everyone who does not conform or fit the 'aryan dream' are rounded up and locked in camps, punished for being different. I would get out of here fast jumper. Insert into any place.

Earth TUD5: Home to Jefferson Pierce or as he was once known as Black Lightning. Here metahumans exist or as they called Green Light babies, but they are few and far between. You arrive

in Freeland, a pool of crime and corruption where gangs run the streets and racism runs rampant, Black Lightning won't make a reappearance for many years so until then this city has to suffer but truthfully jumper, can this city survive that long. Your choice of location is Freeland.

Earth Prime: Through some unexpected way you have arrived post-crisis on Earth Prime. This earth came into being through the power of The Spectre and is an amalgamation of Earth 1, Earth 38 and Earth TUD5, this earth and the history of the heroes here is different from what it once was. However, don't worry the majority of the major stories here remain the same.(As you are on Earth Prime you are in the new multiverse)

Earth-666: Hello~, *I* don't believe we've met, *Lucifer Morningstar* ... as in the *Devil* yes exactly. It's a pleasure to see you on *my Earth* outside *my* club.

So tell *me*, what is it that you desire ?

"…..".

Well go on in and have a drink, or two, *I'm* sure *Maze* will have something you need. You're gonna love her, she's pretty much up for everything.
Congrats welcome to Earth 666 and in a time after the Crisis on this Earth Angels and Demons exist and one of the former and leader of the latter Lucifer Moningstar owns a club in downtown LA and in a few days time will become embroiled in the murder investigation of a dear friend. Also, this is after the Crisis.

Free Choice: Self-Explanatory, such as Earth 89 - Tim Burton Batman, Earth 66 - Batman TV series 1966, Earth 96 - Christopher Reeve Superman, Earth 99, Earth 90 - The Flash 1990's, etc.

General Perks:

The Crisis (Free): A crisis is imminent, someone is coming, someone far more powerful than anything you can imagine. For those who watch Arrow or any of the related shows, you will know that the multiverse was destroyed by The Anti-monitor and recreated by The Spectre. Now,for some Jumpers this may mean death, so for the remainder of this jump you have this perk. What this does is that when the crisis occurs and the jumper perishes they will be brought back good as new, now, if the jumper changes things and the multiverse isn't recreated than this will act as a free one-up allowing them to come back but good luck in a antimatter universe mate. If you die by the hands of the anti-monitor this perk will still kick in. Before you get too excited, this perk will only activate during the crisis and you don't get to keep it.

Animation Filter (100 CP): For those who want little less Flash and little more City of Demons this perk basically makes it so that this and future worlds become an animated one instead.

Super-Looks (100 CP): Okay, why is it that every hero, vigilante and even assassins look good, I mean come on that is unfair isn't it? Well have no fear for due to this perk here; your appearance has now been boosted to equal to and even beyond the others of this verse to the point where all it would take would be a charming smile and your in.

FlashPoint (200 CP): Lets face it, time here gets changed a lot, whether its Barry Allen or the Time Masters or even Eobard Thawne and it's always the people in the present and/or future that are affected. With this perk, that goes away now no matter what temporal anomaly occurs you will always be able to remember every single timeline, every single what once was and now is at the same time and unlike a certain british magician you mind will always be able to handle it no matter the number.

Soft Tap (200 CP): The stronger you become, the harder it becomes to control your strength. With one wrong tap, a person can lose their life, cities could be destroyed, civilizations ended. With this perk, that will never happen. You have now gained impeccable control over each and every one of your abilities, able to dial them back from immensely lethal to barely a tickle with just a thought. even abilities that are primarily fully lethal can now be reduced to non-lethal usage. This also applies to your physical capabilities, allowing you to decrease your strength to whatever level you desire and back up again when you wish.

My Reality (200 CP): With all the reality warping that will soon be occuring in the near future, it's always good to be ready. With this perk, you have become totally and completely immune to all reality alteration that could possibly affect you. Someone warping reality to erase you from

existence? Yeah nice try buddy. Changing the lives of you and one of your best friends? Not happening. And so on. Any and all changes to reality that will occur will never affect you. This also provides some protection from spatial warping, and with the power of this perk, your enemies can no longer directly warp your surroundings against you e.g. creating a giant lava pit around you oh look at that you are just right on the edge, poisonous gas permeating the air it luckily has not reached you yet, a chasm opening in the earth well it's a good thing you were just a few feet to the left.

Secret Identity (200 CP): Whatever you do here is obviously your choice, but for those who wish to put on the tights, this is for you. This perk grants fiat-backed protection for your secret identity. Now no matter what happens, no one will be able to figure out your secret identity, regardless of whether they use technology, magic, or whatever else. Your secret identity will remain a secret. However, before you get too excited, if someone sees you actively using your powers in your normal identity, this won't help. But if for example, Supergirl uses X-ray vision on you, it won't work no matter what.

Unnoticed (300 CP): In this world it's hard to go unnoticed whether it's because of Kryptonian x-ray vision, telepathy or a book that details the lives of every person in the universe no one ever goes unnoticed except for maybe Mike Dugan the one guy that seems to go unnoticed regardless of what is happening him and you an entire team of supervillains could attack your house in order to kill your family and they would not even notice you lived there, hell so long as a villain is not looking your way you could ride up in a car and run them over without even a chance of them dodging or if you so desire even backstab them without a single issue. Now, this isn't foolproof if someone is not after you or not expecting you there, you will go totally unnoticed.

I Created My Own (600 CP): Eobard Thawne was many things in life, a mastermind, a scientist, and a villain, but most importantly a genius. The most clear example of that unparalleled genius is his creation of an extra-dimensional space and energy source inside the multiverse to act as a dark enantiomorphic rival to a power and place that exists outside of the very reality he operated within. You now share that prodigious talent. With this perk, you have the knowledge, skills, resources, and ability necessary to create your own artificial mirrors of the fields and forces you can observe indistinguishable in scope to the original. These powers may not be 100% identical to the originals but are so close as to be viewed as mirrors of each other and any differences will act as an advantage in favor of what you create.This comes with an intrinsic and intimate understanding of both the things you are copying and that which you have made, far above most if not all other users. You can safely and seamlessly use both the original and your copy in tandem and all of your creations work in harmony even if the originals did not. Any fiat backed capabilities you already possess or gain access to will come with your copied masterpiece already in place. As long as you have time, there is no limit to the forces you can create.

Hero:

A Hero's Never Late (100 CP): It's terrible a feeling isn't it when you are too late to save the day, when the innocents, the civilians pay the price in blood and pain. At least it is for other heroes whether through luck, divine help or otherwise you are never late to save a life no matter what happens, no matter where it happens or the number involved you always manage to arrive before any civilian is ever hurt or killed ready to save the day.

Talk To Them (200 CP): Being a Hero is being a woman/man of the people, talking to them whether you wish to let them see you as a person, help them through a tough time, get them to trust you etc etc. Regardless, it is an important aspect one that requires confidence and charisma to work, the latter of which you possess in spades. Your natural charisma has been enhanced where before it was akin to a puddle now it is a wave one that you seem to exude 24/7 around you, a charisma that seems to draw all those around you closer, a charisma that seems to get even your enemies to trust you enough to reveal all their secrets.

Saving Them (400 CP): Being a Hero isn't about stopping crime, it's about saving people even those others believe beyond saving, especially those thought beyond saving. When you go against an enemy a 'rogue' you don't just stop them, you save them whether its taking them out of it, visiting them everyday or just your mere presence either way it doesn't matter, what does is that your enemies always end up changing for the better, becoming better people, productive members of society.

Save My City (600 CP): Every world needs a hero, someone to stand up and fight for what is right, for the people who need it. Your actions if you so desire now have a knock on effect of sorts, by stopping crime,making life better will see the city itself becoming better. Damaged and destitute parts of the city begin to improve in quality, crime rates start to decrease, people become better versions of themselves , new heroes rise up and once your city has been improved this effect at your discretion will begin to start affecting nearby areas. (You can decide the type of effect this will have and whether this lasts if/when you leave the city or goes right back to what it once was).

Vigilante:

Peak Physical Condition (100 CP): Whether through rigorous training, life-changing experiences or just a quirk of your physiology you are now at peak physical condition of your species, able to lift more, hit harder, run faster and more than any other 'normal' member of your race, this doesn't make you the strongest among your kind and if another too is at peak physical condition or otherwise enhanced they too will be equal to you. Yes this also bestows, six packs abs and figure etc.

Don't Fail Your City (200 CP): Doing what you do day after day it takes a toll and for some it breaks them but not you. Unlike others, you possess something incredibly rare, Will the will that would allow you to handle and remain unbroken during torture, the will that would allow you to remain conscious even when impaled from behind. Will that would allow you to potentially even handle the Red Death itself.

Master (400 CP): Whether as a member of the League, army or otherwise you now rank among one of the best fighters on your Earth a master martial artist and weapons-master you have mastered virtually all martial arts and weapons able to go toe to toe with some of the best fighters of any Earth, Nyssa al Ghul, Slade Wilson etc you now rank equal to them in terms of combat and technique. For an **additional 200 CP** you have been trained even further equal to Oliver Queen before his demise where you are now able to fight and defeat both Ra's al Ghul and Damien Darkh at their prime, a Mirakuru-enhanced supersoldier and even if it comes to it your own doppelganger.

The Green Arrow (600 CP): To quote a wise man a Vigilante is just a man lost in the scramble for his own gratification, he can be destroyed or locked up but if you make yourself more than just a man, if you devote yourself to an ideal and if they cant stop you, then you become something else entirely. Like a certain bat in another verse and a future arrow you have become or are becoming that something else. Through your actions, you have begun to embody the ideal/s you fight for and that has presented itself differently to those you fight and to those you protect. For the latter, they will look to you for help, safety and security just by knowing you are out there fighting for them will allow them access to greater reservoirs of willpower and allow them to feel safer and for the former they will look to you as a Demon made manifest, they will tremble, they will cower and they will run. So long as you live and so long as you act, you will be remembered and even then when the sun goes cold and the skies darken you will still be remembered.

Scientist:

Adorkable (100 CP): It's heartbreaking when smart guys and girls like you are overlooked in favour of those who can throw a football really far, perform a bunch of pull-ups, or who simply have good looks, but enough about college. With this perk, that will never happen (again). So long as you are genuinely interested in the other person, you will find that anybody you are talking or spending time will be truthfully 100% interested in you and won't just sideline you, this isn't a necessarily a love thing, it could be platonic friendships, or even just as colleagues but it will get you through the door, it is up to you to do the rest of the work. Your weird habits are seen as hopelessly cute quirks.

Little Ciscy (200 CP): There is something about you, maybe it's your shirts, maybe your hair, or maybe it's just your face, whatever it is, your enemies vastly underestimate you whenever given the opportunity. Interdimensional professionally trained bounty hunters will just not use their tech or meta-powers because they think they can beat you without them, relying solely on physical abilities. Enemies will regularly defy orders and just throw you in a closet instead of killing you because of how pathetic you seem, even if you did just attack them and try to ruin their plans.

Genius (400 CP): You can't be much of a scientist without being some form of a prodigy now can you, in this world scientists are those with the power to change the world, to create marvels (you see what I did there) of engineering that could change the way we live our lives. These people have been blessed with minds chock full of ideas ready to be brought to life and you are one of them, a genius equal to Cisco Ramon, Hartley Rathaway, Caitlin Snow and so many others, complete with a free eidetic memory for the icing on top. As a scientist there is obviously one topic you major in whether it is medicine, engineering, hacking etc whatever it is is your choice. For an **additional 50 CP** you can choose a second and for another 50 a third and so on. (Before anyone asks this applies to anything so art, history, any subject you can think of).

Comic Book Science (600 CP): In this world comic book logic runs rampant allowing for the creation of technology that can bend, defy, or outright break the laws of physics. A few examples of these technologies include freeze rays that can reach absolute zero yet preserve life, suits that can cause their wielder to shrink to an atomic scale, actual time travelling spaceships that protect from paradoxes, and those are some of the most mundane samples seen in setting. This world is rife with people that can produce exactly those types of technologies with fairly common and mundane resources and you are now the greatest among them, you bring with you the very logic of comic books, producing works of wonder that would make the products of other great inventors look as insightful as a child's scribbles on a wall, within ten years you could invent almost anything you set your mind to, with the barest of resources at your disposal, along with myriad other adjacent and requeset technologies. The work of other lesser scientists and inventors can be dissected safely, understood, countered, and replicated before brunch. With you, the sky is definitely not the limit.

Cop:

Trustworthy (100 CP: Sometimes people don't need cops they need friends and confidants and you are at the top of the list whether as a result of your upbringing or just a consequence of your job your possess a certain aura to you one that makes you approachable to others and always available to others to talk to whether for advice or otherwise.

Stop Or I Will Shoot (200 CP): Before the days of The Flash, cops had to rely on 3 things; their gut, their partners and their guns because when a situation turns violent it's always the latter you are going to need the most. With this perk, your aim has become almost superhuman nearly equaling that of the infamous Floyd Lawton, you now never miss your target almost as if by magic your bullets always find their way to who/whatever you are aiming for never missing one bit. Now, don't get too excited this just makes an ace with a GUN if you want all ranged weaponry well practise makes perfect.

Investigator (400 CP): If you weren't good at this mate then you would be in the wrong profession mate but luckily for you, you are among the best in your city, if nor the best. Your skills at observation are top notch allowing you to gleam more from any crime scene than if any of your compatriots AND a full CSI time spent days looking over every little nook and cranny. You are able to just smell a mystery, knowing when you are not being told something or when someone is actually lying to you. You, like all hard-boiled detectives, know when you are being watched and know if they harbour malicious intent or not and know who they are and how many there are. As for the actual investigation, let's just say when you start they better run because, once you are on the trail it is only a matter of time before you catch your perp.

Plot Armour (600 CP): Its weird isn't it just how many cops die or get incredibly injured within this verse, all of them barring Captain Joe West what makes him special is that he possesses a unique ability Plot Armour a shield that protects him from majority of incidents and makes sure he is saved in the nick of time. You too now possess this ability, the ability to survive this plot and come out the other side. Of course, this isn't invulnerability if you get into something far far beyond you this alone will not help you survive.

Villain:

Evil Boss (100 CP): Good help is so hard to find these days isn't it, there's always something wrong with them either there too arrogant, too unskilled or just incompetent it's always something with them. Thankfully for you, you seem to be a master or finding others like you minions for you to use, partners to work beside, always incredibly useful and actually knowing what exactly to do in a situation. So long as you are actively looking for assistance you will find it.

Hidden In Plain Sight (200 CP): The good villains aren't the ones with the giant plans or the large forces; it's the ones who can hide in plain sight the one who can live with, teach, be a friend of the hero/es a skill you have mastered to completion. You are a true villain a master of disguise to the level where even Eobard Thawne a master in his own right would not even be able to see through your disguise whether it's mannerisms, certain verbal tics, even things that would normally be ingrained through years they are all present whenever someone looks at you they see whatever you wish for them to see, you become whatever you wish to become.

All According To Plan (400 CP): The thing with most villains is that they for some reason never think things out or if they do it's always in the short term, robb this, kill him short term stuff but you, you think big when you plan it is't for something tomorrow, or next week or even next year no you see when you plan you plan for the next few years. Your ability to plan both long and short term is legendary equal to even the reverse Flash himself where even when in prison and powerless you can effortlessly plan out your escape without anyone realising what you are planning until it's far too late to stop you. Furthermore, your actual ability to plan out has acquired a supernatural effect so the longer your plans go on without any trouble, the greater the momentum your plans gain and the more difficult it will become to stop you.

All Come To An End (600 CP): Every hero has the same story to defeat the villain of their stories, to have their happy ever after, well not anymore. You have the ability to break through plot armour, to tear through strands of fate, to break through the protections of God/s, in order to kill those who should not be killed. Luck, fate, plot whatever you want to call it has no sway over you as you end the story. Befitting, a 600 CP perk this possesses another key aspect: what you kill remains dead, no reincarnation, no lazarus pit what is dead stays dead, even immortals become mortal in your presence so no regeneration for them as well.
(This perk basically works on everyone. I just use heroes as an example).

Races:

Human (0): Bog-standard.

Aurafacians (100 CP): A race of spider-like symbiotes which attach themselves to a host body. Aurafacians possess a variety of different abilities which they bestow upon their host body

- **Spider Creation and Control**
- **Launching webbing from the host wrists**- strong enough to hold even Kryptonians
- **Enhanced Strength and Speed greater than humans**
- **Superhuman durability**
- **Transformation**- The ability to transform into a 3-dimensional shape e.g. animal or flat pattern.

(Now the nature of the race and their host's relationship is unknown but for the jumper you can choose to take control of your host and turn it into an extension of your being or choose a more equal partnership).

Starhavenites (100 CP): Denizens of Starhaven, many Starhavenites are indistinguishable from humans however a small minority called Valerians possess flake-like marks on their foreheads and cheekbones, no eyebrows and sunken eyes. It is this minority that actually possess superhuman powers. The Valerians possess:

- **Superhuman strength, stamina and smell** - Far greater than humans but weaker than kryptonians
- **Valerians do not show up on pictures or camera footage**
- **Ability to learn new languages quickly**

Naltorians (200 CP): Beings from the planet Naltor, Naltorians are indistinguishable from humanity, Naltorians while extraterrestrial in nature **possess little in the way of physical abilities** however, there true nature relies on their ability of oneiromancy an ability that manifests in the women of Naltor (seeing as you are paying CP you can be whatever gender) with this gift they can:

- **See into the future through their dream both in the long term and in the short allowing them to see attacks that will come.**
- **Naltorians with this gift and some experience can eventually learn to walk into others dreams even into another Naltorian dreamers and even with practise astral project out of their bodies into an astral form and this is just the beginning who knows what you will be capable of in the future.**

However, as powerful as the oneiromancy is, the dreams themselves will be upto interpretation and in the beginning the Naltorian who possesses the ability will begin to suffer from narcolepsy but you start with your powers fully manifested so this does not affect you.

Daxamites (300 CP): Hailing from the planet Daxam, Daxamites are indistinguishable from humanity in appearance and under their native sun possess no unique abilities. Daxamites being the 'sister species' of Kryptonians possess similar to the aforementioned race. Under the light of a yellow sun Daxamites gain:

- **Superhuman strength, durability and speed equal to that of Kryptonians**
- **Immunity to any and all contaminants,toxins,chemicals**
- **Daxamites do not possess the ability to fly but instead can leap several stories in a single bound**
- **Daxamites while being related to Kryptonians do not possess the weakness to kryptonite and can utilize electrical energy to heal themselves on a cellular level**
- **They also heal faster and can learn other languages incredibly quickly**

However, for every strength there is a weakness while Daxamites have not inherited the weakness to kryptonite they instead possess a vulnerability to lead which can both penetrate their skin and if it remains too long in their system will poison them. While their durability provides numerous benefits if they come into contact with extreme amounts of energy it could kill them and under the light of a sun other than yellow they will be rendered powerless.

Dominators (300 CP): Originating from Swan Moon, Dominators are conquerors who strive to maintain the status quo in the universe by any means necessary. In their native form, Dominators are bipedal, possess wrinkled like skin, fang like mouth and a red skull. The Dominators possess potent psionic abilities such as:

- **Illusions**
- **Mind control**
- **Telepathy**
- **Can sense alterations in time**
- **Superhuman strength and are incredibly resistant to bullets and other forms of attacks**

All Dominators possess an incredibly high-intellect and eidetic memory even from childhood.

Almeracians (500 CP): Denizens of the planet Almerac, Almeracians are a technologically enhanced warrior race indistinguishable from humans that are enthralled with constant warfare. Almeracia possess a host of powerful abilities not dissimilar to those of Kryptonians and Green Martians they possess:

- **Superhuman physical characteristics with strength nearing that of the former race**

- **Powerful telekinetic and telepathic abilities**
- **Hypnotize others with merely a gaze**
- **Heal from most wounds in seconds**
- **Teleport**
- **Produce optical force beams**
- **Undergo suspended animation temporarily**
- **They are also capable of learning other languages very quickly**

Jarhanpurians (500 CP): Former denizens of Jarhanpur prior to its destruction. Jarhanpurians are a techno-organic species. Unlike other races, while they possess

- **Superhuman physical characteristics equal to that of Kryptonians**
- **Extended longevity**

Each Jarhanpurian possesses one unique ability e.g. Geokinesis, Technokinesis.
Like the others of your race, you can pick one specific kinetic ability of your choice to possess.

Coluans (500 CP): Synthetic lifeforms that hail from the planet Colu, Coluans are akin to living computers as synthetic computer-like lifeforms they can transform their bodies into data and teleport through technology.

- **As a Coluan you have a 8th level intellect and can grow from there.**
- **Coluans can also interface with any technology and computer systems**
- **Coluans also possess incredible multitasking capabilities able to project their own mind into another via electronic device while at the same time speaking to others with their outside bodies as well**
- **Apart from being able to manipulate technology are also able to telekinetically maneuver them**
- **Super strength, speed and durability**
- **Flight**
- **As digital beings Coluans are capable of self-repairing though only if they are conscious**
- **Similar to Martians they are capable of shapeshifting and manipulating their physiology e.g. stretching their limbs, turning their bodies into blades and allowing them to mimic others voices/**
- **Being computer-like lifeforms allows them to access ancestral memory they remember everything their ancestors remembered**
- **They are capable of learning other languages very quickly**

Now, the most famous example of this species Querl Dox is a 12th level intellect and for **another 100 CP** you can increase your intellect to his level.

However, as they are akin to A.I's Coluans can be infected with computer viruses and being electrocuted to extremely high voltages will cause Coluans to reboot, stripping them of emotions as well as causing them to discharge a green fluid.

Tamaraneans (500 CP): Hailing from the planet Tamaran. Tamaraneans when not using their powers appear as dark-skinned individuals identical to humans only when using their abilities do there eyes change colour and their skin begins to look more golden as the energy they absorb is brought to the surface, Tamaraneans are able to absorb stellar and UV radiation bestowing upon them unique and powerful abilities:

- S**uperhuman strength, reflexes, stamina and durability**
- **Accelerated healing factor**
- **Thermal and Radiation immunity**
- **Flight**
- **The ability to release the energy you store as blasts from anywhere on your body either as a blast or the energy can be shaped into whatever the user desires it to be, e.g. a shield.**
- **Tamaraneans can also manipulate the energy within their bodies allowing them to siphon radiation consciously from outside sources and/or transfer energy to other beings.**

Green Martians/White Martians (500 CP): Self-explanatory really, you are a member of the martian race either as a member of the White Martians or the near extinct Green whichever is your choice. AS a White Martian you can choose whether you are a typical member of your species i.e. cruel , aggressive and ruthless or you can choose to be different from the rest of your kind whichever is your choice. As a White Martian your true form is that of a monstrous, bipedal creature standing at 8 feet tall. You can also choose to instead be of the Green Martians now near-extinction like the White option you can choose to be a kind , peaceful individual or an aggressive sadistic one or in-between. Green martians are roughly humanoid with a different head shape, green skin and red eyes. All martians possess the same abilities:

- **Superhuman strength, speed, durability and stamina though less than that of a kryptonian**
- **Shapeshifting which includes a malleable physiology e.g.stretching limbs, bio-clothing-which is generated as part of their physical bodies, camouflaging themselves by changing their appearance and bending light waves to match their surroundings allowing them to make themselves near invisible and density shifting which allows them to phase through solid objects and increase their durability to become near-invincible.**
- **Martians also possess powerful telepathic and telekinetic abilities as well as**
- **The ability to fly.**

- **They are also capable of learning languages very quickly.**

For an **additional 100 CP** you gain Malefic's power to incept others, basically mind-control. However, while they are incredibly powerful they also possess many weaknesses both types of martians are weak to the element of fire upon close contact to the element both types of martians will be forced to turn back into their true forms as well as the atmosphere of Maaldoria which is toxic to both species. Now normally, being a Green Martian would place upon them a weakness to White Martian blood if injected into a Green Martian will cause the latter to transform into a White Martian but seeing as you are paying for CP that no longer affects you as for the curse Hronn'meer laced you can choose to have siblings but as a Green Martian this will make it so if you attack each other great pain will be caused to all parties involved.

Kryptonians (600 CP): Basic Kryptonian package:

- **Superhuman physical characteristics i.e. strength, speed, all senses**
- **Heat vision**
- **Frost breath**
- **Flight**- Kryptonians in this verse are limited to Earth's orbit as gravity is required to generate the thrust needed to fly and Kryptonians in this verse cannot breathe in space.
- **Self-Sustenance**- The presence of the yellow sun helps to **reduce** physical needs significantly as well as help in oxygen low environments.
- **Telepathic Resistance Though those strong enough can bypass this.**

Your abilities are dependent on how long you have absorbed solar radiation for as you are paying CP the amount of solar radiation you have absorbed is equal to Kara Zor El (9 years). For an **additional 300 CP** you are not a normal Kryptonian but a World-Killer you were altered by genetic experiments and dark magic, due to your enhancements your capabilities are far greater than that of ordinary Kryptonians and due to the dark magic used on you your body creates

- **It's own power source allowing you to utilize your abilities without the presence of a yellow sun as well as allowing you to withstand both extremes of temperature and a resistance to kryptonite**

to put your power into perspective to start you could easily with no difficulty beat Supergirl and even Superman to death if you wanted to. For an **additional 100 CP** each or 200 CP for both, you can gain the abilities of the other 2 worldkillers making you equal to Reign at the end of series 3. BTW even though worldkillers do not require yellow solar radiation they can still use it to augment their abilities.

Purity possess the following:

- **Superhuman Sonic Scream**- This scream is powerful enough to knock down an adult Kryptonian as well as cause them to fall unconscious. By emitting specific frequencies you can cause harm to specific species while leaving others unharmed.

- **Sound Inducement**- You can now create vibrations in an omnidirectional fashion around which can induce vertigo in all those within a certain radius of you. The effect of this power allows you to stun, explode and push back multiple objects at once.
- **Empathy**- The ability to see into other people, the ability to read their personalities and deep into their psyches, by seeing into people you can see their emotions and all the experiences they have had knowing exactly what it is they are feeling and why.

Pestilence the second Worldkiller possess:

- **Extended Longevity**- Pestilence in a possible future was able to live well into the 31st century with no visible signs of ageing
- **Pestilence Inducement**- Befitting the title, you can release a 100% fatal contagion with just one touch, you can manipulate the rate and spread of death.
- **Retractable claws**- More sabertooth than wolverine really but either way these claws are sharp and dense enough to pierce a Kryptonians skin and you can also spread your contagion via your claws.
- **Evolution**- The most important and powerful of your abilities, you can now evolve yourself into more and more powerful forms of yourself, constantly growing stronger over time, your abilities increasing in strength, weaknesses decreasing the longer you are exposed to them and yes that includes kryptonite.

As for weaknesses, Kryptonian heat vision can injure others of your kind. Green kryptonite and its effect is self-explanatory, red kryptonite will cause the Kryptonian to lose their inhibitions corrupting them and causing their negative personality traits to be overshadowed and Silver kryptonite will cause the Kryptonian to go into a deep and frightful illusions where nothing from the outside world will stir them from it. They can't see through lead and higher frequencies e.g. sonic screams will cause them pain and disorient them and without the presence of a yellow sun will cause them to lose their powers.

For Worldkillers they do not require a yellow sun to work and unless the jumper purchases the 200 CP second Worldkiller option they will not be totally immune to kryptonite only highly resistant to it. Also, due to Worldkiller's possessing their own power source the lack of yellow sun does not bother them so even in the presence of red sun radiation they will retain their powers.

As for how powerful normal Kryptonians are in setting, speed wise they can break the sound barrier and go faster than any fighter jet. Kara's speed has been reported to be at Mach 7.

Strength wise is undetermined by Kara and Clark can lift the fortress of solitude's key which is a million tons quite easily.

(For evolution the growth in strength is not documented but for the sake of the jump I will say that you get stronger the more time passes double for every year, yes this includes abilities so if is possible to reach the speed of light one day also BTW all the Kryptonians so far shown all seems to possess enhanced or eidetic memories allowing them to remember details from decades ago you also now possess this.)

Demons (700 CP): A race of malevolent beings from Hell ruled by the Triumvirate. All Demons become stronger as they gain more and more human souls, as the number of souls grows the Demon increases in power and standing in Hell. Due to the nature of Demons they possess a variety of different abilities from one another but the most common ones beings the ability to possess others and take them on as a host in order to walk among the Earth, accelerated healing, immortality, superhuman strength and speed, telekinesis, teleportation and the ability to create illusions and those are just the most basic abilities as every Demon is unique so to are the vast majority of abilities, as for your power to put it into perspective you start out at the level of Neron. For an **additional 500 CP** your power is enhanced to the level of a Demon Lord such as Nergal allowing you to with just a thought exorcise a lesser of your kind.
However, Demons aren't all powerful, a strong enough magic user can exorcise a Demon from their host, salt can act as a shield against your kind. The Eye of Horus when placed upon something can prevent any Demon from entering the place marked by that symbol and finally the important weakness of the art of the deal. A Demon must always honour their deals and if broken whatever the Demon got from that deal will be taken back.
(For Trigon, based on what was seen his powers should be equal to a Demon Lord so by purchasing Demon Lord you should be Trigon's equal but remember this is TV show Trigon not comics Trigon)

Angels (800 CP): Winged celestial servants of Heaven, you can choose whether you are a white winged servant of God or a black winged fallen as you are paying CP you are not in any risk of falling. Angels possess the abilities of teleportation, telepathy, empathy, chronokinesis, super strength, healing and resurrection, holy/unholy pyrokinesis, blessing, smiting, exercising, banishing, purification, curse and magic dispelling, illusion casting,flight, immortality, and a near limitless number of other minor miracles. Angels also possess the ability to possess others and or simply take on a physical form. They can perceive changes in reality, hiding themselves , objects, places, and others from any means of detection, massive resistances to harm or others abilities, the abilities to shut down others powers, and who knows what else they are capable of and as a member of the angel race you possess immense divine magical abilities and potential which is further enhanced by taking Archangel. For an **additional 800 CP**, you are not just a normal Angel but an Archangel one of the first of your kind equal to the First Of The Fallen, as an Archangel you are unimaginably powerful nearing the levels of nigh-omnipotence.

Fifth Dimension Imps (1000 CP): Imps is a term for beings from the Fifth Dimension. Imps are near omnipotent beings whose science is so advanced that it is indistinguishable from magic. You have the **ability to warp reality to your whims**. You can be banished and sent back to the 5th dimension if you say or write your name backwards (this goes away post-jump and as for how long we will use comic book rule and say 90 days). Can only use your powers while having access to

Fifth Dimension energy, if the connection is blocked, your 5th dimensional imp powers will be neutralized.
For an **extra 500 CP**, those weaknesses mentioned are just lies you told everyone, to give them a "fighting chance", or else it would be quite boring if they just give up and let you have your way.

Magical Races:

Dybbuk (200 CP): A type of malevolent spirit Dybbuks are spirits invisible to the world, spirits so evil that they could not cross over to the afterlife but whose natural presence resembles a gust of wind in the world. However, in order to interact with the world Dybbuk's have to possess inanimate objects. However, seeing as you are a jumper and are paying CP you start off in your original body but if your body is destroyed as a Dybbuk you will survive but until the next jump you will be limited to inanimate objects.

- **Enhanced Agility**
- **Enhanced Strength**
- **Possession**
- **Flight (but only out of body)**

Kaupe (200 CP): A species of magical creature a Kaupe is a hairy creature with a muscular build and tribal marks imprinted on your chest, sharp nails and long teeth that can claw a human to death. Kaupe possess:

- **Enhanced Strength**
- **Enhanced Senses**
- **Infectious Claws:** If a Kaupe scratches another being they turn that being into a kaupe hybrid the being gains similar enhanced strength and senses to that of a Kaupe as well as the ability to transform into a larger more muscular form.

Shtriga (300 CP): A race of malevolent witches and warlocks with the ability to siphon the life force and souls of their victims by siphoning the life-force of their victims Shtriga are able to remain young and strong however the process of absorbing life-force takes quite a while and the source(s) of the life-force need to kept alive until completion otherwise the process could be undone. Shtriga possess the following abilities:

- **Enhanced Strength**
- **Life-Force/Soul Energy:** Shtriga prey on souls and can siphon life-force from their victims.
- **Superhuman Speed**
- **Protective Spell Immunity:** Shtriga are immune to protective spells.
- **Shapeshifting:** Shtirga have the ability to change their physical appearance.

However, Shtriga are weak to cayenne pepper and also if the spell you place on your victims is dispelled you will weaken and losing enough energy will cause yourform to become a husk. Now normally, Shtriga are women but as you are paying CP this doesn't apply.

Shapeshifter (300 CP): Pretty self-explanatory really Shapeshifters have the ability to shapeshift into any individual they see. As a byproduct of their shifting ability all Shapeshifters possess a form of rapid regeneration allowing them to recover from things such as a stab wound, bullet through the chest and even a snapped neck however, Shapeshifters will still feel the pain of the injuries inflicted. As an additional side-effect of the shifting ability every time a Shapeshifter changes into another form this resets the shifter's lifespan allowing them to live forever.

Hybrid (Variable): While rare there do exist hybrids in this world, while the majority of which are hybrids of aliens and humans that doesn't mean you jumpers can't be something more to become a hybrid you must purchase the most expensive races full price and 100 CP for the second race. To purchase more than 2 races e.g. 3 purchase the 2 most expensive races and buy the cheapest for 100 CP, the rule applies for however many races you buy. As for weaknesses you fanwank whether they keep them or not. For strengths that's your choice as well.
(This applies to all races alien and magical and yes you can be a hybrid of alien and magical.)

Abilities:

Protection Spell (100 CP): Allegedly created by Merlin herself, this protection spell was cast on the knights of the round table so that if any were to fall in the company of lesser knights they would rise again the letters souls bound to the knight is question and for every soul bound, another resurrection available. You too were placed under this protection spell, whether as a gift or an experiment or otherwise it doesn't matter what does it that you have another soul bound to you allowing you to rise from death only once. For more souls to be bound to you pay an additional 100 CP per soul, the price doubling for every purchase, they also regenerate at the beginning of each jump.

Mirakuru (200 CP): Whether as a result of experimentation or as a means of saving your life you were injected with Mirakuru serum, a super soldier serum created by the Imperial Japanese Army during world war II. This serum when injected into you enhanced your strength, senses and endurance to beyond human capacity and your agility and reflexes to peak human condition. The serum also bestows a regenerative healing capacity that allows recovery from the most debilitating and gruesome injuries however organs cannot be regenerated. As you are paying CP you do not suffer from any side-effects and it cannot be cured/taken from you.

Magic (300 CP): The ability to manipulate supernatural energy in order to manipulate reality itself. Casters do this primarily with spells, each spell requiring an incantation and in the case of the most powerful spells certain ingredients. Some incredibly powerful spell casters can mimic the abilities of meta-humans e.g. teleportation, regeneration etc. Now, magic can be split into 2 main forms: Dark Magic which draws on the negative aspects of the universe and Light Magic which draws upon the positive aspects of the universe. However, make no mistake there are other various forms of sorcery also out there those two are just the main ones. Now, you start this jump with the magical skill and talent of John Constantine an occasional dabbler of the mystic arts not the strongest but certainly not the weakest and unlike John what you can do with the magical arts can certainly grow from there but be warned this is skill and talent you are going to have to find and actually learn some spells yourself.

Mark Of Cain (800 CP): You see after killing his brother God cursed Cain with a mark; this mark bestowed him with eternal life so that until the end of time Cain would be forced to live an eternal punishment for the death of his brother. Like him you too have been cursed and this mark has been branded onto your body and has given you eternal life now until the end of time you will not age and die and if the latter ever occurs the mark will resurrect you a short time later bringing you back to full health. The third and last ability is a boosted regeneration, now while this isn't superhuman this ability allows your wounds to heal faster compared to a normal human. As for things such as falling in lava being chopped in two etc your body will regenerate from the largest part remaining

not pull itself together. Also, the mark can bring your body back; it doesn't mean your mind or soul is invulnerable. The actual design of the mark and it's placement is your choice. You don't have to have a circle if you don't want to.

Powers:

Humans and Human Hybrids gain 600 CP for free for this section. Also all abilities can evolve past what their description says here.

Petrification (100 CP): With just a touch you can turn anything you touch into stone.

Eddie Slick (100 CP): Basically lets you turn into sand.

Lifeforce Draining (200 CP): Through physical contact you can drain the life out of a being greatly accelerating the target's age. With practise you could learn to utilize that stolen life to either de-age yourself or enhance your physical/ nonphysical abilities.

Gold Physiology (200 CP): Some say the powers gained symbolised who we were, well what does that say about you. You can turn any part of you into gold itself turning both your flesh and bones into the substance itself bestowing you supernatural durability and strength, you furthermore have gained the ability to manipulate any and all gold within your immediate presence even something as small as within a suit is within your control.

Force-Field Generation (200 CP): You can create box-like force fields around others by compacting air molecules, by manipulating the size of the fields you can crush anyone/thing situated in the forcefield. You can even use these fields for defence.

Size Alteration (200 CP): The ability to alter a target's size by adjusting the size between molecules when shrinking something the mass is also offset and can be returned to normal at your discretion.

Steel Physiology (200 CP): You have gained the ability to transform your skin into steel, while in this state your height and build slightly increases, as a bonus effect to your ability you have gained a regenerative healing factor and being able to heal immediately upon transforming. Your healing capacity allows you to take a hit from the ATOM suit and fully heal in less than a minute. As an obvious side-effect to being able to turn into steel you are superhumanly durable allowing complete resistance to guns, landmines and even super- fast hits from a speedster. The steel transformation also bestows you with superhuman strength where you could stop a train going at full speed and even quite easily throw a grown man across a room.

Animatopathy (300 CP): This is the ability to temporarily animate inanimate objects by leaving behind psychic imprints of dark matter on the molecular levels of the target allowing you to control their movements however you wish. You can continue to command any animated objects from a few metres away even those not within your line of sight. Any inanimate object can be animated by your power even dead bodies count.

Cryokinesis (300 CP): The ability to manipulate and generate ice as well as ice-based substances such as slush and hail. This ability allows the user to absorb thermal energy from molecules to create extremely cold surroundings. With it you can generate low temperatures from your body, allowing you to freeze anything you desire. The ice you create can be manipulated into any form you desire, you can even create an ice slide and use the ice to propel yourself along the slide and that is just a beginner's application of your abilities. As your ability progresses you will be able to reach lower and lower temperature allowing you to reduce the regenerative abilities of others and with time and practise you could generate temperatures lower than even -360 degrees celsius. As you can generate cold you are also immune to it, with practise you could lower the climate of the area allowing you to even create snow and with a bit of practise you could even manipulate it. You also passively have superhuman durability. For an **extra 100 CP** you can also transform yourself into a walking humanoid block of ice similar to Jordan Mahkent of the future Earth-2, while in this form the ice forms a protective layer around your body allowing your actual physical self to remain unharmed, while this layer can be cracked or broken this will not cause you direct harm however, due to this ability your core body temperature will be lower than a normal humans causing things such as your breath to come out visible to other people.

Elasticity (300 CP): Whether due to dark matter or otherwise, the cells of your body have become polymerized causing them to be elasticized at the atomic level allowing you to stretch, contort and change the structure of your body into any form you desire. Due to your unique physiology, you can shapeshift into any form you desire- taking on their appearance for your own and as a side-effect of your elasticity you have gained a measure of superhuman durability and strength allowing you to survive everything from a bite of a T-Rex to a bomb to a blast of pure ultraviolet radiation and everything in between. As for your strength you have become strong enough t6o grab a hold of a helicopter and hold it in place, preventing a speeding vehicle from speeding away and even punching the lights out of a T-Rex with just one hit.

Kinetic Energy Absorption (300 CP): BY releasing a pulse you can absorb all the kinetic energy around you into yourself leaving everyone and everything in a temporary state of being frozen. Your kinetic absorption can even slow down the rate of electrical transport within a person's nerve cells causing them to view everything going on at supernatural speed.
However, your pulses are not continuous and you must wait 2.7 seconds before creating another wave and if someone can generate enough kinetic energy prior to the pulse they can instead of

being stopped only slow down. With time and practise you can increase the quantity of energy absorbed and the time between pulses will shorten.

Jinxing (300 CP): The ability to manipulate the surrounding quantum particles causing good luck to the user and bad luck to everyone around them, However, prolonged use of this ability causes the quantum field the user generates to increase causing the user to amass more and more good luck for themselves and bad luck for others.

Sound Manipulation (300 CP): The meta-human ability to as it says manipulate sound waves as well as being able to create them.

Technopathy (300 CP): You can now sense the presence of as well as control all technology around you, any and all tech no matter the origins, the time its from or otherwise can fight against you even Gideon herself can fall to you as you get stronger and your skill increases the range of your abilities will grow ever larger. When using this ability the technology and your eyes would glow purple but as you paying CP you can change the colour or you can have multiple colours.

Fragokinesis (300 CP): The ability to upon physical contact spontaneously combust anything you desire so long as that object comes into contact with the palm of your hands, how powerful the resulting explosion will be is dependent on the size of the object you touch. The bigger the object, the bigger the boom also unlike the original owner of this ability you are in complete control of your ability so unintentional explosions for you.

Ramsey Rosso (300 CP): Also called Haemokinesis the ability to manipulate and control blood, through this you can absorb the blood of others to heal and empower yourself. With the blood you can create haemokinetic constructs e.g. tendrils, scythes whatever you desire to form, so long as you have blood the sky's the limit. By infecting others with your blood you can form black blood within others turning them into monsters loyal only to you and bestowing on to them increased strength, long black nails and the ability to absorb dark matter however by taking back your blood and killing the infected you can use the blood to heal yourself and to increase your blood and mass allowing you create larger and larger constructs however, unlike the original bearer of this power you do not bear any outward appearance changes. Your ability bestows onto your enhanced strength and if enough blood is absorbed the ability to absorb into a monstrous skinless form.
(BTW, if you infect other meta-humans you can also utilize their powers so long as they are infected with your blood).

Seismokinesis (300 CP): The ability to cause tremors upon coming into contact with the ground. The range and damage of the tremors is all up to you.

Claude Morton (300 CP): Unique among even other metahumans you now have the ability to duplicate any meta-human ability so long as they within 20 yards of you, as a side-effect of this ability you can immediately detect whenever a meta-human is within your range as well as who they are. Unlike Claude Morton, you do not get a splitting headache when a large amount of meta-humans are in your presence. The same goes when detecting them. Obviously, when they move outside your range, you cannot copy them.

Cicada (400 CP): The metahuman serial killer, the one that got away. Whether just a consequence or an alteration in time you were impaled with a piece of dark matter infused technology and while it was removed and the wound healed you were permanently changed your DNA rearranged. Your strength and durability have been enhanced to the point where it will take strikes infused with more 2.5 billion joules of energy for you to feel it. You also gain the ability to fly at high speeds. For an **extra 200 CP** you gain access to the powers of Grace Gibbons or 'future Cicada' as she will come to be known as well which include enhanced reflexes as well as the ability to control dark matter a short distance around you both within you as well as within your prey. Obviously, you gain access to the lightning dagger for free. You also don't have to worry about the dark matter shard as that isn't present.

Dimensional Manipulation (400 CP): By folding the barriers between dimensions you can enter into different dimensions, pocket or otherwise. This ability can be used to open portals to allow travel into other dimensions but can also be used as a powerful defense allowing attacks to be absorbed and redirected wherever you desire.

Electromagnetic Wave Manipulation (400 CP): You can manipulate a range of different frequencies and wavelengths of the electromagnetic spectrum. This ability allows you to generate a wide variety of radiation through this you can release potent UV blasts that not even a speedster could run, view the entire electromagnetic spectrum able to interpret the wide variety of energies you could see anything from radio waves to cosmic waves, you could even teleport utilizing electromagnetic radiation.

Gar Logan (400 CP): Possessed by Beast Boy and now you, this ability allows you to turn into any animal that has ever existed from the most common to the extinct or maybe even those from other planets either way you can now become them. However, the animals you transform into will always be a certain colour e.g. Beast Boy when transforming his animals always come out as green and now you also come out with a colour of your choice. One downside of your ability is that your clothes do not transform with you.

Atmokinesis (400 CP): The ability to control and create the weather in any form the user wishes. A skilled user of this ability allows a user to not just manipulate external weather but also allows creation and miniaturization of the weather e.g. a skilled user could create a miniature tornado in the palm of their hands, form golf ball sized hailstones with just a thought and summon a lightning storm indoors. With time users can create their own custom forms of weather for example a tornado made of lightning. With just a bit of time and practise, a user can grow in power and capacity and one day could blanket the world in their power.

Pathokinesis (400 CP): The ability to manipulate the feelings and emotions of others e.g. causing them to feel incredible joy or wrath etc.

Gravitokinesis (400 CP): The ability to manipulate gravity, with just a thought you can manipulate the gravity of those around you, with no physical contact needed you can control the direction of gravity causing people to become weightless, hold them place and even as attacks e.g. placing pressure on a person's neck or increasing the gravity on an individual which can be used to crush them if you so desire and those are just the average uses of this ability with creativity and practise just who knows what this power can be capable of.

Magnetokinesis (400 CP): The ability to generate and manipulate magnetic fields allowing control of metals of any size.

Photokinesis (400 CP): The ability to control and manipulate light. With it you can create constructs of light in whatever form you desire, the light you generate can reach levels as hot as stars as your attacks are light themselves they can attack at the speed of light. With a bit of practise, you can learn to control the light around you to either turn yourself invisible, create illusions and even hack computers using fiber-optic cables.

DNA Manipulation (500 CP): You can now dissolve the bonds of DNA within an individual allowing you to transfer DNA from one individual to another, using this on a metahuman allows you to transfer powers from them to either you or to another individual. Using this power, you can control your own DNA allowing you to simulate another person's DNA.
(How this doesn't kill or mutate a person who knows).

Vitrikinesis (500 CP): The ability to manipulate mirrors, allowing an individual to repair mirrors making them 'sentient' in a way, use them as windows to view other people and locations, travel through them and manipulate mirrors and shards. A skilled user can even manipulate other solar reflective surfaces. Through your abilities you can even create mirror clones of others by simply transporting others to the mirrorverse; you can create clones of those individuals; these clones would be psionically linked to you and will possess all the memories and knowledge of the originals.

The only way to differentiate the clone from the original is for them to be photographed through a prismatic filter as the clone will appear as living mirrors in a way. The clones themselves will be completely loyal to you and with just a thought you can 'kill' the clones. As they are your constructs you can heal your clones, your clones themselves have the ability to reveal their true forms and can manipulate their forms to e.g. weaponize them. The final ability you seem to possess is the ability to travel through mirrors, you can travel through any reflective surface and as long as a mirror is close enough you can immediately teleport to them without even needing to touch them you can also transport from one mirror to another without the need to leave the mirror. You can also choose to teleport others through mirrors either items of your choice, people or even your mirror clones you can also communicate through mirrors.

Telepathy (500 CP): The ability to send neuroelectrical signals beyond yourself and into others. Using this ability allows you to sense the presence of others even those running at beyond mach speed can not escape your detection, with a bit of practise you can gain control over others controlling them like puppets either entirely or more subtely they never knowing they were dancing to your tune. Your ability is dependent on your target being within the reach of your physical senses but once under your control they remain that way until let go and even then those once under your control leave behind a psionic bond between you and them allowing control far more easily and even beyond your normal reach. You can utilize your abilities in an offensive manner bombarding your enemies with either your negative and traumatic experiences or even theirs. As time goes on your reach, skill and strength will grow and who knows what then you will be capable of.

Dimensional Energy Manipulation (600 CP): You have gained a psychic link to the natural energies of the multiverse, allowing you to connect with the vibrations of the multiverse and manipulate them. The most basic ability you possess is called dimensional awareness allowing you to perceive events through time and space, even things that have long since been erased can be perceived by you. With this skill you can perceive the past and future, other dimensions entirely and even into the Speed Force itself, by manipulating dimensional energies you can even manipulate others perspectives even speedsters can be manipulated and their speed dampened by you. With a bit of practise, you can even communicate with others through your dimensional awareness and as you grow you will be able to not just perceive others but also what they are feeling and even what they are thinking. With your natural connection to the multiverse, you can create interdimensional portals allowing you travel to any place in space and time you so desire in this universe or another, whether it is a pocket dimension or another Earth it doesn't matter you can travel anywhere. You can also generate vibrational blasts from your hands capable of propelling fully-grown men into the air and even disrupt a speedsters connection to the Speed Force, and remember this is just the beginning who knows what else you will be capable of.

Lightning (600 CP): You have awakened something inside you, the power of electrokinesis, you have gained the ability to generate pure electrical energy from your own cells at all times allowing you to store it to be used at will. Whenever you utilize your abilities your eyes will begin to glow whatever colours you desire and the same colours glow will appear under the skin of your hands and face, the electricity you generate will be of the same colours (normally it would be orange but as you paid CP you can choose the colours of the lightning). However, if you abstain from using your powers, the energy in your body will begin to build up until you are forced to discharge the energy. Your abilities allow you to absorb electricity from nearby electronics as well the electromagnetic energy surrounding the earth, hell if you get high enough you could even absorb cosmic energy itself absorbing the energy will temporarily empower you. However, your absorption storage is limited. Befitting electrokinesis, you can detect electrical signals regardless if it's from another person or even electronic devices, you could even with practise feel the electrical signals in a being dissipate.
Utilizing your energy, you can use your them to attack, form constructs and you can even utilize your electrical energy to control the technology around you, utilizing your power you could with practise access computers of others allowing you to bypass passwords and other forms of security verification. With a bit of practise, you can transform yourself into a living electrical field, while in this form you can turn yourself intangible, increase the amount of electrical energy within you allowing you to overpower meta-dampening tech and even increase your body temp to burn off any harmful substances. Utilizing this and your technological abilities you could even hack chips themselves even if implanted into others. Whether, as a separate power or otherwise, you can also create light, the brightness and width depending solely on you, they can be used as balls of concussive force or as photo-grenades exploding at your discretion. Utilizing your ability, you can also via electromagnetism or electricity manipulate the matter of other objects as well as manipulating all other forms of electricity, even potentially the electricity of others. You can also generate an electrical field around yourself and by pushing the electric field beneath you you can propel yourself through the air and even fly on command. All of this is just the beginning like a storm, your abilities are growing in strength with time, all of your abilities.

Firestorm (600 CP): Congratulations, you have become a one man Firestorm matrix giving you access to the powers once used by Martin Stein and Jefferson Jackson/Ronnie Raymond. Utilizing this matrix allows you the ability to fly, generate massive amounts of nuclear energy, absorb energy from external sources for example even from a nuclear warhead, pyrokinesis, superhuman strength and most importantly the ability to transmute matter at the subatomic level and those were just the abilities found by the previous users who knows what else you will be capable of.

Limitless Thinking (600 CP): While others gained super speed, or photokinesis, or elasticity you instead gained the skill of limitless intellect, everything about you from your thought process, deduction, concentration, memorization everything has been enhanced exceeding the level of any

and every speedster. You can deduce any question and calculate any answer with just some known variables you can anticipate the action of your enemies seeing several hundred steps ahead of them. You can familiarize yourself with an amazing composer's 600 works in one morning and using that to finish his own unfinished work and that is just a parlour trick, your intelligence is limitless and is constantly growing and as paid CP you don't have any of the sociopathic problems that Devoe had nor will you become disconnected or bored with other people.

Speed Force Connection (300 CP): With just a 300 CP purchase you have gained a minor connection to the Speed Force that grows over time. This minor connection has bestowed upon you the ability to move at superhuman speeds alongside all the agility, reaction time, counterforce, inertia, friction, and so forth protections and immunities allowing you to use your speed without breaking yourself as well as preventing you from turning people into fine red mist unless you want to. Your body has been improved to where a physical below average individual would be on par with the peak of humanity and better individuals would see greater improvements.This comes with the ability to move at an additional 1Km/sec on top of your normal speed no matter which method of travel you use, this additional speed increases by 1Km/sec every day. (So yes you will initially be faster than the flash but it will also take a couple of years to even get up to his official speed, this max speed boost never stops growing, even past the speed of light.)

For an **additional 300 CP** your connection has grown, granting you far more abilities. Firstly, the speed force itself has a vested interest in communicating with you, sometimes even directly with flashes of insight,visions, or talking, but it always presents itself as an innate danger sense even against things with no direct ability to be observed along with the ability to store, retrieve, or remove information directly in the speedforce, which can always be accessed even in your own past in a different dimension as it exists outside of time and space. All bodily processes are massively improved, enhancing the speed and efficiency of physical healing and metabolism to inhuman levels. This causes users to be able to be completely healed from non-lethal injuries as severe as broken bones, burns, and even paralysis, in a matter of hours or days without any linger effects, therapy, or treatment, unless the injuries are immediately lethal and achieve a level of longevity that most would consider absurd at over ten-thousand years to less than half a day. You have clearly moved into the territory of super strength and durability, able to throw fully grown men over a thousand feet and improved bodily resilience to a lack of breathable air, exposure to toxins, or sedatives. Impacts with great physical forces such as being sent flying across city blocks, blasted with energy, falls from incredible heights, and attacks from beings with enhanced strength that would easily crush or kill normal humans cause little to no injury granting immunity to being stunned, dazed, unbalanced or staggered,with little if any need for recovery. The "electricity" previously generated by the use of the Speed-Force has become a more complete form of electrokinesis allowing you to generate, absorb, and channel energy through your body to enhance all your abilities, strikes, even project or launch it out at a proportional rate to your speed at 1MJ/sec. Among other abilities such as imitating aerokinesis and seismokinesis through vibration,

speed, and pressure buildup, phase through or percussively eviscerate matter, transfers and induce heat, create mirages, apply the effects of the Speed-Force through driven vehicles, and even slow down and dissociate temporal aspects so as to relativistically appear to be moving even faster and or escape space-time anomalies, wells, and other manipulations.

For **another 300 CP**, you have gained access to the full Speed Force massively improving all previously mentioned abilities, granting you every single ability a speedster has access to, and attaining eternal youth.

You can choose whether these abilities come from the Speed Force or it's negative counterpart, but if you desire both you can pay an **additional 300 CP**, doubling the rate at which your power and skills grow as you use them in tandem. While Speed Force users can not detect Negative Speed Force users abilities, Negative Speed Forces users can detect all users of both. Having a connection to both will make your station and usage of the forces undetectable by anyone. The Speed Force generates energy through the combination of "Dark Matter" and "Tachyons" while the Negative Speed Force uses "Negative Tachyons". You can decide on any color you want for your electricity and to have different colors of energy for each force. As these are being purchased with CP you don't have to worry about the Speed Force or the Negative Speed Force dying and you always carry this force ever-growing with you.

(Extra 600 CP for humans and hybrids cannot be used for the following)

Chronal Radiation (1500 CP): Through reasons beyond your control, you were exposed to chronal radiation at the dawn of time, your body survived the radiation absorbing it into yourself to keep you alive. This exposure changed you, altering your physiology beyond human comprehension. To put into perspective what you are now capable of, you could destroy an entire Earth's hero team without any effort, as well as survive the destruction of a universe without issue. The only being that could be called your equal is Mar Novu and even he was just
a normal powerless Maltusian prior to his transformation now I wonder what you are capable of. (To see what this is capable of go to the Mar Novu page on Arrowverse).

The Spectre (2500): Well, sorry to tell you this, but you died. Yeah, I know, but something happened when you did. Like so many others before you, you were called to a higher purpose; maybe it was your actions in life, maybe it was your personality, or maybe it was just your power (that's the real reason), but no matter the reason, you became something more. A Spectre, one in tune with the energies of the multiverse. This has bestowed upon you immense power, far greater than what you might have gained from chronal radiation, enough for you to fight and even beat an apocalypse made manifest, The Anti-Monitor. By channeling the multiverse itself it is easier to say what you cannot do than list what you can and even then the former would be very little recreating the multiverse for example would not be beyond you but that action would end you as you are now but who knows how powerful you will grow to become in time.

(I know not very detailed what a Spectre can do but those who watch the show know just how powerful one is, also normally a Spectres eyes and energy glow/are green but you can change it if you want also it is shown that a spectres energy is green so for those who take Spectre and speed force connection you can choose you lightning to be green instead even with a negative connection as well) .

Items:

One free 100cp item and a discount in each tier.

Where it's possible to import an item into another you can now import it.

Super Suit (100 CP): Your very own super suit, everything from its colour to it's looks to even it's material is all up to you, if ever damaged or destroyed you will find it good as new the very next day. It also happens to self-clean, is as durable as yourself, and completely compatible with all your powers. Can be purchased multiple times for the same or different costumes. For those who wish for comic book costumes this can be anything you want but be warned for costumes that give benefits to its wearers. These wont cosmetically they will look the same but that's it.

The Brahmastra (200 CP): Created by calcified Speed force energy this stone was said to have created the first meta-humans. As it is of the speed force, the Brahmastra possesses the ability to bestow metahuman powers onto others, those who are blessed with this hibernate or metamorphosize within a cocoon for a certain period of time while there bodies become accustomed to their new abilities, I would recommend not interrupting this process as it can have disastrous consequences for the one cocooned. This stone can also create energy blasts that can lay low, even a speedster.

Mirakuru (200 CP): A super soldier serum created by the Japanese military that when injected into a human body enhances it to beyond human condition. Now, normally the serum had an incredibly high death rate with very few surviving the initial administration and even then those few that did survive were subject to increased aggression and insanity. That is what you now have in your possession complete with the Star Labs cure for the serum. However, if this is not what you want or if it comes with too many risks for **another 100 CP** you also gain access to a new side-effect free version of Mirakuru which when administered bestows all the advantages with none of the disadvantages included. (While this gives the same advantages as the MIrakuru perk above, this version can be cured the above perk cannot be).

Savitar Armour (200 CP): Created by the time remnant of Barry Allen of Earth 1 this armor came into being through the Brahmastra calcified Speed Force energy. This armor unlike other speedster suits possesses a variety of functions besides identity concealment which are:

- **Enhanced Durability**- Able to stand bullets, high energy rifles and even supersonic punches from two speedsters without any trouble or discomfort at all.
- **Enhances Strength**- Enhances the user's strength allowing a normal human to be able to lift and send grown men flying easily with one hand.
- **If any piece of your armor is broken off don't worry it is immediately drawn right back to you. However, be warned this can be used to track you down.**
- **Hidden Blades** on the wrists which can be used as weapons

- **Cold Resistance**
- **Mental Connection to the user**- If outside the suit the suit can attack and move on its own almost autonomously. If you are in possession of an AI you can choose to have the AI uploaded to the suit.
- **The suit's primary function for a speedster is to protect them against the static charge that develops when they are running.**

What the suit looks like is up to you, all of it is up to you. The suit in The Flash was able to change the colour of Savita's lightning you can choose for your suit to be able to do the same.

Suit Of Sorrows (200 CP): Created by the Order Of The Pure for their champion the Suit Of Sorrows imparts onto its wielder increased strength and speed via mystical enhancement also, befitting a suit for a champion the suit provides immense levels of defence protecting the wielder from all sorts of harm. However, the same mystical enhancement that provides the suit's capabilities also bestows a corruptive effect onto the wielder corrupting all who are not pure of heart. However, as you are paying CP you get a corrupting free suit.

Velocity Serums (200 CP): Originally, created by Hunter Zolomon of Earth 2 in a bid to become the fastest speedster of them all, this drug temporarily increases the speed of the user as well as granting temporary access to the Speed Force. However, as it would later turn out the drug had side effects it began to cause rapid cellular regeneration in it's user where by only a natural connection to the Speed Force could reduce the rate of the degradation, it also had the minor side effect of changing a speedster's lightning to blue. You seem to have come into possession of all the velocity serums from Velocity 1 to Velocity X as well as instructions on how to make more. What you do with this is up to you maybe one day you can make it risk free or hell even permanent.

Weather Staff (200 CP): Utilized by Jocelyn Jackam the daughter to Weather Wizard himself, created when a piece of the enlightenment fell and struck an ameteur meteorologists van this staff allows a being to utilize the abilities of an atmokinetic, enough said with this staff anything a atmokinetic could do you can now do. You as it says above can be imported or you can choose to change its looks.

Hourglass (200 CP): Once worn by or will be worn by Rex Tyler the former Hourman of the Justice Society Of America this hourglass when activated bestows for only one hour enhanced strength and durability as well as the ability to jump incredible distances and land safely. The hourglass also allows the user to view events that will happen one hour into the future though this ability can be used multiple times an hour.

Amulets of Zambezi (300 CP): Given to the six tribes of Zambezi by the Gods each amulet bestows upon its wearer incredibly powerful abilities and domination over one of six elements;

Fire, Water, Earth, Air, Spirit and Death. Now, normally when all six totems come together they create a powerful entity of pure light but yours seems to be slightly defective seeing as even if you purchase all 6 here they don't do that but other than that they work fine. Can be purchased multiple times one for each amulet.

Kryptonite (300 CP for each type of kryptonite, jumpers also get recipes to produce the kryptonite they purchased): The radiated pieces of the once great planet Krypton. Kryptonite when in the presence of a kryptonian affects them negatively the effect varies depending on the form of kryptonite used. Through some experience or another you have gained access to green, red and silver kryptonite. Kryptonians upon exposure to green kryptonite will become weaker and become subject to immense pain with prolonged exposure being fatal, the radiation of the kryptonite no matter the color can be harnessed and used as a weapon. Due to green kryptonites effects it can be used as a sedative, the exposure to this form of kryptonite presents itself as green veins across the body and the pain becomes unbearable the longer the exposure occurs.

Red Kryptonite is actually a synthetic form created within a laboratory and instead of affecting the kryptonian physically this variation affects them mentally by weakening and destroying their inhibitions and bringing every negative thought they have ever had to the surface this presents itself as red veins across a kryptonians face. Unlike it's green counterpart only initial exposure is necessary and the kryptonian will not even feel it's effects at first. Eventually, the Kryptonian will be left without morality, patience, rationality and once all their negative traits are brought to the surface the kryptonian will be without mercy, kindness or anything resembling who they once were. (The jumper will get the gun that was used to reverse the red kryptonite free).

Finally, Silver Kryptonite will cause a kryptonian to fall into a hallucination which nothing will be able to stir them from until the kryptonite has left their system. This presents itself as silver veins across a kryptonians face.

Meta-Tech Lightning Dagger (300 CP/First Purchase free for those who purchased Cicada above): Made famous by the serial killer/s Cicada this dagger shaped as a lightning bolt possessed a wide variety of abilities from creation of a forcefield around it's wearer, to detecting the presence of a meta-human, to generating red electricity and finally possessing a psionic bond with it's wielder allowing it to only be used by its wielder as well as being able to be summoned by its wielder anytime. The dagger can also superheat itself allowing it to cut through anything as well as being able to track and lock the dagger onto a target, tracking them regardless of distance or speed travelled. You now possess this dagger whether the same one or another one created in a similar incident either way it is yours to command. Now the dagger itself while powerful is not without its weaknesses one weakness is that it can only negate the abilities of meta-humans created through dark matter which in this multiverse does not help so for **another 300 CP** your dagger has been

upgraded to nullify the abilities of both meta humans regardless of how there abilities manifested and aliens regardless of their abilities whether superhumans strength or psionic abilities or heat vision etc. How this is possible is up to you so fanwank responsibly and if ever destroyed the dagger regenerates inside your warehouse within a week.

Staff of H'ronmeer (300 CP): Gifted to the white martian Phobos by his father, the martian god H'ronmeer this staff channels the divine power of H'ronmeer, while it's abilities have not been fully explored with the staff it has been shown that the staff can atomize anything from a normal human to even a worldkiller. With the power of the staff a normal human such as Manchester Black could attack enemies with energy blasts, teleport, create fire, warp reality and control time both within a short area and those were just the ones shown who knows what else the staff is capable of.

Meta-Tech Phone (300 CP): Hit by a piece of shrapnel from the satellites of the enlightenment this phone was altered by large quantities of dark matter turning it into Meta Tech. With this phone the original wielder Spencer Young was able to hypnotize others this was done by writing articles about the desired target and upon the target seeing the post they would then carry out whatever action she desired, a lesser known ability of this phone was that of technopathy which allowed the user to 'post' their articles on any digital surface they wished. Now, as with the original phone yours is linked to you making sure that no one other than you can use this device and unlike the original this one cannot be hacked. If you so choose you can give the phone to someone else but once you wish for it back the phone will lock the other out. If destroyed this reappears within 24 hours.

Devoe's Sanctuary (400 CP): Created by the Thinker himself, this is a ship of your very own, capable of moving between pocket dimensions. The exact size and design of the ship is up to you, just know that this craft unlike Devoe's is psionically linked to you able to move around dimensions whenever you desire no need for a console. The ship itself right now doesn't possess any defences but I am sure you can get right on that.

Mirror Verse (400 CP): This is a dimension accessible only through reflective surfaces. Originally, this dimension would be created on Earth Prime but it seems you have gained access to one prior to the crisis. This dimension is an exact replica of whichever Earth you are on but is it's mirrored inverse. Now, the original dimension did not change since its creation, everything remaining exactly the same since the Particle Accelerator explosion, yours also does not change. However, when you desire the realm will undergo a reboot changing/ updating itself to become the inverse of the Earth you are and Time you are in however, be warned this will change to copy the world outside meaning buildings may be destroyed new one rebuilt so I would be careful where I put my things if I were you.

Harun El (400 CP): Also known as Black Kryptonite or the 'Rock Of Juda Kal. A kryptonite that can create Worldkillers. Now Harun El is different from other forms of kryptonite as on Krypton this rock is harmless however, on Earth this becomes toxic to kryptonians and can even split a kryptonian into two. This can also be used as an energy source as in the city of Argo this is used to sustain an ecosystem and artificial gravity. Befitting a 400 CP purchase, the Rock Of Juda Kal has mutagenic and healing properties on humans that if harnessed correctly can be used to heal anything and can temporarily bestow abilities reminiscent of kryptonians so long as the Harun El remains within their system. Yes, you also get a recipe for this as well.

STRIPE (400 CP): A fifteen foot armoured mech created by Pat Dugan to assist him in his crime fighting endeavors. STRIPE possesses all the abilities of a typical mech from launchers at the bottom of its feet to a fist that can be launched and controlled over a long distance, not to mention the superhuman strength and fighting power that a fifteen foot hulk of metal possesses. The exact look of STRIPE is all up to you and if ever destroyed will reappear in your warehouse. (BTW any upgrades you add on to you mech will be retained).

Excalibur (400 CP): Also known as the Sword Of The Stone or Caliburn this sword was once wielded by King Arthur himself. This sword is nigh-indestructible and if the legend is believed can only be wielded by a pure heart. The exact abilities of this sword are unknown but come on it's Excalibur.

Waverider (400 CP): A timeship belonging to Rip Hunter and the future base of operations for The Legends. The Waverider has 36 compartments in total and is fully equipped with all amenities you can ask for including a kitchen which can synthesize any food you can think of, a med bay which can heal almost any injury and yes that includes limb regeneration, crew quarters and many more. The ship is also equipped with blasters, shock missiles, photon torpedoes and an energy shield. For those of you who watch legends you know this ship possesses the ability to travel both in space and through time via the temporal zone a space in between time and space through this a being can travel not just through time but also through the multiverse itself. As it is in between time and space anyone within the temporal zone is rendered immune to changes in time however, a big enough change could cause a tremor or quake within the temporal zone.
Now, the original Waverider comes with Gideon, an A.I attached which is responsible for the ship you too can have a copy of Gideon attached or you can have another A.I either one you already possess imported or a newly created A.I. (BTW don't worry this also contains the library that was installed in season 2).

Diary Of Brigid (400 CP): Created by the Celtic Goddess Brigid as a gift to humanity, this diary is attracted to a creative mind and bonds to them physically and empathically. What this diary does is that it manifests into reality anything from the users imagination which until it's story comes to an

end will continue to exist but the most important aspect of this book is that brings the hidden creativity of the user to the fore nudging them into letting out their creativity, those ideas buried deep in their minds and it is for that reason the book cannot create ideas for the user. You seem to have come into possession of the book whether a copy created by Brigid or the original is up to you.

Entire Kryptonian Database (600 CP): Kryptonians at their prime were masters of technology from them came technology beyond most civilizations. Technology that could transverse the stars, access to other dimensions, creation of an artificial ecosystem, artificial gravity and limitless energy were just the ones that were shown. Now all that knowledge, every single spec of knowledge concerning Krypton's knowledge has made its way into your possession and what you do with it is up to you.

Green Lantern Ring And Lantern (600 CP): Utilized by the Green Lantern Corp this ring is an incredibly powerful device harnessing willpower as a source of energy with enough skill this ring can accomplish near enough anything the user desires. The ring draws its strength from the green light of will the greater the willpower the stronger the user. With this ring a wielder can cross interstellar distances in little to no time, generate whatever the user desires from the green light of will and even safely travel through wormholes, the only protection needed being the force field generated by the ring. With the ring comes a lantern which is needed to recharge the ring when it's running low on power.

Cosmic Staff (600 CP): Created by Ted Knight the Cosmic Staff is a powerful device that has the ability to absorb stellar energy and utilizes that energy to create a wide variety of abilities. The staff bestows to it's wielder the ability to fly, manipulate stellar energy and generate light from the staff whether to distract and/or blind those around the staff. Now, the original staff possesses a form of consciousness and personality now you can decide whether this one possesses the same consciousness though don't worry either way the staff will only work for you or one you have given permission to and if ever destroyed it will be within your warehouse good as new within 24 hours. and one more thing the abilities above are only the ones we have seen in show who knows what else it is capable of.

Book of Destiny (800 CP): Utilized by Mar Novu this book channels dimensional energy to warp reality as the wielder sees fit, by using their own will to manipulate the entire universe itself. Once opened this book allows its user to view the entirety of reality all at once even allowing the individual to bestow upon themselves any abilities they desire so long as it is within the power of the book. However, this book is not without its limits. The greatest is that its ability to see and change reality is limited to only one universe at a time in order to change another the user must first travel to the universe. You now possess this book and all the benefits and abilities it entails and like

the original no matter where it is you can immediately summon it back to you. Regenerated at the start of each new jump if ever destroyed.

Spear Of Destiny (800 CP): The holy lance used to pierce the side of Christ by the roman soldier Longinus. This lance once bathed in the blood of the messiah gained immense supernatural abilities. Utilizing the spear one can rewrite reality itself; this is done by holding the spear thinking of what you wish to alter and reciting a certain Aramaic phrase from the book of Kalabros which you now also possess. The spear also comes with the ability to regenerate itself if ever destroyed as well as the ability to fire blasts of energy which can lay low any struck by it. However, the spear is not without its weaknesses first of all it was born from Christ's blood, it can be undone by his blood and the second weakness being that the spear can be destroyed if exposed to heat greater than the sun. Regenerates at the start of each new jump if ever destroyed.

The Flaming Sword (800 CP): One of the strongest weapons ever created in the universe of 666 during the rebellion of Lucifer this weapon guarded the garden of Eden and when it occurred the weapon was split into 3 pieces and now has been brought back together in your hands. This sword has the ability to eradicate absolutely everything in creation from omnipotent deities to the lowliest ant the Flaming Sword can slice through everything from the fabric of space to the gates of Heaven to cutting through space and time into another universe. The weapon is made up of 3 pieces and as well as it's absolute eradication and unstoppable slicing ability also possesses the abilities of it's components.

The Blade Of Azrael:

- Eradication: This blade doesn't just kill but eradicates a being's essence from existence so no resurrections, reincarnations or a trip to heaven whoever is killed by this blade stays dead.
- Pyrokinesis: The blade has the ability to ignite itself in its complete form the flames will completely surround the sword hence the Flaming Sword.
- The sword can slice through steel as if nothing and as the Flaming Sword it can slice through anything.
- The last ability of the blade does not affect you but any others who take the sword will be cursed with fulfilling one purpose to kill all who hold this blade will kill and kill and never stop.

Divine Medallion:

- This ability gives the wielder the memories God possessed at the moment of the medallion's creation as well as the ability to sense the divine and all other things that remain invisible to the mundane. In future jumps the knowledge manifests as cosmic awareness of the local universe allowing the jumper to sense things across the universe.
- Immunity: The medallion/sword bestows the wielder immunity to poisons, drugs and any and all psionic abilities to do with controlling and/or reading the wielder's mind.

- Healing: Basic ability to heal people from grave injuries so long as they are alive they can be healed even genetic deformities and other conditions are nothing beyond God's powers.

The key and last component does not possess any unique abilities of it's own.

Companions:

OC/Import Companion (50 CP/Per): For 50CP per person you can either create or import a companion into this setting each companion gains 800 CP for use for either perks and/or items they are also free to take with drawbacks.

Canon Companion (200 CP/Per): Each companion here gets to keep both their personal abilities and items.

Drawbacks:

My Name Is … (+0CP): Oliver Queen, Barry Allen, Kara Zor-El, Sarah Lance, Damien Darhk, Eobard Thawne. Think you can do better than them, then here are your option to do so. You can insert yourself and replace any canon character in the stories. Though you do not have their powers as it must be purchased using CP instead.

Extended Stay (+100 CP): With every purchase your time spent here is increased by 10 years this can be purchased multiple times (**max 2000 CP**).

IT WAS ME, JUMPER! ME (+100 CP): Do you remember the electrical fire that burned down your house, or the day you left the back door open and your dog ran out and got hit by a car, IT WAS ME, JUMPER ME! You know how you wet the bed until you were 14? Ever wonder why your hand felt warm and wet too? Remember that time you were browsing the internet he suddenly turned to porn just as your mom walked in? ME JUMPER< ME! Remember the time you were about to eat a hot slice of pizza and it went cold? IT WAS ME JUMPER I WAS THAT PIZZA! That time you tried to fart quietly and ended up shitting your pants in the gym? IT WAS ME JUMPER, I SHIT YOUR PANTS. **You got a nemesis, their capabilities is up to you:**

+0: Your nemesis is simply peak-human.

+100: They are now equivalent of The Thinker

+200: They now have a weapon that neutralizes your powers.

+300: They are equivalent of The Reverse Flash, even if you kill them another version of them will show up again.

+400: They are the Anti-Jumper, with all of your powers and memories of your future. They are out to get out in any way they can, NTR-ing all of your friends, families, lovers, etc.

RUN! JUMPER! RUN! (+200CP): You are simply incapable of doing anything yourself, moody, needy, easily depressed when facing a temporary setback, always needing prep talk from family and friends to continue.

Jumper's Gallery (+200 CP): A hero is nothing without a villain and you seem to have attracted a colourful collection of them. While none of these villains will be any match for you they will however be a nuisance bothering you at minimum 3 times a week and if any of them were to die they will reappear as good as new within 24 hours. This can be purchased 3 times each time, increasing the number of rogues by 3 each time, first purchase 3, next 6, final 9.

God Of Speed (+300 CP): Something happened in the future, something that turned you into the worst version of yourself that led you to destroy everything you cared for. Now, that future version of yourself has come back in time to solidify his own existence, to change certain events in order for you to become him, manipulating events from the sidelines, disrupting all your victories, anything they can do to change you. Now, the reason this is 300 CP is because of the paradox effect you see that they cannot kill or injure you as to do so will jeopardise their own existence.

League of Assassins (+300cp): Somehow, somewhere, someone has opened a contract on your head with the League of Assassins. On a weekly basis an assassin will try and take your head, while they're all very well trained, but still human. Every time you kill an Assassin the League will get some insight on what killed their last assassin. This insight will pay off eventually with technology that will be developed that can counter your abilities, but can't be used by you should you manage to get your hands on them. Killing Ra's Al Ghul will delay the next assassin by a month, but by doing so you speed the development to counter your abilities.

Suicide Squad (+300cp): Amanda Walker has assembled a squad of the worse of the worse. That means you and your companions, Jumper! Implanted with microbombs that will kill you, and end your chain if you don't comply with Rick Flagg or Amanda Walker. If either one of them dies, you die too. The same thing happens if you try and escape. Sounds simple? Think again, you'll be assigned missions that will push your abilities to the max. Remember, you're bad guys, it's what you do.

Power Lock (+300 CP): Classic power-lock drawback With this purchase all your powers out of jump have been locked away and you are limited to the powers you purchase here.

Mental Instability (+400 CP): You suffer from mental illness one that has made you increasingly arrogant, erratic, cruel and unstable and as the years go by this will increase and get continually worse.

Anti-Jumper (+600 CP): Something went wrong when you entered this world you arrived not in this verse and this time but in the antimatter universe at the dawn of creation itself you were affected by the antimatter and this led to the creation of the anti-jumper you in all intents and purposes but geared towards the destruction of all life in the multiverse. Now this seems like the God Of Speed drawback but with 2 big differences one the anti-jumper is free to act whenever/wherever they desire and second like the anti-monitor was to the monitor the anti-jumper is far stronger than you and possesses all your abilities and more all at a greater strength than yours.

Notes:

- For additional purchases for origin perks they are discounted if you picked that origin and for the specialization one that isn't because of how cheap it already is.
- If Mirakuru is taken with Speed Force connection and second purchase this will enhance your strength, durability and everything else on top of what you normally get.
- For supersuit an example of a possible costume you can design would be the comic book spectres.
- Credit for some drawbacks come from the creator of DC-Arrowverse jump Modified
- My drawbacks I know aren't really descriptive that has always been my weak point
- Claude Morton's power works on other power types in future jumps and DNA manipulation can take all DNA based abilities like Quirks and X-genes as long as you get them due to changes in a person's DNA.