

Teen Titans - By PsychoAnon

Introduction

Jump City is a dangerous place - wacky and megalomaniacal villains, alien invasions, British people - it seems like a nightmare. Thankfully, there's a group of heroes that keeps Jump City safe and jumping, the Teen Titans. Led by Robin, the 5 misfit teens manage to thwart evil again and again in their neighborhood, dutifully watching for trouble from Titans Tower while also hanging out and doing typical friend stuff like watching movies and going out for pizza. Things will only get tougher for the team as time goes on and they face threats of far greater power and scale, from genius criminal masterminds, to enemies disguised as friends, to all powerful demons that threaten the universe itself. But as long as they stick together, there's nothing the Titans can't handle.

When you arrive in this world is up to you since you have two distinct choices. You can arrive after the team has already formed, as they're currently attempting to stop Cinderblock from busting Plasmus out of prison. This will be their first encounter with Slade, albeit indirectly through his minions. Alternatively, you can arrive at the very beginning. Robin has just moved to Jump City to work solo, and the team will form through happenstance as Starfire escapes a Gordanian ship meant to transport her to a life of slavery. After a brief hostile encounter, the 5 teens join together to repel the Gordanians and become the Teen Titans. In this scenario, you'd show up at the same time Starfire lands in Jump City and starts wreaking havoc. Whenever you arrive, you'll be given a gift to help you survive this dangerous and adventurous world.

+1000TP (Titan Points)

Species

You can pick two or more species to be a hybrid of, not limited to just one species. Half human/half robot would be a cyborg, for example, or a human/Tamaranean/robot and so on. You get **+200TP** which can be used in this section, the powers section or the items section.

Free - Human
You're probably gonna be seeing a lot of these guys. Humans are the top dogs of the surface world on Earth and their potential is a lot higher than in many worlds where they show up. With years of top notch training, a “normal” human can out-wrestle a gorilla, beat up a giant stone monster with their bare fists and survive blows from creatures that can throw and smash cars. This is only the best of the best, though. Everyone else is about what you'd expect.

200 - Atlantean
While the surface of Earth is ruled by humans, the oceans are ruled by the Atlanteans. Atlanteans can have varied appearances including looking like a monster from a black lagoon, though most look the same as humans. While it's questionable if all Atlanteans have these abilities (barring breathing underwater), you possess a multitude of powers. You have noticeably superhuman physical abilities, can swim as fast as a dolphin, breathe underwater, telepathically communicate with sea life to gain their assistance and can control water itself via hydrokinesis powerful enough to be used in combat.

600 - Tamaranean
Powerful aliens from the planet Tamaran with great powers and an odd culture. Tamaraneans possess immense strength, speed and durability, immunity to radiation, the ability to fly and the ability to project powerful energy both from their hands and their eyes, though they gain their eye beams after “the transformation” which is sort of like Tamaranean puberty. They can even fly interstellar distances as fast as some starships, though their speed in combat is much less impressive. It should go without saying, they can breathe in space. Tamaranean powers are fueled off their emotions; their strength comes from boundless confidence, their starbolts and eye beams are from righteous fury and their flight is from unbridled joy. Their powers may malfunction if they're having trouble feeling emotions, though almost no Tamaraneans have trouble using these powers naturally. Lastly, Tamaraneans age much more slowly than humans and live for hundreds of years.

Varies - Robot
Rather than mere flesh and blood, you are a mighty machine! Robots come in all shapes, sizes and powers. You could be as weak as a human or mightier than a Tamaranean, all depending on the strength of your chassis and the tech built into you. You can be built in with any tech seen throughout this world, from laser blasters to communicators, sonar, rocket propulsion, hypno screens, Sonic blasters, the time travel tech of Warp, the reality breaking tech of Control Freak and much more. The price is dependent on your raw stats combined with what your tech can do and while it's impossible to price every combination of strength and abilities, being an equal to Cyborg would cost 300TP as a point to base things off of.

600 - Divine Amazon
You have a rather fascinating origin. You are descended not only from the Amazon warrior women of Themyscira, but from one of the Greek gods themselves. This dual heritage has granted you many unique abilities. From your mortal side, you are a natural born warrior with significantly enhanced reflexes and combat instincts which will allow you to react to and parry attacks faster than yourself even with superhuman stats. From your divine side you have physical enhancements similar to a Tameranean's, with greater strength, equal speed and slightly inferior durability. Beyond that you can fly and are agelessly immortal such that you will not age past your prime.

1200 - Kryptonian
You come from a home which no longer exists. You are one of the last remaining Kryptonians, aliens from the planet Krypton which look identical to humans but have incredible powers under the light of a yellow sun. As a Kryptonian you have absurd abilities - strength and durability vastly superior to Tameraneans, faster than light speed on par with the Flash, flight, laser vision, senses powerful and precise enough to perceive an entire city at once or observe microscopic life, x-ray vision and super breath capable of freezing things solid. You can breathe in space and survive exclusively off light from the sun. Despite your incredible strength you have two major weaknesses; being put under the light of a red sun will reduce you to virtually a normal human and kryptonite, rocks made of the planet Krypton, emit radiation which saps your strength and makes you feel ill, with continued exposure eventually killing you. You could be a truly super hero with these abilities.

1200 - Green Martian
Long ago on the planet Mars, there was a thriving civilization of green aliens which were all but wiped out. You are one of the few remnants of this race, a green alien with powers as incredible as those of the Kryptonians. Green martians have flight and physical abilities comparable though notably inferior to Kryptonians, but in exchange their other powers are even more ridiculous. Martians have versatile shape shifting which can make them massive, tiny and let them perfectly mimic the appearances of both people and animals, including voices. They can turn intangible and phase through solid matter at will, but in this state are still vulnerable to energy attacks. They have telepathic abilities that can passively read the thoughts of all those around them, probe deeper into someone's mind to learn their secrets and memories, scan minds across the planet, send messages at that same range and even psychically assault people's minds. Finally, Martians possess an incredible longevity, making their lifespan over a thousand years. Your only weakness is a fear of fire which causes you to panic and lose control of your powers when too close to it. Even Superman wouldn't wanna fight you.

800/1600 - Demon
By the pricking of my thumbs, something wicked this way comes. You are descended from Trigon, the source of all evil and darkness who was sealed away long ago. Your powers as a result of this are many - the main ability is the manipulation of dark magical energy, allowing you to erect shields, manipulate things from a distance with the energy in a form of telekinesis and fly by moving yourself with the energy. You can turn entirely into this energy, allowing you to phase through matter and attack as an energy avatar. Beyond that there's telepathy, astral projection, teleportation and low level healing. Your powers are controlled by your emotions and if not maintaining constant control over your emotions, results in your powers going berserk and sometimes displaying new abilities like subconsciously manifesting monsters and stopping time. It may be possible after an unknown amount of years of practice and learning to balance your emotions to master these new abilities, gaining the full power and potential of Trigon himself with all his abilities, though whether you'll be able to do so remains to be seen and it's far from guaranteed you'll be able to. If you take this option while being half human you may choose to be Raven's sibling.

For 1600TP, you are a being on the level of Trigon himself. In an instant you can reshape an entire world to your liking, turning the Earth into a hellish and destroyed lava filled world where all life has been turned to stone, for example. You can see anywhere across all existence at any time, you can resurrect the dead, conjure armies of minions vast enough in number to conquer the universe, can open portals in space to anywhere in the universe, can extract the darkness from inside a being to create an equally powerful copy of them under your command, can empower others, have extremely powerful eye beams which can change direction mid flight and in terms of raw might you are unrivaled in this universe. You could replicate all the powers of the lower tier as well with a little study in magic.

2200 - Repmuj
You're not from around here, are you? Well, you really aren't. You're a goofy little imp from the 4 and 9/8ths dimension, which makes you pretty much a god in the lower dimensions like this one. You can warp reality to work however you want, reshaping the whole universe or probably even the multiverse to your will if you really felt like it. There's not much you can't do, but well, there's a bit of a catch or two. Your control over these powers isn't exactly great compared to your peers. You might try to fix a broken arm only to turn it into a chainsaw, or a hockey stick, or accidentally delete the whole universe. Hey, at least on that try you fixed the arm! Your powers also currently seem locked to one small, easily breakable part of your body like one finger. If that body part breaks then some really bad stuff could happen to reality and someone might be able to temporarily steal your powers. You'll eventually be able to overcome these weaknesses, as they're mainly psychological, but there's no telling how long “eventually” is. Probably a few decades.

Varies - Other
And then there's everything else. All the other things in this world, from golems like Cinderblock, to mutant monsters like Plasmus, to intelligent gorillas, The Source, and so on are covered by this. Pick any species in this world other than the ones above and price appropriately.

Origins

Pick an origin. Perks and items are 50% off for the matching origin, except 100TP perks and items which are free for the matching origin. Any origin can be taken as a drop-in.

Titan

Congrats, you made the team! That's right, you've somehow joined up with Robin and the gang, whether you were there from the beginning or are a recent addition. You're gonna be living it up with your new friends - hanging out, going on adventures and kicking bad guy butt! It's not a bad gig. That is, assuming you're not some kind of double agent… anywho, you're a teenager now. Pick an age from 13 to 17.

Indie Hero

While you may not be part of the Titans, that doesn't stop you from fighting crime and the forces of evil. You could be just a hero native to Earth, or maybe an alien on a righteous crusade against an evil space robot army. What matters is that, at least for the moment, you're one of the good guys. Your age is whatever you want it to be, though unless you're immortal I'd advise against being so old you instantly turn into dust.

Bad Guy

You've ended up on the wrong side of justice. Whether you're just a crook looking to get rich or a maniac bent on world domination you'll likely end up clashing with heroes as you attempt your evil schemes. Expect to get foiled and maybe redeemed. Age is the same as indie Hero.

Mastermind

There's regular villains, and then there's you. You're the one at the top, the kind of bad guy other villains aspire to be. You're on the top of the villain hierarchy, the one lurking in the shadows hatching your master plan while sending minions out to do your bidding. Sure, you'll probably get foiled just like all the rest, but you'll be one heck of a menace while doing it. Your age is from your early 20’s and up.

Perks

100/200/400 (Free/100/200 Pure Humans) - Fists of Fury

Even with superhumans of all stripes running around, a skilled enough warrior can still be a terrifying threat.

For 100TP, you are a very fit and well trained fighter. Even as a normal teenage girl, you could beat up a group of no name thugs just with your bare hands (you could alternatively be trained with a melee weapon of some kind).

For 200TP, you are on par with Robin in combat skill and physicality, at least Robin early on in his tenure as the Titans' leader. Despite ostensibly being a normal human, you're strong enough to out-wrestle gorillas and physically hurt giant stone monsters like Cinderblock with your bare hands. Your skill is even more impressive, as you are one of the greatest fighters in the world with both your hands and any form of melee weapon, able to defeat hordes of unskilled fighters who would be physically your equal and even defeat someone like Cyborg in a fight.

For 400TP, you're the best of the best. Your raw physical ability isn't that much more impressive, but your skill is now so great that you could bully Robin effortlessly and potentially defeat all the Teen Titans at once just by yourself (though you'd likely need a solid melee weapon). You've also picked up the ability to sense the presence of others nearby, allowing you to detect threats and react to enemies without even perceiving them through your normal senses, seeing your enemy without sight. You're one scary mamma jamma.

300/600 - Super Scientist

This world's no stranger to advanced science and technology and it seems like you're partially responsible for that. You've got mad intellect and knowledge when it comes to a particular field of scientific inquiry, be that something like Dr. Light's light based weaponry, Cyborg's cybernetics, or even Killer Moth's creation of mutant monsters, these all just being examples of what you're capable of. You could alternatively be a true generalist where you're very good at pretty much everything, though not particularly excelling in one field (ironically, this would fit Cyborg's skillset). You could still reach the specialized higher level in fields with a few years of dedicated study and the same goes for specialists gaining a more general understanding.

That's just the basics, though. For 600TP, you get into the real fun stuff. Things like Warp's futuristic time travel technology and suit, Control Freak's tech which can literally break half the laws of physics and do stuff like turn inanimate objects evil or make TV a real place you can travel to. Mad Mod would be the closest example of a generalist with his hypno tech, seemingly reality bending mazes and illusions, robots powerful enough to overpower all the Titans and an age swapping staff. The same principles apply with generalists and specialists as on the lower tier. The power of being a massive dork is yours!

Titan

100 - Witty Banter
One of the best parts of being a hero is launching thematically appropriate quips at the villains before you kick their butt. You've always got a witty remark or two for any villain of the week and come up with comebacks to any insults thrown your way just as easily. Even if your crime fighting ability is questionable, your ability to give a verbal beatdown certainly isn't.

100 - Friends Forever
The sad fact is that friends, no matter how close, can end up drifting apart. You won't allow that for your friends. You're the textbook definition of a good friend. You can always tell when your friends are feeling down and know how to cheer them up, or know what to say to encourage them when they're nervous or have completely lost hope. You can even mitigate and put arguments between your friends to bed to keep bad blood from building up. Always cherish your friends and they'll cherish you back.

200 - Best of the Best
You aren't just some random super powered being; you've trained with the best. Like Robin, you've had years of training from a certain hero in Gotham (or someone of the same level of skill) and it's paid off greatly. You've been trained in everything from stealth, acrobatics, detective work, interrogation, technology, the use of gadgets, general knowledge and even leadership and you're world class in basically all of them. You're useful in practically any situation and could make an invaluable leader for a team. Just don't end up taking yourself too seriously.

200 - Titans Together
The Titans may have started as just a small team of 5 heroes, but they'll grow to be so much more as they make allies all around the world willing to fight the good fight. You have the same luck, meeting valuable potential allies anywhere you go and getting them to join you side by side. Keep it up long enough and you could even get your own team. Alone there's only so much we can do, but as a team anything is possible.

400 - No Fate
Some people think that everything is preordained, that we're destined to follow a certain path and nothing can change it - but you know they're wrong. You aren't subject to any sort of destiny or fate. Even if time travel is supposed to work deterministically in a sort of closed loop, you can change the past regardless. Defy fate like the teenage rebel you are!

400 - Will of Stone
You're truly special. If you were just a body and a mind, just a machine whether mechanical or flesh, you'd be simple enough to deal with. Your spirit, though, that's a different story. Your will is near indomitable, not just in the sense that you never give up but also because you are almost impossible to mentally control. Even someone like Brother Blood who can mind control a small army of strong willed heroes and villains alike would be utterly incapable of taking control of your mind whatsoever. This doesn't mean it's entirely impossible, though it would take something of either incredible power or that exploits “loopholes” like getting you to accept it of your own will, thereby meaning you've already consented in a sense. No one's gonna tell you what to do!

600 - YES I CAN!
Everyone has their limits. You give and give and there's a point where you just can't give anymore. This is especially true for machines, whose full capabilities would be calculated and decided on even before their creation. But maybe that doesn't have to be true for you. Maybe you can keep pushing forever, as long as you've got the will. You can exceed what should be hard limits on your strength by just trying harder; even if the meter says your mechanical body is outputting 100%, you'll keep pushing until you go to 110%, 120%, 130% and so on. This means you can improve both your physical strength and abilities of powers you have beyond what should be their hard limits. So long as you put your mind to it, there's nothing you can't do.

600 - Light in the Dark
There are times when it seems all hope is lost, where it seems as if evil has finally won. But the night is always darkest before the dawn. In the times when things are truly dire and the world or even the universe are at stake, in those climactic and hopeless battles, you unlock your true power. Somehow, as if fate were on your side, unbelievable things will happen to allow you to win even against impossible odds as you enter a powered up state. Even as your body's been destroyed and you're naught but a living stump, you'll miraculously fully recover, now filled with incredible power to defeat your enemies. Even as an unstoppable godlike demon effortlessly defeats your friends, you unleash your true hidden power and banish him back from whence he came. This isn't something you can rely on and it might only happen once in a decade, but it will make an impossible victory a reality. Never lose hope.

Indie Hero

100 - Heartthrob
Who doesn't love a good looking hero? You're super attractive and it's pretty easy to tell with everyone swooning over you at first sight. Even more reserved people might have trouble containing themselves after looking at you. Don't get too full of yourself. When you're a hero it's what's on the inside that counts.

100 - New Kid
Wow, you're cool! Wanna be friends? You leave really good first impressions on people that immediately make them like you and want to get to know you better. Part of this is lucky coincidence and part of it is natural charisma. Not everyone is gonna be super keen on you, but you can bet that wherever you go you'll find people who think you're cool (or hot).

200 - Sharpshooter
Ready, aim, fire! You've got a near supernatural talent when it comes to aiming, especially when using a bow. You can account for speed, angles, wind resistance and so on such that if you miss it's only because of factors you couldn't predict. You can even do cool trick shots like making projectiles bounce off walls or curve around bends. Your abilities are… still pretty limited, but at least you won't miss!

200 - Join Us
Not every bad guy has to be one. Maybe, with a little help, they can switch to the other team. You're great at not just telling who can be changed, but approaching them from the right angle to get in their good graces and convince them to take that leap to the other side. Sure, not everybody can be changed, probably not even most people, but it's worth it to give it a shot for the ones who can. You can never have too many good guys, right?

400 - True Love
There's always that special someone. Someone who gets you. Someone who cares about you like nobody else. You'll always find that one person anywhere you go - if not as a romantic partner, then at least as a friend. Not only do you get along great and always manage to make each other feel better, but they'll always be there for you no matter what. Even if everyone else believes you're irredeemable or just don't even believe you're alive, they'll never give up on you. That's what it means to love someone.

400 - Adaptable
It isn't just powers, equipment, or some other third thing that makes a hero - it's the ability to fight evil, no matter the circumstances. You can always find a way out of a tight spot, no matter how dire things seem. Even if the villain took away your powers, you'll figure out how to win without your powers or pull a trick on them they'd never see coming. As long as you put your mind to it, there's no such thing as a hopeless battle!

600 - Go!
When there's trouble, you know who to call. Your friends, the people who care about you like family - they'll be there. When you're in danger it seems impossible to escape from, your friends and close allies will arrive as if out of nowhere to save you. Regardless of if it was seemingly impossible to come to your aid, they'll find a way anyways. Even if you don't have any friends, powerful people would be drawn to you in your time of need who'd then become your friends. It's not just direct danger they can help with either, but anything. If you're trapped in the future or the past, have some horrible disease, you've been brainwashed by a weird old man or anything else, you can rest knowing they got your back.

600 - Untamed Power
You have great power stored within you, Jumper. All your abilities from this jump have been greatly amplified in power - if you had geo kinesis, you could trigger earthquakes, mudslides, avalanches and even volcanic eruptions big enough to destroy a whole city. The problem is that your control over these abilities is very poor. It doesn't take much for you to lose your grip over your powers and from there cause a disaster. So long as you remain like this you'll be a force to be reckoned with, but a danger to everyone around you. With enough training, though, you can regain control over these powers and master them. Now where could you find a good teacher?

Bad Guy

100 - Showmanship
How can you call yourself a supervillain if you don't have some pizzazz? It's not just about committing crimes, but being entertaining and having fun while you do it. You have that special spark that can make a bank robbery seem fun and entertaining instead of terrifying. Some magic tricks here, stylish flips there, some funny quips in that direction and maybe even a musical number or two - every time you show up it's gonna be fun and entertaining the whole way through.

100 - Goon Extraordinaire
Look at you, already making waves! You've got that certain something that makes the real big bads think “I should make them my henchman”. Prove yourself to them repeatedly and you could move up the ranks, maybe even becoming their sidekick or successor! The sky's the limit, but for now get ready for the grunt work.

200 - Infiltrator
Hah, they actually trusted you. It'll be their last mistake. You know how to get people to like you, trust you, care about you from the bottom of their heart and tell you all their dirty secrets - only to stab them in the back when they least expect it. You'd serve as a truly masterful spy if you honed this art. It's always the ones closest to us that hurt us the most.

200 - Minions R Us
Just because you're not a top tier villain doesn't mean you don't get goons too! Somehow, you can find legions of idiots or monsters or robots and the like, willing to work for you at relatively affordable prices. They definitely won't be anything special, they are just regular goons, but sometimes regular goons are good enough! Fight for mook rights today!

400 - Master of Strategy
Know your enemy, know yourself and you need not fear the result of elephants marching through the Alps until you see the whites of their eyes, or something like that. You are the greatest strategic mind around, as if you'd been there for every battle in all of history. Even super geniuses and evil masterminds wouldn't be able to outcompete you on the battlefield and you could coordinate several battles at once so well that out of 100 battles, your side doesn't lose a single man. Yes, this does apply to tactics too. Nerd.

400 - Got Ya!
Y'know, sometimes it's just too easy. You've got some insane luck when it comes to capturing your enemies. You can fill their whole tower with knockout gas with them none the wiser, give them strange brainwashing pie that they eat without a second thought, suck them up into your magic hat and so on and the schemes just work. You'll have them captured and right in the palm of your hand. Unfortunately, you know these hero types. They'll probably find some way out. Until then, you can at least rub it in their faces! Losers!

600 - Gag Villain
Is it me, or did things just get weird? You and your plans don't always follow “logic” or “the laws of physics” to the letter. How did you find the time and resources to cover the entire city with hypnotic screens and march in a massive army of robots, all without anyone noticing? Easily, clearly. How did you run through a solid wall and why are we in a chase sequence? Does it really matter? Basically, you can pull off some Looney Tunes level shenanigans, though other people around you will also start following the same nonsense logic and can learn to use it against you. Your wacky antics will drive your enemies crazy!

600 - We'll Meet Again!
Oh no, they've foiled your master plan! Same time next week? There's just no keeping you locked up. They can throw you in jail, leave you stranded on another planet, seal you in a book, even banish you to another dimension, but you'll always find a way back and be onto your next scheme in a week. Sure, the better the prison the longer it'll take, but nothing short of death is keeping you out of the picture for good. Luckily, heroes generally aren't too keen on killing. Well, except Jason Todd. But we don't talk about him.

Mastermind

100 - Aura of Fear
You're no ordinary villain of the week. You are the evil that lurks in the dark corners of people's minds. You are the thing people fear, that which they dread. You have a commanding presence that causes people fear. Just the sound of your hypnotic, yet menacing voice causes people's heart rates to spike. While this won't stop heroes from trying to fight you, it will still make them hesitate and view you as a serious threat.

100 - Legacy
Evil isn't like good. Good creates, generates more good and puts it out into the world. Evil, though… evil corrupts. Spreads like a virus, parasitizing good and forcing it to the dark side. You have an eye for “corruptible” targets. People who would suit your purposes not just in their skills and abilities, but in their mentality. You're lucky enough to bump into such promising prospects regularly and when you find them, all it takes is some work to turn them into perfect apprentices. What a fun little passtime.

200 - Symbol of Evil
Your reputation precedes you. Your name is known by all, but only whispered in the darkest corners, for the fear of you that people have. The legend of your vile deeds has many effects on people. Some fear you, some seek to impress you, some revile you, but nearly everyone respects you on some level and your name alone can carry a weight that forces your enemies to think twice before moving against you and can bring powerful people to the bargaining table. This effect only grows more pronounced the more wicked deeds you commit, to the point you could become like Trigon and be feared all across the universe.

200 - Training Regimen
As much as people may argue with your methods, they can't argue with the results. You can train promising pupils very effectively, both in the normal sense and the pavlovian sense. After just a few months with you, someone with very little control of their abilities would have near perfect levels of accuracy and precision. The same goes for more simple things - combat, stealth, theft and so on. All the while, you're psychologically conditioning them to like it. They get a rush from doing bad things for you, from obeying your every command. You will have the perfect apprentice with just a bit of work.

400 - Manipulation
People are a lot like books for you - useful tools that are easy to read. You can get a deep understanding of what makes someone tick just from one or two meetings. Their hopes, their dreams, their fears and regrets, their trauma. It makes it absurdly easy to have them dancing to your tune. In one conversation you could have an impressionable young girl turn on their friends and join you as your apprentice, then breed hatred in their heart for those former friends with more interactions. Even someone as sharp and strong willed as Robin isn't beyond your manipulation. You shall bend them to your will.

400 - Heraldry
As an unfathomably powerful being, it's only logical that you have someone to announce your presence for you before you arrive. But they won't be some weak plebeian, as that would make you yourself look weak. Instead, they'll be imbued with your own awesome power! You can grant portions of your abilities to others by branding them with your mark. The amount of power you give them is up to you, but a tiny fragment should suffice. Give them too much and rebellion becomes a risk. Not that you can't take your power back at any time, of course, but it's just tiring to deal with foolish mortals thinking they can stand against you. They will know your name.

600 - Ghost
They thought they saw the last of you. They thought your death was the end. How naive they were. When you meet your true end, you'll be saved by a very powerful (and probably very evil) being at least once who will be willing to bring you back… at a price. You'll be entrusted with some task and should you successfully complete it, they'll fully resurrect you. You'll also be greatly empowered by them to aid in your task. The nature of what they want is ever-changing, but it shouldn't be too hard for you. There's even the possibility of cheating them, though this is obviously risky. All this is mostly just flavor, though. Your returning to life is, in truth, a forgone conclusion. They'll never be rid of you.

600 - Bad Parent
When you're a nigh omnipotent being of darkness, having kids may seem pointless - but even children have their uses. Your kids will possess the same potential and abilities as you. If you were a master assassin, your kid could grow up to become a master assassin. If you can move the Earth with your mind, so can your kid. If you're an all powerful demon… you get the idea. Now all you have to do is be a semi decent parent and you'll have powerful minions at your disposal! …Why are you sweating?

Powers

Choose how to discount your powers. You can discount two 100TP powers and a 200TP power, two 200TP powers or one 400TP power. Discounted 100TP powers are free.

100 - Flight
Nothing says “I'm better than you” quite like soaring above your enemies (and your friends). You can fly, though exactly how I'll leave to you, whether it's something biological like wings or just some magical ability. You can fly as fast as you can run.

100 - Size Changing
You can change your size, either shrinking to the size of a bee or becoming a 50 foot tall giant. In the case of shrinking, anything you have on your person shrinks with you and you retain your original physical strength despite having shrunk down. With growing, you gain increased strength and durability to match your new size. Whichever one you choose, you can pay 100TP to gain the other option as well.

100 - Teething
Not the most awe inspiring name for an ability, but don't knock it just yet. Your jaw and teeth are so strong you can easily chew through metal without harming yourself. Not only that, but you can spit out whatever's in your mouth with the speed and power of a bullet, allowing you to bite up some metal and then hit your enemies with machine gun fire straight from your mouth.

100/400 - Invisibility/Intangibility
The ability to not be seen, which I'm sure some teens can relate to even without superpowers. You can at will toggle this ability, causing yourself and anything you're wearing/holding to become imperceptible to the naked eye. You could still be tracked by other senses along with thermal sensors and the like. The second tier allows you to turn intangible as well, phasing through matter at will as if you were a ghost.

100 - Crystalize
You can turn your body into a special type of crystal, gaining immense durability and the ability to greatly enhance energy refracted through you. Unfortunately, you're literally made of crystal so you can't move while in this state and are basically an inanimate object. You can turn back to normal at will.

100/400 - Immortality
You're gonna live forever! You no longer age and deteriorate with time, meaning you're frozen at your current age and unless something actively kills you, you'll just keep living. At the second tier, you've become a form of “undead” and as such it's almost impossible to actually put you down permanently. Things that should kill you, such as your neck being snapped or drowning in lava, are minor inconveniences, you don't need rest or breathe and you can recover from even the most devastating of attacks via magical regen of at least your skeleton, though there could still be some things that can “kill” you like being totally disintegrated. You're immune to disease, poison, radiation etc. for obvious reasons.

100/200 - Sonic Scream
Now you're making some noise! You can emit powerful sonic waves from your mouth by screaming, either directing it like a beam or hitting everything around you just like sound waves. The first tier is enough to burst people's eardrums and blow them a significant distance back, but the second tier is on the level of Cyborg's sonic cannon or the shrieker alien. You can not only blow away large creatures and powerful superhumans, but you can emit concentrated “sound beams” that tear through metal and stone, packing one hell of a punch.

200 - Elemental Generation
Things are heating up now…. or cooling down, or getting electric, uh… thunder…So, you can generate an element to use typically in the form of projectiles, though you can also imbue yourself with it as a form of defense like being coated in fire and you're highly resistant to your element. “Element” is a loose term here, covering not just fire, water, Earth, lightning etc but also things like thunder. You can get creative with what you pick, so long as it isn't something too esoteric like time or space. This option can be purchased multiple times, each granting a new element.

200/400 - Elemental Kinesis
Rather than generate the “element”, you can manipulate it. This allows you to do things like fly on a slab of rock or create big waves to use against your enemies. The main advantage over elemental generation is the finer control and generally moving larger amounts of the element. For an additional 200TP, you can create golems out of the element, making a small army of minions at a moment's notice. Can be purchased multiple times for more elements.

200/400 - Super Strength/Durability
The ability to lift heavy objects, deal devastating blows and take them as well. The first tier is akin to someone like Mammoth, who can throw cars, buses and even lift an elephant over his head relatively easily. Your durability is akin to a tank, as you could shrug off bullets and mostly just be a bit dazed after getting rammed by a bus full force. The second tier is more akin to a powerful Tamaranean like Starfire. Cyborg at one point lifted a whole building and swung it as a weapon, and you're several times stronger than him. Your durability is so great that even massive explosions that could obliterate whole spaceships would do very little damage to you.

200/400 - Energy Projection
The ability to go “pew pew” and make lasers come out. Well, you don't actually have to say pew pew, but you can still emit powerful energy in various forms from wherever you want on your body, such as having eye beams and balls of energy you can throw from your hands. The second tier of this power grants you the ability to not only project but shape the energy into constructs of whatever form you like, much like a Lantern ring.

200 - Lycanthrope
While you might or might not be a literal werewolf, you can turn into a powerful bestial form of your own design. This form is incredibly powerful, stronger than any normal animal and able to contend even with Tamaraneans for a time, but while transformed you're operating off instinct more than logic, so thinking ahead and planning are more difficult.

200/400 - Teleportation
You're here, you're there, you're everywhere! In a literal instant you can move from one location to another, up to several hundred feet away. This can be used in rapid succession to confuse and outmaneuver enemies. The second tier allows you to teleport anywhere in the universe, so long as you have a clear mental image of where you're trying to go. You can teleport others with you if you're making contact with them. You can instead choose to make portals.

200/400/600 - Super Speed
One of the best powers ever, just being faster than the other guy. The first tier of this is relatively low level, “just” moving at a couple hundred miles per hour and maybe around the speed of sound if you really pushed yourself. The second tier is comparable to Mas Y Menos when they're together, moving at around 7 times the speed of sound without too much difficulty.

The third and final tier, though, is a league all its own as you are comparable to Kid Flash. You can move so fast you can travel from Jump City to France and back in a second or two and you can move at the speed of light at your top speed. You can use your speed to generate tornadoes by running in a circle, vibrate the earth to create mini earthquakes and vibrate your own molecules to phase through solid matter. They won't see you coming.

400 - Changeling
Dude, sweet! You can transform into virtually any animal with certain exceptions. This ability is extremely versatile; become a rhino to bash enemies up, a bird or pterodactyl to fly, a dolphin or shark for underwater missions, a tiny creature like a fly or an ant to spy on people, even an amoeba to enter someone's body and wipe out a virus. What you can turn into is limited to real creatures you can mentally envision, whether they're still alive or even extinct, though it seems generally impossible to turn into sapient humanoids. While powerful enough with just Earth animals, this is taken to another level when you factor in the countless alien creatures you could become. You can partially transform parts of your body, though this is not generally useful.

400 - Numerous
You've just become your own best friend. You have the ability to split yourself (and anything you're holding/wearing) into multiple copies, the copies then generating more copies until you've rapidly become an army of yourself. You can create up to a couple thousand clones, but if you try to multiply any further your power will backfire as all the versions of you recombine very painfully. Anything you multiply such as clothes or held items recombine to their original parts once you drop them.

400/200 - Psionics
Fantastical powers of the mind! You can not only read the minds of others and telepathically communicate, but can see nearby areas via remote viewing, psychically induce sleep in others and even project a forcefield with your mind. With an amplification device of some kind you could project mental energy in the form of powerful destructive blasts. You may have trouble reading some people's minds, either due to strong wills or because their memories are too horrific. For just 200TP instead of 400, you can receive only telepathy and mind reading abilities rather than the full set of powers.

400 - Possession
Taking “violation of privacy” to a whole different level, you can very briefly turn intangible and hop into someone's body, allowing you to possess them and control their body freely. This ability may be resisted by those with very strong wills, but you can use it in rapid succession, hopping from body to body at a moment's notice to confuse your enemies and take down groups easily.

400 - Jinx'd
Your enemy's luck has run out. You have the ability to fire off waves of “bad luck”, causing misfortune to whatever's hit, with you having at least some influence over just how this manifests. You could make objects fall apart, or create waves by hitting a body of water, or make a parked bus start rolling downhill rather than just make it fall apart. The limits of this ability are unknown; perhaps if you hit a person you could make their heart stop or make a machine instantly break down regardless of power, but this is unknown. What is known is that you shouldn't be messed with. Your foes will regret crossing your path.

400 - Telekinesis
Sans Undertale. You can move things with your mind, which is a simple but incredibly powerful ability. You could throw cars, buses and possibly even buildings at foes, throw them around or just hold them in place, as well as using your ability on yourself and your allies to fly at high speeds. You can, of course, finely manipulate objects as well which could be useful for building or other high precision tasks like defusing bombs.

400 - Rouge
Not to be confused with “Rogue” or “Rouge the Bat”. Your body is made of a sort of red wax/clay, which you can freely shapeshift. This not only allows you to stretch your body and limbs to incredible extents as a form of attack and for maneuverability, but you can also take the form of anyone and perfectly mimic their voice, granting a disguise indistinguishable by the human eye/ear. You're near impossible to put down, as even if your body were shattered into countless pieces you could easily conglomerate back together no worse for wear. You've unfortunately gained a weakness to heat, as the natural melting temperature of your body is much lower and serious flames could likely spell your end by reducing you to a puddle.

400/200 - Astral Projection
This ability is twofold - firstly, you can mentally project yourself across incredibly vast distances to remotely observe events, possibly even projecting your mind through time. The second part of the ability is turning into a powerful energy avatar that can phase through matter and tear apart enemies with ease. For just 200TP rather than the full 400, you gain Negative Man's version of this ability. You have the ability to project out a powerful energy avatar, but this leaves your real body still there and limp. You can only remain outside your body for around 1 minute.

400 - Imagination
All alone on a late night? Not anymore! You've got the ability to make your imagination the reality in the form of your imaginary friend. What they look like, their personality and even what powers they have are all up to you, the upper limit of their strength being at Starfire’s level. With time and lots of training, you could possibly make more friends that are even stronger.

600 - Mind Control
Teens are so unruly these days! Luckily, you've got a way to rein them in. You can make your eyes glow red, at which point you'll be able to mind control someone by looking at them/looking them in the eye. While some may eventually break out of this ability, outright resisting requires an exceptionally strong will. The victims will give no indication they've been controlled. You can also psychically induce illusions in others' minds, causing them to see and feel things that aren't real, like a cyborg feeling their missing organic arm again. There's no limit to the number of people you can control at once with these abilities and under normal circumstances 99% of people would never break out of your control, though if they do you can simply reassert it.

600 - Living Brush
You had a bad mishap with some Japanese dark magic, which has granted you immense power. Your skin is paper and your blood is ink, with ink naturally coating your body. You can paint beings with your ink using just your hands which will come to life just as you envisioned them. These painted beings are not only powerful enough to go toe to toe with heroes like the Titans, but can be created with superpowers such as flight and phasing through solid matter. They can recover from most damage by regenerating quickly. You can make them in any form you like, from catgirls, to robots, to yokai and even Kaiju - even making them perfect replicas of normal people if you wish. The limits of exactly what powers you can give them are unknown, but you can pump out small armies of the things very quickly. You can even take on a giant ink Kaiju form of your own that can attack with large tentacles. The one glaring weakness of your minions is that, being made of ink, they quickly disintegrate from water.

600 - Nuclear
You were made from a project to create the ultimate super soldier. It may have been just a bit too successful. You have physical abilities on a similar level to Starfire, if not greater, and you can fly. Your true power is in nuclear energy that rapidly builds in your body. Eventually it will bust out, creating an explosion that can easily level a whole town, if not a whole city. While you once may have been unable to control this energy, you can now fully control when to let it out, meaning you don't have to worry about accidentally killing thousands of people anymore. Yay!

600 - Matter Adaptation
Things change, including you. You have the ability to transform your body into any material you're touching, be that stone, concrete, steel, even water or molten metal. You gain the properties of that material and can meld with it seamlessly in order to hide or move around undetected. Maybe you could even become a gas like air if you felt like it. As long as you know what you're doing, it'll be almost impossible to take you down.

600 - Magic

Magic is one of the most nonsensical and yet powerful forces in existence. There's not much magic can't do - energy manipulation, telepathy, teleportation, phasing through matter, time travel, manipulating reality itself, mind control - there's not much of a limit, though that's not to say you in particular don't have any. You have a core set of powerful magic skills - examples include

Raven's abilities (her typical base abilities, not things she's displayed when her power was further unleashed like stopping time or defeating Trigon);

Mother Mae-Eye's mind controlling pies, size changing of both herself and others, changing the make-up of Titans Tower into a gingerbread house and making gingerbread man minions;

The abilities Raven learned from Malchior/the books, including polymorphing others, magical telekinesis, vaguely powerful green magic, teleportation, breaking powerful and ancient curses and sealing things into books;

and the abilities of the witch from 3000 BC who could conjure whole armies of powerful minions, teleport, summon heroes from thousands of years in the future and create portals through time.

You have a magical skillset of a similar power to these and the innate potential to learn even more magic with hard work and studying.

Items

Items can be imported into similar items. You can “reskin” items to fit your own aesthetic sensibilities.

Titans

100 - Sweet Ride

Now that's a beauty. You've got your own vehicle, suited for hero activities. Whether it's a car like the T-car, Robin's motorcycle or even the moped Beast Boy had one time, it has lots of cool bits like rocket thrusters and weapon systems that let it contend with supervillains and look really cool doing it. You DO have a license, right? No breaking the law when you're a good guy!

200 - Gadgets

Aren't you getting a bit old to be playing with toys? Then again, these aren't your everyday toys. Stylized boomerangs sharp enough to cut through steel, smoke pellets, flash bombs, electric disks, foam disks, explosive disks, freezing disks, a grappling hook, a suit that's resistant against bullets, a cape resistant against higher caliber bullets and even high heat, a collapsible bo staff, a mini supercomputer, tracking devices, lockpicks, a flashlight and even a sword. How does most of that fit on one tiny belt?

400 - Tower

Home sweet home! Well actually, there was already a tower, so where's this one gonna go? Uh, let's worry about that later. This building was created with state of the art technology, so it's got high tech security systems, scanners that can immediately detect crime all across the city, a submarine/spaceship, video games, a music station, a giant tv… well, I guess you have to have fun sometimes. There's a garage equipped with tools for all your repairing/upgrading needs, a gym/training obstacle course customized to be useful in testing and growing you and your companions’ abilities and there's even custom rooms made to suit yourself and each of your companions. Yep, you're gonna be living it up in here.

600 - Magic Tomes

Being a nerd finally pays off! You have access to countless tomes of mystical power - the book of Azar, the Gallion Scrolls, the Mortal Archives, the Stones of Serr, the Book of Nord, the Endrial Verses, the Romanomicon, the Bersian Chronicle, the works of Aureiodon the Strange. These give not just you, but anyone, access to countless spells, rituals, incantations and so on, allowing them to become powerful wizards with enough study and practice. “Enough” is the operative word, though, as how long learning could take depends heavily on their prior knowledge and innate talent. Someone like Raven, who was both born to an immensely powerful demon and raised in magic since her early childhood, could learn quite a lot in just a week. Meanwhile someone like Beast Boy could spend years and years just getting the very basics down. Worth noting, though, is that there's at least one spell that can “download” the knowledge from books into people's heads, which would likely greatly speed up the process.

Indie Hero

100 - The Carnival
Aw, isn't this romantic? This carnival is a place you used to visit a lot in your past, and although it's abandoned it somehow still operates perfectly fine. It's got a ferris wheel, house of mirrors, game stands - all that fun stuff. It's a nice place to forget your troubles and relax, plus any dates you have here are much more likely to succeed.

200 - Bow and Arrows
Be careful with those! You're liable to put an eye out! You've got a very well made bow along with limitless high tech arrows - exploding arrows, punch glove arrows that can knock out very powerful foes, sleeping gas arrows, ice arrows, heat-seeking arrows, sonic arrows and even just normal arrows, with probably more types of arrows never seen. Your bow can even be used like a melee weapon in its own right, being about on par with Robin's bo staff. If you want, it can be a gun with special bullets instead. Just don't rat on me to the censors.

400 - Starship
Now this is a proper ship! Unlike that revamped submarine the Titans use, this is top of the line as far as space faring technology is concerned and is big enough to be more like a moving base, with all the amenities needed to use it as a home. It's equipped with top notch weaponry, including a bomb powerful enough to destroy a whole planet if brought near the planet’s core. The bomb unfortunately does not come back after use.

600 - Horn
It's judgment day for your enemies. You have a horn (the instrument) which can create portals anywhere, including to other dimensions. This is pretty simple, but absurdly powerful. Not only do the portals allow you to go anywhere, but they can actively suck things in if you wish, with such power that even a being as strong as the dread dragon Malchior would be unable to resist its pull and be sucked away, likely never to be seen again. The one weakness is that you actually have to blow the horn to summon the portals, so if the horn got blocked or gunked up it would be rendered temporarily useless.

Bad Guy

100 - Crime Map
If there's one thing criminals love more than fighting teenagers, it's robbery! You have a constantly updating digital map of the best places to rob and what they've got, whether it's jewels, money, ancient artifacts or even advanced technology that could be useful to your goals. Finding the stuff is just step one, but surely a group of spunky teenagers won't be too much of a problem, right?

200 - Labyrinth
Welc'm tah Jumpah's school fer unruly teens, love! This is a crazy maze-like building that boggles the mind with its reality bending properties. In actuality, it's all just clever use of countless tricks of the mind, Hocus pocus, smoke and mirrors and all that. Still, the facility is filled with countless deadly traps and tricks, plus hypno screens that can brainwash those who look at them to follow your orders. It's a smashing good time! Well, for you, at least.

400 - Red X
The kiddies better buckle up, cuz they're in for a hell of a ride. One way or another, you've gotten your hands on the Red X suit Robin created to try to trick Slade. This is one overpowered costume. It can cloak the user to make them invisible, teleport short distances, fire off sticky x shaped projectiles capable of restraining even Starfire, explosive shurikens, a grappling hook, powerful energy blasts, can open x shaped holes in the ground, can disrupt and shut off technology like Cyborg's parts and forcefields with X shaped projectiles and it even has an "X-blade" (no relation). It does take some skill to use all this stuff, but assuming you're good enough to use it, even the Titans would have a bad time trying to put you down. It never runs out of energy either, so no hunting for Zynothium. Nothin' personal, kids.

600 - Plz Nerf
You dirty little cheater, you! You've got your hands on an item, or set of items, of such power that they could make a truly formidable supervillain just on their own. Mumbo's magic wand and hat that allow him to practically morph reality in a very limited manner, though once someone's sucked into his hat they enter a pocket realm in which he's practically omnipotent and able to turn off their powers; Control Freak's remote and big machine thing-y which can give life to inanimate objects, conjure characters from TV as real beings and even allow him and others to enter the TV world as if it were a real place, where he can give himself the powers and equipment of the fictional characters; even the Master of Games's amulet which can absorb the recently vanquished, trapping them in the amulet while the wearer gains their powers and even their equipment. You've got one of these or something on par, which by itself makes you a force to be reckoned with.

Mastermind

100 - Mask
More than any mere man, you are a symbol that strikes fear into the hearts of others. This mask is part of that symbol. Those who see your mask will feel dread and fear even if you aren't currently wearing it. It certainly gives you a terrifying presence. One nasty trick or has is that the inside is coated with dust and if other people inhale that dust they'll hallucinate you attacking them in the dark while in reality they're beating themselves to death. Even if you're gone, you're never truly gone. You'll always be there, in the dark corners of their mind.

200 - Army of Goons
Can you really be called an evil mastermind if you don't have one of these lying around somewhere? You've got an army of minions that can be whatever you like - robots, soldiers, aliens, mutant monkeys armed with rocket launchers, pretty much anything. Their collective power is great enough to take over a whole city, though not so great that 5 spunky teenage superheroes couldn't take them down. Still, even if they get taken out they can be replaced in just a week with zero effort on your part.

400 - Jumper Academy
It's not enough to be evil yourself - you have to make sure the next generation gets brought up right, er… wrong. Brought up wrong! You have a whole high school of young aspiring villains of varying degrees of skill and talent, though with proper tutelage all of them can become successful criminals. Of course, this isn't philanthropic - they'll be working for you. The school has top of the line teaching and training facilities, to ensure the would-be criminals get the best education they possibly can. I'm sure they'll make you proud!

600 - Ring of Azar
When you're making a deal with an ancient, all powerful demon, always make sure to bring protection. This was a ring used by the monks who originally sealed Trigon away. So long as you are wearing the ring, you and those nearby you are completely immune to direct attacks from demonic beings - even ones as powerful as Trigon himself. Although they can't directly attack you, as is often the case with demons, there are some loopholes. For instance, they could still cast spells on you so long as those spells were not immediately harmful, such as a spell that extracts your inner darkness as an enemy you have to fight. Still, even Trigon would have a great deal of trouble actually getting rid of you so long as you were wearing the ring.

Companions

100 - Companion Import/Creation
You can import/create up to two companions per 100TP spent on this option. They both gain an origin, all the stipends and discounts etc. that you gained as well as +600TP to spend. Alternatively, you can import/create one companion per 100TP who gets the same benefits, but gains +1000TP instead of +600TP. Imported/created companions gain a discount on one species, excluding the second tier of Demon and Repmuj.

Free - Canon Companions
You can bring along whatever wacky characters from this world that you'd like with you as companions in future worlds, so long as you can convince them to come with. It would be cruel to separate you from your friends, after all.

100 - The Pop-rocks
Rock and roll! These two young ladies are a Japanese pop-rock band who happened to be big fans of the Teen Titans. The more outgoing, energetic and fun loving one is generally dragging around the other, who's more cynical and serious. They used to be just a normal band until they were exposed to radioactive gamma rays mixed with experimental chemicals from a lab, granting them superpowers. Now they travel around as both a band and heroes, and their powers seem to cause reality to “break” a bit around them. Things just seem to get weird whenever they show up - 50’s style alien invaders attacking, people entering TV like the real world, an entire city being turned into a facsimile of Britain and many other strange events follow them.

100 - Ashflake
Ashley Frost is a teen girl born with the metahuman ability to control her body temperature to such an extent she can generate and shoot off ice and fire from her body. Ashley was raised by her always exhausted single mother, but ran away from home after getting into a fight with her mom and accidentally burning her. She's very lost in life and is extremely bipolar, causing her to shift from super happy and bubbly to sad and bawling her eyes out in an instant. Her bipolar nature causes her to often manifest heat from one side of her and cold from the other, her emotions controlling which side is currently more powerful. Although she's inexperienced, Ashley's abilities are extremely powerful, as she could melt a 20 foot tall robot with a few seconds of contact and freeze a whole city block just as easily. She can even fly by projecting fire from her hands and feet. Her dream is to be a professional singer, though she currently fights crime.

100 - Mommy Dearest
Do you feel that warmth? That's the love of your sweet mommy… or it's the fire she's emanating, hard to say. This woman is your adoptive mom and she loves you more than all the stars in the sky x Infinity! She does all the things loving moms do - makes you food, dresses you, gives you big hugs and trains you to be an evil super criminal! Your mom is a very powerful, very beautiful and very tall sorceress/criminal mastermind and she makes sure you follow in her footsteps. She's usually understanding, loving and level headed, but if you make her upset… well, let's just hope you don't. She doesn't tend to fight much, but if she did not even someone like Slade would stand a chance. She's very commanding and tends to try to run your life for you; after all, she knows what's best for you. Who needs friends, or romantic relationships or even other family members when you have mommy to run your life for you? Do you hate mommy…? Just be a good child and do what mommy says, okay, sweetie?

100 - Pawapafu Gyarusu
After a chemical accident in Tokyo, three ordinary elementary school girls were turned into superhumans who fight crime, often battling giant monsters that attack Japan. There's the strong willed and level headed (though a bit ditzy) leader, Sakura; the kindhearted and innocent girl with a hidden rage (and unhidden social anxiety), Ikonomi; and the hot-blooded brawler of the group (who is trying to be more girly), Chie. The girls are like sisters who look out for each other no matter what and they're monstrously powerful. They can fly, project energy and have super strength like Starfire, but each one of them could easily mop the floor with her since they're not only far stronger but have speed on par with Kid Flash. Together, there's almost no foe too powerful. Unfortunately, they're stalked and harassed by tons of powerful enemies of their own, including a distant relative of Trigon who's loose in the universe already, so they may not be of much help most of the time. They also don't speak English and only fight crime after doing a transformation sequence - they don't need to, but it makes them feel cool.

100 - Jen 10
A fastidious, bookish 11 year old girl whose life was forever altered when she fell into a cave on a summer trip and found the H dial, a device similar to an old rotary phone's dialer which turns the user into a seemingly random hero when they “dial” the word hero. Being naturally inquisitive, she toyed around with the device and quickly realized how to manually select 10 heroes thus far. Gaining superpowers has not been good for her ego, as her naturally smug and snarky personality has been amped up to 11. This is sure to get worse as she figures out all the features of the enigmatic device, likely becoming one of the most capable heroes on the planet. For now, she often gets in over her head and gets into more trouble than she can handle.

Drawbacks

+0 - Odd Canon
Rather than strictly sticking to the show and the Trouble in Tokyo movie, you can include other things into the continuity or just go to a different continuity altogether, such as the video game, tie-in comics, the original comics, even Teen Titans Go, if you wanted that for some reason.

+100 - Green with Envy
Dude, you're all one color! Your skin is all one unnatural color and your hair is a darker shade of that same color. This makes you look really weird and always stand out. Even if you were shapeshifting you'd still be that color, so disguises probably aren't gonna work. At least it makes you unique?

+100 - No Respect
It's no fun being the clown. You never seem to get the respect you deserve. You could be a hero who saves the city daily and either be unrecognized or just made fun of. Same goes for villains, or anything else really. At least your friends can still appreciate you, but the public definitely doesn't. What a bummer.

+100 - Vegan
You refuse to eat meat and animal products (except cheese for some reason). This would be whatever, except that the sight of people eating meat disgusts you and it happens around you all the time. Not only that, but you often try to get people to eat your fake meat and vegan foods, which inevitably annoys them. You'll get sick and be in arguments often, but I guess that's what it means to stick to your guns.

+100 - Dark Side
You've been having temptations lately. Temptations to do things you wouldn't normally do, things that go against everything you believe in. But when you give in and do these things, it feels good. Exciting. You feel amazing, but you know it's wrong. So long as you resist, you'll be fine. But you'll always have that call, pulling you to do it again. Fight it if you can.

+100 - Spellbound
You start 1000 years before the start of the series, where you've been sealed, trapped in a book by a powerful curse. You'll have to wait who knows how long until you find someone who can finally set you free. That's your only ticket out of this book - finding someone magically inclined to convince/manipulate into setting you free. You'll have to learn the spell to set you free, which could take who knows how long, and then it's just a matter of training your target to cast it and getting them to do it. Your time in this jump won't progress until you escape from the book, though once you do you can choose to either warp through time to the original start date if you escaped early/late or just start the timer in whatever time you're currently at.

+200 - Rogue's Gallery
For your time here, you'll inevitably run into multiple recurring heroes/villains, each with their own powers and gimmicks, that end up battling you over and over again, week after week. No matter what you do to them, they always come back no worse for wear and ready to enact their next wacky scheme you end up having to contend with. They aren't usually particularly dangerous, but sometimes they're actually quite a threat.

+200 - Red J
Get ready for your worst nightmare, Jumper - it's you, but cooler. They have all your powers, skills, equipment and so on, but they're just stronger and better than you at using them. The only thing they don't have is your companions. While they aren't directly after you, you're after them and you desperately need to know their identity. The only way to find out is to unmask them and if you don't by the end of the jump, you'll stay behind and forfeit your chain just to find out. Who could be behind that mask (It's probably Jason Todd)?

+200 - Larry
Is that you, but as a cartoon imp? Apparently, it is! This fella is a version of you from the dimension 4 and 9/8ths and he sure is a handful. He'll occasionally pop in to try and help you with his incredible powers, but inevitably make things worse and cause some sort of crisis you'll have to solve. Don't be too hard on him. He's just trying his best.

+200 - Big Sis
Well, you can pick your friends but you can't pick family. Your older sibling really doesn't like you and has decided to make your life hell. They'll weasel their way in and steal your friends, lovers, your identity and eventually your chain if you don't find a way to stop them. They're currently stronger than you, but maybe with training and self actualization you can grow to surpass them.

+200 - Backstabbed
Wow, you sure know how to pick ‘em. Everything seems to be going just fine, only for you to suffer a heartbreaking betrayal. You'll keep forming close relationships with people, only for them to turn on you at the worst possible time. The danger you and your other friends are put in is one thing, but the true damage is emotional. How can you trust people after so many lies?

+200 - Plus and Minus (requires superpowers)
How did this even happen? Your powers have been split between yourself and another person you choose. So long as you're both making physical contact you can both access the powers. When you're separated, however, neither of you have any powers. You're gonna have to stick together to get anything done.

+300 - The Brain
You are unstoppable! You are incomprehensible! You are… a human brain in a jar. You're kind of absurdly weak. While you retain any purely mental abilities, you have no other powers to speak of. Not accounting for potential mental based powers, even a toddler could easily take you out, because if the jar shatters you'll be dead in a few minutes unless you're put in some other preservation apparatus.

+300 - Ink
You are a creation of Brushogun, made of ink rather than flesh and blood. This gives no significant advantages, but it does give you an enormous weakness to water. If you're sprayed with a sprinkler, or a hose, or caught out in the rain or just fall into a body of water it will easily spell your end. This is just the start of your troubles, though, as you'll have to find a way to free your creator from his prison in the manga building. This could prove very difficult given the army of other ink monsters at his captors' disposal. Maybe if you got help…

+300 - Haunted
They're back. An old nemesis that was supposed to be gone for good, returned from the grave to torment you. Nothing you do seems to be able to affect them, but they can certainly affect you, easily beating you to a pulp any time you encounter them. In reality, it's all in your head. They're just a hallucination, a delusion conjured by your mind. When they're hitting you, it's actually you hitting yourself. But whether you know that or not, it doesn't change that they feel real - very real. And the harm you're taking with every encounter with them is certainly real. If you keep encountering them, not only will you mind shatter, but you'll kill yourself fighting your imaginary tormentor. Your one saving grace is that they can only appear in the dark, but you won't be able to stay in the light forever. They will make you suffer.

+300 - End
From your birth, you were marked - branded with a sign that indicated your purpose - on your 16th birthday, you will bring about the end of the world. Incidentally, that's a year from now. On that day, an immensely powerful evil will use you as a portal to enter this world. No one can stop it, not you, your companions or anyone else. This being is far too strong to lose to anyone and it will destroy everything - even you, eventually. The only way to stop this entity is to tap into a power hidden deep within yourself. You'll have to figure out how to do this in at most two days, because that's around the time it'll decide to kill you. If you can't harness the power deep inside yourself, then everyone is doomed.

The End

Your time in this world has come to an end and you managed to survive! Congrats! Now there's just one final choice to be made.

Go Home

Stay Here

Next Jump

Notes

- **Pure Human in the Fists of Fury perk means your only species is human**
- **The “Plus and Minus” drawback’s requirement just means you need some kind of supernatural abilities, be it powers, magic, alien physiology etc.**
- **Thanks to the thread for help and encouragement!**
- **Thank you for using my Jump!**