DC Multiverse: Earth-11



The many parallel worlds of the DC Comics multiverse offer strange twists on the heroes we know and love. What if the Justice League was evil, or if Superman's space pod had landed in Russia? The one you'll be jumping to is the dimension where history followed the closest to the main universe out of all of them, where every character is a gender-swapped version of themselves. Superwoman fights Alexandra Luthor above Metropolis, Batwoman protects Gotham from the Joker and her insane schemes, and Wonder Man leads the Amazons of Elysium.

Despite the moniker, Earth isn't the only place that's been swapped. Kylie Rayner of the Green Lantern Corps, the all-male Star Sapphires, and Highmother and the Black Queen Darkseid are all mirror copies of their usual selves.

You receive **1000 CP** to make your place in this world. You can purchase special abilities, equipment, superpowers, and friends to help you out on your adventures.

Continuity

You can start at any date within your chosen continuity.

Golden Age
The original timeline, beginning in 1938 with the first adventure of Superwoman. Before long she was joined by Batwoman, Wonder Man, and the Justice Society of America. The JSA is the primary superhero team of this Earth, comprised of the Flash, Green Lantern, Hawkwoman, Dr. Fate, Black Canary, and several others. Their lineup would change regularly as heroes moved on to focus on independent work and were replaced. While this dimension didn't appear in any comics of this time period, it did technically exist off-panel as this is an infinite multiverse.

Silver Age
The debut of the second Flash, Carrie Allen, signified the beginning of what would later become known as the Silver Age. Here, superheroes are far more powerful, but at the same time the world is equally dangerous and unpredictable. Superwoman, Batwoman, Wonder Man, Martian Manhunter, Aquawoman, the Flash, and Green Lantern founded the Justice League of America, and soon added Green Arrow, the Atom, and Hawkwoman to their ranks. As above, this dimension's existence was only implied due to the infinite variation of it's cosmology.

Post-Crisis
In the 1980s the Anti-Monitor's attempt to destroy all of reality nearly succeeded, resulting in the amalgamation world of New Earth. Following Infinite Crisis and Mister Mind's effects on the multiverse, it was retroactively split into 52 parallel universes, of which Earth-11 was one (as well as the first time it was named such). Origins and histories were rewritten, and powersets were toned down and clarified. You won't see Superwoman firing miniature clones of herself out of her fingertips or tricking people with her super-ventriloquism.

New 52/Rebirth
Due to the Flash's and Dr. Manhattan's interference with the timeline of Earth-0, the multiverse was restructured again in 2011. This caused many heroes and villains to lose important parts of their histories and had wide-reaching effects that resulted in the recreation of infinite parallel dimensions. Even the ones that existed before saw changes. Here, Superwoman's name is Laurel instead of Clara, Wonder Man instead goes by Wonderous Man, and Hailey Jordan received a Star Sapphire ring instead of a Green Lantern ring, among other changes you can discover for yourself.

Backgrounds

You stay the same gender, or receive 50 CP to change. You can start at any location that would make sense for your background, and optionally import into the role of an existing character such as Louis Lane or Sylvester Kyle.

Drop-In
It may come as a surprise, but you aren't the first interdimensional traveler to visit this world. Ambush Bug has been here several times before, enough to notice that Earth-11 has particularly good tater tots. Like him, you arrive in your starting location with no previous history or existence in this world. Try not to antagonize anyone that could sic metahumans on you, especially ones that might want to assassinate you after you've been captured. Drop-Ins receive a 400 CP stipend for the Skills and Abilities section.

+ You have no enemies here, and with no reputation you have the chance to make a new start.
- You have no contacts or allies to help you out, and getting a foothold may take some time.

Reporter
You're an acclaimed journalist working for a small but well-known news company. You're good at your job, but maybe too good, as this tends to get you in over your head from time to time. Luckily, you've got a friend who's always there to save the day. You met a few years ago and have had a close friendship since. Besides having caught the eye of a certain metahuman, there isn't anything particularly unusual about you. Or is there? Reporters receive a 400 CP stipend for the Companions section.

+ You have a steady job, a reputation for journalistic integrity, and a close friendship with a hero.
- You'll be singled out by supervillains if your friend's secret identity is ever revealed.

Superhero
There's a lot of variance in how superheroes schedule their day. Some maintain a 9 to 5 job, only sneaking out for a quick rescue when they're needed. Others spend their day fully immersed in their secret identity, preferring to patrol their city at night. Some don't even bother with masks and alter egos, instead living the cape life 24/7. No matter how you do it, you fight to protect the innocent from evil. You're well-acquainted with the Justice League and other

big-name heroes thanks to various team-ups over the years. Superheroes receive a 400 CP stipend for the Superpowers section.

+ You're an established member of the superheroics scene and others know you can be trusted.
- You'll be expected to fight villains and save the world, or to give a good reason why you won't.

Supervillain
At an early age, you realized the simple truth of this world. The strong *take* what's theirs. Might makes right. While many would disagree, you know that's only because they lack the power to do as they please. But you have the power, and you aren't going to let some self-righteous vigilantes tell you what to do with it. Supervillains receive a 400 CP stipend for the Gear and Equipment section.

+ You have contacts in the underworld and a name that people know to fear.
- You're a known criminal and will be hunted down if your secret identity is discovered.

Alien
You've come to this planet from your homeworld, either having arrived when you were younger or making the journey more recently. You were raised on your original planet and while the people here have been welcoming and accepting, you still feel out of place from time to time. You grew up with different values than many Earth cultures, which will take longer to adjust to than the other origins. Aliens receive a 400 CP stipend for the Race section.

+ You have an outsider's perspective on Earthly life that few on this planet share.
- You're in a foreign culture, and even with your previous lives you still miss your home.

Race

Human (Free)
Your average denizen of Earth. Humans typically don't have any special powers, at least beyond their tendency to get involved with freak accidents or awaken dormant genetic mutations. However, like all races, humans can train their minds and bodies to contend with metahumans that would otherwise far outclass them, although this requires a level of willpower and dedication that very few possess.

Atlantean (150 CP)
In ancient times Atlantis was a thriving civilization with advanced technology and magic, before a meteorite caused tectonic devastation that sank the continent beneath the ocean. To preserve their way of life, the Atlanteans transformed themselves to survive beyond the protective dome of Poseidonis. They're excellent swimmers, are capable of breathing both air and water, and are naturally hardier than baseline humans. In recent decades their queen,

Aquawoman, has reintroduced the Atlantis to the surface world. This option also includes merpeople, the half-fish residents of Tritonis.

Atlanteans receive the powers Environmental Adaptation (underwater) and Superhuman Physiology for free.

Amazon (250 CP, male only)
Created thousands of years ago by the Olympian Gods, this race of immortal warriors have shared their experience and knowledge with the world throughout history. Their prince Wonder Man is their most famous emissary to the outside world in modern times. Amazons don't age, are physically comparable to Atlanteans, and receive extensive training in traditional combat and tactics.

Amazons receive the powers Agelessness, Superhuman Physiology, and Superhuman Skill(Greek combat) for free.

New God (700 CP)
Following the violent destruction of the Third World and the old gods who inhabited it, a new generation of gods came into being through the will of the Source. The New Gods are divided between two warring planets and cultures: the idyllic and good-hearted New Genesis and the hellish and tyrannical Apokolips. New Genesis and Apokolips are governed by Highmother and Darkseid respectively, and are caught in an eons-long cold war. Each New God represents an aspect of reality, such as freedom or tyranny. Due to their proximity to the Source, they also have impressive physical abilities comparable to Kryptonians, as well as a natural genius that led to the invention of the Father Box and later the Mother Box.

New Gods receive Super Strength, Super Durability, and Super Speed for free, and must take the drawback Glowing Green Rocks (Radion).

Kryptonian (950 CP)
After the explosion of their home planet, the Kryptonian race is rapidly nearing extinction. Superwoman, Superlad, and a handful of others were the only ones to survive the destruction of Krypton. Its capital city of Kandor survived as well, but in a shrunken state due to Brainiac capturing it before it could be destroyed. Kryptonians resemble humans on the surface, but under the light of the yellow sun they develop a wide array of powers. These grow in strength over time, but can be stripped away by the light of a red sun.

Kryptonians receive Super Senses for all five senses, Flight, Super Strength, Super Durability, and Super Speed for free, and must take Situational Superpowers (red sunlight), Last Daughter of Krypton, and Glowing Green Rocks (Kryptonite).

Martian (1200 CP)
Originally known as the Burning Martians, there are only a handful of Green Martians left alive. They were instilled with a genetic aversion to fire by the Guardians of the Universe to prevent them from conquering and terrorizing nearby species. Eventually they would go extinct, with Martian Manhunter only surviving by being thrown forwards through time. Martians are one of the stronger races in the universe, capable of fighting Kryptonians and speedsters as well as using their shapeshifting and telepathy to live secretly in alien societies. However, if a Martian overcomes their aversion to fire they return to their ancestral state of the cruel and sadistic Burning Martian.

Martians receive the powers Flight, Super Strength, Super Durability, Shapeshifting, Telepathy, and Super Speed for free, and must take the drawbacks Last Daughter of Krypton, Stay Away (fire), For Their Protection, Not Yours (fire).

Clone
Rather than choosing one of the above options, you may instead be a clone of a member of one of the above races. You share their race, appearance, powerset, and racial weaknesses. You can be an exact replica, or have minor differences such as a different hair color or a different sex. For half the price of your race, you can be an imperfect clone. This results in either only having half your racial powers and weaknesses at full strength or all of them at half strength.

Hybrid
Choose two races at half price. You're a hybrid of the two, similar to how Supergirl is a human/Kryptonian. Both your racial powers and weaknesses are halved. If this is taken as an imperfect clone your powers and weaknesses can be at a quarter strength.

Skills and Abilities

Fighting Experience (Free)
A superhero needs to know how to fight, or else their career isn't going to last very long. Likewise, supervillains will need to be able to defend themselves. Let's face it, no matter who you are, you're probably going to be getting in fights here. You've trained your body to Olympian-level strength and have mastered several forms of martial arts. You also have some experience in acrobatics. You could take down a room of police officers or armed thugs without too much trouble.

Earth Seasoned Tater Tots (100 CP, free Drop-In)
It's so hard to keep all these alternate Earths straight, isn't it? Well, no it isn't, not for you at least. You're great at remembering and differentiating between a wide number of similar lists and numbers. Recipes, phone numbers, numerical designations of parallel dimensions, you just have a knack for that sort of thing.

Should've Done Your Homework (100 CP, free Reporter)
When you go somewhere new, you quickly pick up on the small details around you. Details like the headlines on a nearby newspaper stand, subtle traits of the people you walk past, the general atmosphere of the room compared to what you were expecting. You notice and interpret this information subconsciously, giving you a gut feeling for the broad events going on around you. This is helpful for both investigative work and for just reading a room. It's hard to miss things that are accepted as common knowledge, even if you just arrived.

Hero of the People (100 CP, free Superhero)
You have a natural charisma that uplifts and inspires the people you protect. Your very presence comforts the scared, and throws your enemies off their game as they face off against a living legend. Acting heroic comes naturally to you, and those around you find themselves looking up to you and trying to follow in your footsteps.

Public Menace (100 CP, free Supervillain)
There's a name whispered in dark alleyways and warned about in police headquarters, the name of a notorious and dangerous criminal. Little do they know this name is one you can take on and off as easily as the mask it's associated with. The way you dress, speak, and hold yourself while in costume gives off an intimidating presence, both to your enemies and allies. The people around you will try to stay out of your way and those underneath you will be less likely to cross you out of fear of incurring your wrath.

Alone in the Crowd (100 CP, free Alien)
When living among foreign cultures, you soak in their norms and traditions like a sponge. After a few short weeks you'll be able to move within their society as if you'd grown up there. This doesn't change how your behavior if you do want to stand out, but you won't draw attention to or embarrass yourself because you missed an obvious taboo and made a social faux pas.

Chainmail Speedo (200 CP)
Not every military prioritizes practicality over aesthetics, but that somehow doesn't impede their effectiveness. You take that principle to the next level. As long as you're wearing armor somewhere on your body, that amount of defense is applied to the rest of you. Fighting supervillains in sandals and a cloth skirt, with only armbands and a tiny chestplate to protect you, would be as safe as wearing a full suit of combat armor.

Bunny is Mine!! (200 CP, discount Drop-In)
Your friends are yours. Unless you consciously decide to let them go, your friends and family won't drift away from you and you won't drift away from them. Even if more important people enter into their lives they'll still make time for you. However, a person can only devote so much attention to their loved ones, so if you already take up most of their time you'll stay as their closest friend.

Holding Out for a Heroine (200 CP, discount Reporter)
There's something about you that just draws in superhumans, almost as if you were fated to meet them. Whether you're being saved by a local superhero or kidnapped by a supervillain hoping to bait out their rival, your life can get pretty exciting at times. You'll also usually have time to talk to them, even if you're tied down and waiting for a rescue (or waiting to break yourself out). This won't make you any more likely to get hurt, as things will sort themselves out even if the situation looks bad at first.

Statuesque (200 CP, discount Superhero)
Why is it that superheroes tend to be so much more attractive than most people? Put the average person off the street in a skintight bodysuit and they won't look nearly as good. You will, though. You're very beautiful and/or handsome, as if you were drawn by a talented artist specifically focusing on your looks, and your body is athletic and well-proportioned so you can make even the most unflattering costume work.

It's Not Personal (200 CP, discount Supervillain)
People don't hold you to things you say and do to them, as long as you weren't targeting them specifically. As long as it was something you did that only happened to involve them because of chance or because of their status, they won't hate you for it. You can capture the mayor's daughter or beat up the superheroine trying to stop you, and they'll still treat you as if it was a regrettable necessity even as they drag you to jail. You might even become friends afterwards. However, if you were to target someone in revenge or because of who they are, this won't take effect. Then it would be personal.

Back on My Planet… (200 CP, discount Alien)
Of course alien cultures would have different social norms, so wouldn't it make sense for people to judge you based on your own culture instead of theirs? Now they won't think any differently of you for your strange behavior, potentially even joining in if it isn't harmful to them. This can include wearing revealing clothing, roping them into social expectations they would normally find uncomfortable, engaging in deviant behavior they'd scorn their own kind for, and talking them into happily going along with practices they might never even consider otherwise, such as polygamy or ancient blood rituals. Basically, you can spread your own culture around to the people you know, whether you actually came from there or just decided you like acting that way.

Matriarch's World (400 CP)
You know how to make an ideology sound appealing to large groups of people, and how to spread your message to the masses. By actively doing this you can convince a society to adopt new principles, standards, and even biases after just a few short years. You could change a patriarchal world to a matriarchal one or vice versa, or make smaller changes to specific norms, traditions, and taboos as you like. You might want to use a pseudonym if you don't want to be recognized worldwide as a revolutionary cultural leader.

Selfcide Immunity (400 CP, discount Drop-In)
Meeting up with alternate versions of yourself from parallel dimensions is always risky, whether they're an evil overlord with a penchant for torture or have a friend they'd do anything to protect. Now you're immune to any attempts by versions of yourself at harming you, directly and indirectly. They can't call in their friend Ultraman to tie you up for later torture any more than they can smother you with a pillow.

Loving Heart (400 CP, discount Reporter)
You have a natural connection to other people. You can easily empathise with those around you, get along great with just about anyone, and act as the heart and soul of whatever group you're a part of. Most of all, you're incredible at building and maintaining romantic relationships. You're the best romantic partner anyone could ask for, intuitively responding to your significant other's needs and desires before they're even aware of them. Anyone would be heartbroken if they had to leave a relationship with you.

Making the World a Better Place (400 CP, discount Superhero)
People just seem to get along when they're around you. Conflicting personalities mesh together more easily, heated rivalries are cooled down, arguments and conflicts are smoothed over before they arise, and people are less likely to betray each other than they would be without you there as an example of a better way. Going out of your way to prevent conflicts will make this far more effective. This effect continues for a time after you leave, so you don't need to worry about staying with someone 24/7 to get them to behave.

Sinister Charisma (400 CP, discount Supervillain)
Why hasn't Luthor gone to prison? How does the Joker keep funding her evil schemes? A large part of it is how they're just so charismatic, and now you share that skill. You're extremely personable, and it's easy to wrap people around your finger and get them to do what you want. You could get yourself elected president even if you have a history of putting on power armor and going on public rampages. Larger-than-life figures with a strong force of personality such as major heroes and villains can resist this to an extent, so you'll need to be more subtle if you want to influence them.

Home Sweet Home (400 CP, discount Alien)
It's easy for people to get homesick when they spend long periods of time away from their homes, as you know all too well. But you've got experience in taking in these new worlds, and you can show others how to do the same. The people who travel with you won't feel any longing or regret towards what they left behind, even if they're taken to an entirely unfamiliar place and time. They say home is where the heart is, after all. Thanks to this you can make going with you sound far more appealing, if they have reservations.

Indomitable Will (600 CP)
It takes great strength to be a hero. Not in body (although that does help), but in mind, the strength that comes from within. Luckily you've got that in leaps and bounds. Your willpower is

as resolute and unbreakable as Batwoman's, allowing you to grit your teeth and carry on through the pain, unwanted emotions, distractions, and fears that would try and slow you down. Even if the world takes everything away from you, you'll still be there to fight on and protect the innocents, so that they might have a better future than you.

Rule 63 (600 CP, discount Drop-In)
You could also take a trace of this world with you, the distaff reflection of the primary DC Earth. You can change the sex of others, instantly and at-will. You can decide how far back this change goes, from it being a sudden shock for everyone involved to retroactively changing the past itself so it was always this way, and anywhere in between. This can be used on yourself.

Genesplicer (600 CP, discount Reporter)
At first you might think genetic-based superpowers would weaken in subsequent generations as the metahumans have children with powerless humans. Then you might realize how ridiculous the idea of aliens with no common ancestor having children with humans is in the first place. But genes are weird, especially yours, and comic book logic is weirder. You can have children with anyone as long as they have a working reproductive process, and your children share all of their parents' genetic abilities. They may even turn out to have a potential surpassing yours. You also receive a significant boost to your competence as a parent, so you can raise them just the way you want to. If they came to you as a bratty teenager it wouldn't be long before you've whipped them into shape.

You Can Be Better (600 CP, discount Superhero)
You don't just represent a better way, you live it. Truth, justice, and the American way shine through you like a beacon of hope, brightening the lives of everyone you meet. This reaches deep into their hearts, affecting all but the truly irredeemable. Given enough time, you could redeem just about anyone. A normal criminal would give up her life of crime after a few weeks with you, while the likes of Darkseid would take several years to turn into a genuinely good person.

You Are Its Nightmare (600 CP, discount Supervillain)
"You see the light up there? Right up there...? ...It mocks us all. It's an unsullied multiverse where all is bright and ascendent. It's why we suffer. It's why nothing can ever be made right." You can twist and corrupt the people around you by your very presence, eroding their defenses and breaking them down inch by inch. The better a person they are, the longer this will take. A normal person could be broken in a few weeks, while someone like Superwoman would take several years. Only those outright incapable of being corrupted are immune. Once you finally wear them down, you can shatter them and rebuild them however you want them to be.

Green-Skinned Alien Space Babes (600 CP, discount Alien)
DC has its fair share of aliens identical or close in appearance to humans, doesn't it? Kryptonians, Tamaraneans, New Gods, whatever Starro is supposed to be...oh, what's that? Of course Starro looks like a human! Assuming you used this perk, that is. It allows you to convert

sentient nonhumans into a humanoid, aesthetically-pleasing form, with echoes of their old forms manifesting as things like an unusual skin color or extra arms. This works on anything as long as it can be considered alive in some form. Monstrous aliens, living planets, even cosmic abstracts and manifestations of an overarching life-force. This can be applied as-is, retroactively, or anywhere in between. And yes, you can have kids with them.

Gear and Equipment

Existing items can be imported into your purchases. You can combine purchased items into one with the combined traits. Location items follow you to future jumps. Lost or broken items respawn after a week.

Strange Bodysuit (100 CP, free Drop-In)
An unusual looking costume that covers you from head to toe. The design can be anything you want, from a skinsuit disguise to something outrageous like a bright green suit with orange plug-like antennae coming out of the eyes. Unlike Ambush Bug's, yours comes with a hidden zipper on the back so you can actually removed the thing. Alternatively, you can have one that lacks the zipper (thus, any way out without just ripping it off) although I can't imagine why you'd want that. The suit looks, acts, and feels as if it were your actual skin, including being able to shower with it on to stay clean.

Suit Jacket and Tie (100 CP, free Reporter)
A set of comfortable clothes that let you simultaneously stand out to those who you want to be noticed by, and blend into the background to those you don't. They also completely cover up any clothes worn underneath them, not accidentally showing glimpses when the collar or sleeves are jostled. The default is a typical suit, but these can be any modern wear.

Supertech Jewelry (100 CP, free Superhero)
A small, wearable piece of jewelry or similar item, such as a ring, necklace, or handheld scarab. You can set this as the source of any or all of your superpowers instead of having them be a part of you. While this does make it easier to temporarily lose access to your powers if mishandled or stolen, this way they can more easily be shared with your allies, upgraded, reverse engineered, and reproduced. It can be science-based or magic-based.

Suit of Power Armor (100 CP, free Supervillain)
A wearable set of armor or clothing that can be set as the source of any or all of your superpowers, similar to the Supertech Jewelry. This is larger and bulkier than a small ring or the like would be, but offers more reliability thanks to its passive use of powers rather than active. This can be science-based or magic-based.

Crashed Spaceship (100 CP, free Alien)
The vessel that first carried you to this planet, hidden in a secure and isolated location to prevent it from falling into the wrong hands. There's some old technology from your homeworld

in here, including traditional clothing and recorded messages from your loved ones. The ship itself isn't spaceworthy anymore thanks to the damage from the crash, and the engine can only handle short flights before burning out, but the framework and machinery are still present. If you have the know-how and some decent materials you might be able to get it working again.

Lawn Ornament, License Plate, and Waffle Iron (200 CP, discount Drop-In)
Three small, mundane objects of your choice that can be flawlessly hidden on your person. Nothing short of a full body cavity search could ever find these. If they're ever confiscated, they'll be returned to you as soon as you're released or escape. You can still access these even through obstructive clothing.

Birth Control (200 CP, discount Reporter)
Gender roles are different here, and that's caused some surprising differences. You receive a supply of birth control pills intended for the male partner, and when taken daily removes the risk of causing a pregnancy. The pill case is automatically restocked once a week, and they don't come with any side effects.

Utility Belt (200 CP, discount Superhero)
A belt covered in holsters, pouches, and compartments to store your tools and weapons. The internal space is much larger on the inside, allowing you to store many more lockpicks, zip ties, knockout gas pellets, inexplicably effective boomerangs, and whatever else you'd want to carry with you than would first appear. Comes in a color of your choice. If you're captured and this is confiscated, it will always be visibly hung or placed in the same room as you, usually just out of arm's reach.

10 Million Dollars, Cash (200 CP, discount Supervillain)
Whether it's the pull from your latest heist or the saved-up income from your company, you're rolling in it. This is enough to set up the groundwork for your next daring caper, as well as to live very comfortably in the meantime, and is stored in an untraceable location. Or just blow it all on drugs and parties, that's up to you. This supply respawns at the beginning of each jump, in the main currency for your starting location (and at a roughly equivalent value, if they're different).

Family Crest (200 CP, discount Alien)
When you came to Earth you brought with you a powerful symbol from your home. Exactly what it looks like and what it represents is up to you, but everyone who sees it will understand what it means and why you bear it. It can be an abstract concept such as hope, strength, or death, or something more concrete like communicating your status as a healer or a reminder against the perils of violence and deception.

Torture Dungeon (400 CP, discount Drop-In)
A foreboding room hidden beneath a nondescript building that was owned by an evil counterpart of yours, until their mysterious disappearance. The walls are completely soundproof so you

don't need to worry about anyone outside hearing the screams or fits of maniacal laughter. It's also stocked with a number of painful-looking devices and contraptions. Interrogating people here, in any way you see fit, will yield far greater results than they would otherwise. The menacingly-decaying stones and brickwork are specially treated to prevent bloodstains.

Family Home (400 CP, discount Reporter)
A decently-sized house that's had its mortgage fully paid off, complete with furniture and that classic lived-in feeling. It just feels like home. Collateral damage avoids this place like the plague. It's also easier to spark romantic feelings here. Something about how you've set up the rooms, the general atmosphere, or something else just leads people to grow closer.

Superdog (400 CP, discount Superhero)
Even if you're the last survivor of your race, you aren't the last survivor of your planet. An old pet of yours came with you when you left. They have weaker versions of the powers you bought here, and are eternally loyal to you on top of being an awesome friend. Despite the name this can be any animal that could reasonably considered a pet. They warm up to new people incredibly quickly.

Getaway Car (400 CP, discount Supervillain)
You don't seriously think you're outrunning the Batmobile with just some car you got from a dealership, do you? No no no, you're gonna need something next-level. Something like this. This is a top of the line, experimental model designed for...*enterprising* individuals such as yourself. Bulletproof, fits nine, can carry or tow twice its weight in stolen cargo, and, last but not least, it's the fastest thing on the road. Any road. No matter what land vehicle you're up against this will be just a little bit faster, allowing you to lose your pursuers with some clever driving. Just make sure they didn't sneak a tracking device onto the underside before you head back to your hideout.

Citadel of Seclusion (400 CP, discount Alien)
In some remote, isolated location stands a mighty fortress designed by your ancestors. Whether it's made of crystal, biological metal, solid energy, or something even stranger, it stands out as unique. Only you and those you take with you are able to enter, and only the most informed people would even know of its existence. Inside are rare relics and advanced computers from your homeworld, as well as a number of rooms to store trophies from your adventures.

Yellow Snow's 'Secret Weapon' (600 CP, discount Drop-In)
A blue, capsule-shaped glass container set into an advanced machinery base. It can scan the appearance of a person standing in front of it, and grow a clone of them over a period of six weeks in the pod. The clone is an unpowered human due to the scanner only picking up physical appearance, but by scanning multiple people you can use the control console to mix their traits as you see fit for the resulting clone. If you're skilled enough in the sciences to upgrade the hardware to replicate biology-based powers then you could grow a clone with these

powers, but at that point you might as well just build your own cloning chamber. And don't worry, it's been thoroughly cleaned and sanitized considering its former owner.

Paradise Island (600 CP, discount Reporter)
You're the ruler of your own personal island, populated by your loyal and adoring subjects. It's a sovereign nation, and will be recognized as such in future worlds. You can decide its name and involvement in international politics, as well as the rules on who's allowed to enter such as making it male-only. Powerful enchantments around the island protect it from those you wish to bar entry from, and the rare straggler who slips through will be quickly caught by the guards. The native inhabitants rival the Amazons in combat prowess and attractiveness.

Power Ring (600 CP, discount Superhero)
A ring that draws on the Emotional Spectrum to grant you flight, hard-light constructs, telekinesis, scanning, communications, and a universal translator. Can be any color besides the really rare ones like White and Black. You can use this at the strength of an average Corps member without the associated emotion, although it becomes more powerful with more of its emotion available. Comes with a Power Battery.

Autosurgery Table (600 CP, discount Supervillain)
By calibrating the robotic arms to alter your DNA and physiology, you can graft biology-based superpowers into your body. This requires you to understand how the powers work, in order to program the system to carry out the procedure. This doesn't come with any sedatives or anesthesia, but the surgery arms are capable of accounting for their patient writhing in agony without harming them or throwing off the results. Or, you could just use your own anesthetics.

Father Box (600 CP, discount Alien)
Are you an undercover operative working for Highmother? Or did one of your superhero friends entrust you with this? However you got it this is an advanced piece of New God hardware. It can open Boom Tubes, change an object or person's appearance, scan your surroundings with incredible precision, manipulate and transfer energy, and control nearby machinery. It's similar in power and versatility to Oan Power Rings, except with a focus on utility instead of combat applications. New Genesis models are called Father Boxes, and the Apokoliptians use Mother Boxes.

Companions

Companion Import (50 CP)
You can import or create up to eight companions. They get a background (no stipend) and 600 CP to spend on races, perks, items, and superpowers. They can take the place of a canon character that fits their background, same as you.

Canon Companion (50 CP)
Or maybe you like somebody here? You can take an existing character from this world with you when you leave, as long as you can convince them to go.
Atlantean Fleet (300 CP, discount Atlantean)
You've been given command over a portion of the Atlantean army. It consists mostly of several hundred Atlanteans and enough underwater ships to carry them, but also a few colossal trained war-animals that are more akin to sea monsters than ordinary fish. While capable of fighting on land, their true potential shines when in or under the water. On their home turf they could quickly bring an Amazonian fleet to their knees with minimal casualties on either side.

Manazons (300 CP, discount Amazon)
Super-Spartans numbering in the low hundreds, easily enough to fill a fleet of Greek warships. They're expertly trained and willing to follow you into Hell itself should you command it. Even with ancient weaponry they're capable of outfighting most militaries, requiring other metahumans or a significant environmental advantage to deal with them.

Distaff Counterpart (600 CP)
A gender swapped version of yourself. They have similar abilities, possessions, personality, and history to you, because they're yourself from another dimension. They're ultimately still a companion though, so if a perk or item can't be replicated as per the jump document then this can't be used to get around that.

Superpowers

Powers can be bought multiple times, and they stack additively. They can also be combined with each other and with items. See the notes section for details. Power sources or origins can be whatever. CP from Transformation and Fusion can only be spent in this section.

Limitation (applies discounts to powers)
Your superpower isn't as powerful or isn't as effective as described here. For half the original cost, it's either half as strong or has a major weakness that can be easily exploited, such as being powerless against the color yellow. This applies to individual powers.

Transformation (+200 CP)
Your powers are locked behind a transformation that you need to undergo in order to use them. There's a specific way to activate it such as speaking a magic word or striking a series of poses, and if you're prevented from triggering the transformation you'll be unable to access your powers. You also can't just sit in your powered form forever. Maybe it's too straining on your body, maybe they get weaker with overuse and need to be recharged, or maybe you just have a time limit, but you need to spend at least three quarters of your time powerless. Regardless of your race, your unpowered form is no more capable than the average human. Your transformed state can be a different gender. This applies to every power.

Fusion (+200 CP, requires Transformation)
Not only do you have to transform to use your powers, you need to combine with another person in order to trigger the transformation. This will either result in two minds sharing a body and communicating telepathically, two minds with one in control of the body and the other in the passenger's seat (still communicating telepathically), or a single, new individual whose consciousness, subconsciousness, memories, thoughts, behavior, and appearance are a complete mixture of the two fusees. The other person can be an existing companion or someone from this world who becomes a free companion at the end of the jump.

Super Senses (50 CP)
One of your senses is far stronger than normal. It picks up and interprets information thousands of times more efficiently than that of an ordinary human. This could be x-ray vision, hearing someone speaking on the other side of the country, telescopic vision, feeling microscoping imperfections on a flat surface by running your hand across it, microscopic vision, or...you get the idea. Largely vision-based, these will help you a lot when it comes to superheroics. Or for spying on people, if that's how you roll. These can be dialed down so you aren't being constantly bombarded with unnecessary sights or sounds.

Environmental Adaptation (50 CP)
Your body has been adapted to survive in a second, very different environment from your native one. Examples would be being able to breathe underwater, handling extremely hot or freezing conditions as easily as room temperature, or surviving in outer space without a suit. You can navigate and explore this environment without any trouble as well, if you would have had problems before.

Agelessness (50 CP)
Like the Amazons, you no longer age past your prime. Your body simply stops growing older once you reach your physical peak, and your mind is fully capable of handling the long millenia. You won't die from starvation, dehydration, or asphyxiation either, but not eating, drinking, or breathing would be as unpleasant for you as it would be for anyone else (minus the whole dying part). Thanks to your extremely long life, you're very experienced, well-rounded, and skilled at a wide range of activities.

Superhuman Skill (100 CP)
Through training, persistence, and raw talent, you've attained a level of capability in a skill that most would consider impossible. It can be anything, from martial arts to swordfighting to cooking, but whatever it is you're the best at what you do. You could become a member of a team of some of the strongest beings on the planet with only a bow and arrow. Having access to specialty equipment, like net-arrows and exploding arrows, will vastly increase your options and effectiveness in the field.

Superhuman Physiology (100 CP)
Humans are so weak compared to most races, aren't they? You're more akin to the Atlanteans and Amazons than baseline humanity when it comes to your physical ability. You're stronger, faster, and tougher than any ordinary human. Bullets only sting if you let them hit you in the first place, and you could tear through solid steel with great effort. You also pick up on scientific and magical knowledge slightly faster.

Sonic Scream (100 CP)
You can scream to fire off ultrasonic vibrations that are strong enough to tear through most metals. You can control how dangerous your scream is, from temporarily disabling people by forcing them to cover their ears in pain to blasting them apart all at once.

Elementalist (100 CP)
You have mastery over a single natural element. You can create it out of nothing and control how it moves, with enough power, volume, and control to casually depopulate a city without destroying the buildings themselves. You're also immune to being hurt by your chosen element. Your control is particularly strong, overpowering most other methods of control and forcing the element to obey your will alone.

Super Strength (200 CP)
You're strong enough to contend with Wonder Man, the strongest of the Amazons, and hold your own against Superwoman for a time. You can easily lift almost anything on Earth and send all but the strongest metahumans flying with just one punch. Carrying large objects like buildings and ships doesn't cause the structure to collapse from the weight, behaving as if everything were a comic book written by people who don't understand physics. Even though this doesn't make you any tougher, you can still use your strength to its full potential without harming yourself.

Super Durability (200 CP)
The counterpart to strength, you can now shrug off blows from the weaker Justice Leaguers and even survive an all-out fight with Superwoman or Martian Manhunter. Whether it's a bio-electric field generated from solar energy, a divine blessing, an energy weave around your body that absorbs incoming kinetic energy, or something even stranger, your body is incredibly resistant to all forms of damage.

Flight (200 CP)
You can fly through the air. In-atmosphere you can circle the planet in a few minutes, while in outer space you can reach far-off planets in a matter of hours. If you plan on traveling through space, don't forget your spacesuit. Your reaction speed is scaled up to your in-atmosphere speed, but you can still use your full speed in space thanks to the massive distances involved.

Energy Beams (200 CP)
You have the ability to emit powerful blasts of a type of energy. These blasts are powerful enough to harm members of the Justice League at maximum intensity, and can be focused or spread apart to deal extra damage to a smaller area or hit a larger target all at once. This encompasses heat vision, fire breath, and energy waves from your hands, among similar abilities.

Size Changing (200 CP)
You can change your size at will, growing from subatomic sizes to heights so colossal you could throw buildings around. Your physical durability and strength scale to your size when growing, and stay the same as your baseline when shrinking so you can still punch at full force. Your smaller sizes allow you to enter people's bodies and interfere with their biological processes. Entering somebody's brain would allow you to knock them unconscious, for example.

Invisibility (200 CP)
You can turn invisible. You can still see fine, and you can both vanish your clothing and keep it visible to go with the Invisible Man aesthetic. People can still hear your footsteps and see you opening doors, but you don't show up on any visual sensors, not even Kryptonian eyes. If you want you could turn just parts of your body invisible, but I can't imagine what you'd use that for. Pretending you lost your arm?

Intangibility (200 CP)
You can phase through solid matter. You can control what you phase through and which parts of your body become intangible at a time, so you won't fall through the floor and can punch people without getting hit yourself. This doesn't affect energy, so while you won't be blind you're still vulnerable to energy-based attacks. You also won't be deaf despite passing through the air because reasons.

Biochemical Explosions (300 CP)
Your body chemistry has been radically altered, resulting in explosions anytime you touch something. These explosions increase in strength the harder you hit, and different parts of your body have different yields. Tapping with your fingernail could take down a squad of armored soldiers, dropping a bead of sweat could level a city, and when you go all out you could go toe-to-toe with Leaguers like Superwoman and Wonder Man. You have several sets of clothing and costumes made from a material that doesn't trigger your explosions, and you know how to make more of the material. These explosions never harm you, your clothing, or what you're holding.

Shapeshifting (400 CP)
You have the ability to freely alter your molecular structure and atomic density. You can change your appearance, create weapons and tools out of your body, stretch and deform your shape and change your elastic properties, and disguise yourself as anyone or anything you've seen

before. You can't change your strength and durability though, so turning your arm into a shield might not be the smartest plan unless you're already powerful enough to block the attack.

Telepathy (400 CP)
You have psychic powers. You can enter people's minds to read their thoughts and memories, and establish temporary and permanent mental bonds to speak with friends through your thoughts. You can also temporarily dominate the minds of others to control them and implant more subtle suggestions. Implanting suggestions is tricky and could alert them to your interference if you aren't careful enough and they know of your powers, while outright mind control can be resisted and broken through sheer force of will. Only someone like Batwoman or a Green Lantern would be capable of that, but those types tend to show up more than you'd think. While it's possible for you to forcibly reorganize people's minds to change how they think, the mind will resist this at first. You would have to continuously enforce your changes over a period of time as they adapt. How long this takes is dependant on who they are and what changes you're attempting to make. Someone like the Joker would take all of your focus and concentration just to keep her sane for a few seconds.

Teleportation (400 CP)
With a thought you can teleport yourself to another location, or even to a parallel universe. The longer the distance the harder it is to reach, so you could cross a city as easily as walking, but skipping across multiple counties at once would take serious effort. Crossing universes isn't difficult at all. You don't need to worry about getting telefragged as you'll be safely shunted out of any solid objects in your way if you teleport into something. You have a sense for other universes, and while you can't see into them without going there you can tell them apart and can intentionally go to a specific one.

Corrupting Touch (400 CP)
By infusing your dark essence into those weaker than you, you can twist and warp them into loyal undead monsters. Even though they aren't truly sapient anymore, incapable of speech and higher thought beyond following your mental commands, they'll be fully subservient to your will. The corruption process takes longer and requires more effort for those approaching you in power and if physical contact is broken before the transformation is complete, your victim will quickly recover.

Super Speed (600 CP)
The speed of your movements and thought processes are massively scaled up, allowing you to react and fight at near-relativistic speeds. You aren't negatively affected by the high speeds so punching at a high velocity would do more damage than normal but wouldn't splatter your hand. You can hold high speed conversations with others that have super-speed, and learn extremely quickly with how fast you can read and practice.

Comic Book Science (600 CP)
You're extremely intelligent, easily one of the smartest people on the planet. You could build a massive company from scratch and revolutionize the sciences if you so choose. Your genius allows you to remember everything you've ever seen in great detail, hold multiple trains of thought at once, pick up new information and master skills very quickly, and build futuristic technology that seems to ignore conventional physics. Intellectually, you rival Lex Luthor and Ms. Terrific.

Master Magician (600 CP)
You have an extensive mastery of the mystic arts, capable of matching the greatest human mages in power and skill. You can cast incredible spells for a wide variety of purposes and enchant objects and locations with permanent magical effects, and you have a large well of knowledge of magically significant events, people, and locations. You can also teach your skills to others, even though they might not share your talent. Remember that all magic has a cost; however that cost can simply be paid in mana or similar energies if you wish.

Energy Manipulation (600 CP)
You have control over a single type of energy. Fire/heat, electricity, light, the important part is that it's yours to do with as you please. You can fire off blasts of your energy type, control it in the area around you, create hard light (or whatever) constructs, absorb it to power yourself up, and create it from your internal energy reserves. If you choose one of the lights of the Emotional Spectrum then you'll have similar powers to a Lantern in terms of constructs and lasers, plus being able to control and absorb your emotion. You could sap your enemies Wills, or increase their Love for you so they have to fight themselves to fight you.

Matter Transmutation (800 CP)
You have the power to control matter at the atomic level. You can split apart, fuse, and reshape all matter around you, and convert materials into anything else such as turning the floor into lava. You can't manipulate energy directly, but you can create intense heat by fusing atoms together. You also can't create materials if you don't understand their atomic structure, including which elements they use, how those elements' atoms are constructed, how the atoms and molecules are arranged, and so on. Simple uses like shooting fire and converting things into pure elements and simple crystals are doable without any prior knowledge.

Blessed by the Source (800 CP, New God only)
The proximity to the Source when your species was evolving granted them incredible powers, a representative embodiment of the concepts the build reality. As a New God you represent an abstract concept such as tyranny, freedom, or war. All of your positive traits see a slight boost, making your stronger, smarter, etc, and your negative traits are equally diminished, when you're surrounded by your concept. You have a form of control over it. Let's use war as an example. You could push it back, keeping the peace between two aggressive sides furious with each other, or spark a conflict between old allies, but not tip the scales in favor of one side or another.

War cares not for who the victor is, merely for the blood spilled along the way. While you can't use your concept to directly increase your own power, creating beneficial situations for yourself is well within your capabilities. This connection goes both ways, however. Taking war would make you more aggressive and quicker to resort to violence, and at the same time less considerate of the consequences your wars bring. In practice taking peace would have the same effect externally, while making you less aggressive and violent overall.

Drawbacks

No drawback limit. Drawbacks that restrict powers or change the level of danger of the world can't be taken with each other. Drawbacks that reduce the overall danger of the world don't affect drawback enemies like your Earth-3 counterpart or the Drowned.

Vol. 2 Has Been Delayed (+0 CP)
You stay in this jump for an extra five years. This can be taken more than once.

Token Male Character (+100 CP)
People usually only include you because of what you are, not who you are or because they actually want you there. Having certain traits such as being attractive or fitting into stereotypes will help you get these roles, but it won't change the fact you're only there to fill a quota or keep the heroes popular with your demographic. Even when you think you've earned your place, it's hard to tell if they're being honest about it. Your companions are exempt from this. Down with the Matriarchy!

Collateral Damage (+100 CP)
You've lost someone close to you, someone irreplaceable. Whether it was one or several, the effect is the same. Their loss still haunts you years later, leaving you with nightmares, flashbacks, and a drive to avenge them in any way you can. This will warp your overall goals and motivations around your grief and pain, and moving on will be extremely difficult. But you wouldn't want to move on and leave your loved ones' memory behind, would you? They people responsible still need to be caught! You can't allow the same thing to happen to others, can you?

Conventional Power Levels (+100 CP)
Compared to the normal DC universe, Earth-11 doesn't make most of its appearances in comics. No, it's number one medium is actually cosplay. This is reflected here, as this Earth is now exactly as dangerous as the Earth you originally came from. There are no superheroes or supervillains, only normal women and men dressed up in costumes playing an eternal game of cops and robbers. That includes you. You and your companions can't access your out-of-jump powers and items, and what you bought here will temporarily be turned off and depowered. You're functionally as much cosplayers as everyone else while you're here. Companions picked up with this drawback active won't suddenly get powers after leaving, seeing as they came from a mundane Earth.

Creative License (+200 CP)
This isn't the most consistent setting, artistically speaking. Now it's so much worse. People will change appearance, hair styles, muscle mass, and even costumes all the time for seemingly no reason, even in the middle of battles. This will usually have some flimsy explanation that falls apart when poked at, such Superwoman hulking out when amped despite Kryptonian powers not working that way. This includes you and your companions, and can bypass attractiveness perks during particularly unflattering shifts.

Not-So-Secret Identity (+200 CP)
I hope you don't mind the paparazzi, because whether you like it or not the whole world knows your name. Everyone knows your identity, what you look like, what your powers do and don't do, and where you live. Those interested could easily find out who your loved ones are and where they sleep at night as well. In case that wasn't bad enough, this doesn't just cover this jump. All of your out-of-jump powers, items, and companions are as widely known as you.

Broken Genderswap (+200 CP)
Upon entry to this world, something went wrong. You took in everything that makes this world unique (that being the fact that everyone's the opposite sex, in case it wasn't obvious) and promptly got stuck like that. You're trapped as the opposite of whatever sex you prefer, and nothing you do can fix it or change you back until the jump is over.

Last Daughter of Krypton (+200 CP)
You're one of the last survivors of your race. Maybe the planet blew up, maybe they were wiped out for being conquerors as oppressive as they were powerful, but whatever it was that happened you're all alone in the universe save for a handful of others if you're lucky. You can still find a home with another race on another world, but it will never feel the same. If you take this as a human it will cause significant alterations to Earth's history, for obvious reasons.

Situational Superpowers (+200 CP)
Due to some interaction with the source of your powers, they immediately fade away when exposed to a certain environment. This scales to your current overall strength and power, so if you're only street level something like falling into water would render you powerless while if you're capable of interstellar flight you would have to avoid large swaths of space or risk suddenly dying of exposure. It will always be something fairly common but easily avoidable unless you're captured, caught by surprise, or tricked.

My Superpower is FIST! (+300 CP)
Have you ever wanted to solve all of your problems by punching someone in the face? Now you can do that! And only that! For the duration of the jump you lose access to your Cosmic Warehouse and all of your items. You can still use items you didn't buy with CP or bring from previous jumps, but they'll be extremely unwieldy and you're more likely to hurt yourself in the attempt than accomplish anything with them. No, this doesn't affect purely utility objects like

eating utensils and computers, although it will if you try and use them for combat or superheroics.

Testosterone-Filled Lout (+300 CP)
You're very...passionate. You're prone to falling into fits of anger and lashing out at the people you feel have wronged you. You're usually in the wrong yourself when this happens, but that won't stop you from feeling like you allies are suddenly turning against you for doing nothing more than killing a supervillain or whatever else is causing your latest meltdown.

Glowing Green Rocks (+300 CP)
A certain rare type of stone or crystal has extremely deleterious effects on your powers and body when you're exposed to it. Your powers and strength vanish, and the longer you're exposed the worse these effects become. You become weaker and weaker, and once the rocks are removed from your presence your powers take longer to return. If you're affected too long, say for a few minutes, this will prove lethal. The rock in question is exceedingly rare, so only the most influential people around could get there hands on some. Or the goons being supplied by said influential people, of course.
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Metanarrative Cosmology (+400 CP)
The DC multiverse is set upon very unusual foundations. It's fully cognizant of its status as a comic book franchise, and now it's going to do all it can to enforce this status. You're bound to the futile cycle of loss, struggle, and temporary victory as decreed by the pen and whims of the writers. Heroes and villains will never be dead for long, side characters will be used as disposable fodder to squeeze a little sympathy out of the readers for the heroes' cause, and while small changes can slowly be made, nothing you do here will ever change the status quo. You won't suffer from any plot-mandated death yourself, but you also won't have any plot armor to keep you safe.

Jumper of Earth Mario Bava Film Marathon (+400 CP)
An evil alternate version of yourself from Earth-3 has made it their life's goal to kill you horribly after you slightly inconvenienced them sometime in the past. They have powers, items, and backup rivalling what you bought here, so a fair fight between the two of you will more or less be a coin toss for who wins. And that's a fair fight, something this person will do everything in their power to avoid. They are evil, after all. Be careful with this one.

Controlled (+400 CP)
You don't work alone anymore, you're a part of a larger organization now. Exactly what that organization is will be determined by your background and powerset, but whoever it is you work for them. Emphasis on for, not with. They gave you your powers and have set significant restrictions on how you can use them, and attempts to find ways around these restrictions or to betray the cause will result in your bosses taking your powers away. If you're a Superhero with a power ring, you might work under the Guardians of the Universe, with your ring refusing to kill and the Guardians expecting you to police a sector of space. An Alien with flying brick powers

could have nanomachines dampening their powers while their face is visible, while being tasked with infiltrating Earth's government under a human identity. This affects all your powers and items that grant powers from this jump.

Stay Away (+400 CP)
As a result of your genetic lineage you have a glaring psychological issue. Some common material, form of energy, or the like causes you to recoil in fear, reducing you to cowering mess. You can still overcome this in the moment of course, but it would take a monumental force of will. For the most part it's all you can do not to run away or curl into a ball and pray the offending substance goes away. And when I say common, I meant it. This is something as prevalent as fire or wood, and the very sight of it is enough to trigger your phobia...
+For Their Protection, Not Yours (+200 CP)
...and for good reason, too. If you ever manage to truly overcome your weakness to this substance, and come into physical contact with it, it will trigger a transformation. You'll become a cruel, merciless monster. Cold and calculating, and with powers noticeably stronger than your normal state, you'll immediately begin to dismantle and destroy everything you would normally hold dear. Martian Manhunter casually took down the Justice League in seconds when she became a Burning Martian; are you certain you want this danger hanging over your head? Oh, and since you have to choose to fight your fears you won't have any memory of taking this tier. You'll be as likely to try as you would be had you not taken this at all.

Required Secondary Powers Not Included (+600 CP)
This world just got a whole lot more dangerous. Superpowers, technology, and magic work as they should according to mundane physics. People with super strength need to be careful not to red mist their arms every time they punch, anyone working with radiation or nuclear powers risks giving everyone around (including themselves) them radiation sickness and cancer if they slip up, and staying intangible for too long would cause you to fall into the center of the Earth. The Justice League is no longer capable of feats on a planetary scale, having been toned down to what you'd expect to see in movies and cartoons. These apply to just about every superpower and metahuman, having been proportionately weakened and exposed to the dangers of their powers. Technology is along the lines of hard sci-fi now, in that material strength and energy requirements keep it from progressing much further than a few decades more advanced than what would be possible on a normal Earth. Magic is far more esoteric, oriented towards fate and luck manipulation such as curses and weak enchantments or more direct but subtle effects, and rarely seeing practical uses in combat. Nobody's going to be throwing a fireball around by simply speaking an incantation. On top of all this, the speed of light is being enforced for everyone, with the only way around it being to fully immerse yourself the Speed Force. These restrictions apply to you, your companions, and everything you brought here, and are lifted for your purchases here after you leave along with the usual drawback removal.

Earth -11 (+600 CP)
Instead of the twelfth world in the 52 Multiverse, you're jumping to the Dark Multiverse. In this world Batwoman loses her love, Sylester Kyle, to metahuman violence. In response to this she murders every single metahuman on land. Aquawoman tries to negotiate peace for Atlantis, but the talks descend into violence. War breaks out, and the physical and technological superiority of the Atlanteans forces Batwoman to delve into dark sciences, giving herself superpowers and creating an army of mutated Atlantean monsters. By the end of the war the entire world is dead and gone, inhabited only by the Drowned and her Dead Water. You begin your jump immediately after Sylvester is killed.

Ending

Move On
You continue jumping. Time here is frozen until the end of your chain.
Stay Here
Nice place here, isn't it? This world becomes your new home and your chain is unfrozen.
Go Home
You've gotten all you want? You return to your home dimension and your chain is unfrozen.

Notes

Combining superpowers:
The way this works is pretty simple. You take one power as the baseline that sets the general idea of what it does, then add other powers onto that to modify it. For example, adding Energy Beams to Super Strength could allow you to imbue your physical attacks with energy, while starting with Energy Beams and modifying that with Super Strength might let you fire off significantly more powerful blasts, or shape your energy emission into something like laser fists. Limitation discounts can only be applied to the base power, but modifier powers are half price anyway since they aren't giving the full effect. If you buy multiple of the same power they can't modify each other since they do the same thing, so they instead stack and all cost full price.

Sample combinations:
These aren't the only possibilities from these combinations, just some examples to give you an idea of what you have to work with.

Matter Transmutation + Telepathy = You can transmute things into psychically-active matter, giving them passive effects like erasing memories of people who see them, altering how people behave around them, or mind controlling them when worn.

Intangibility + Corrupting Touch = You corrupt people by phasing through them, possessing them like a ghost until they're your loyal monsters while they're helpless to stop you.

Agelessness + Invisibility = Nobody realizes you're immortal, despite staying the same age for years.

Corrupting Touch + Matter Transmutation = Corrupt and warp the land and inanimate objects around you as well as the people in it.

Energy Manipulation + Superhuman Precision = You have immense control over your chosen energy down to the smallest traces.

Superhuman Strength + Energy Manipulation (Blue Emotional Light) = You can punch despair in its nonexistent face to give people their hope back.

Comic Book Science + Shapeshifting = Your intelligence and thought processes themselves can change forms, allowing you to mimic the work, styles, and techniques of other inventors.

Matter Transmutation + Super Durability + Shapeshifting = You can transmute materials that are extremely resistant to damage, much more than should be possible, and are capable of changing shape afterwards without your input. You could pull a suit of armor that fits anyone perfectly and is incredibly durable out of thin air, or raise a building with shifting rooms out of the dirt that would be difficult for even metahumans to knock down.

Corrupting Touch + Super Senses + Size Changing = By looking at someone, you can slowly convert them into a giant monster. This takes a lot longer than touching them but is much harder to escape from.

Clarketech Jewelry + Suit of Power Armor + Energy Manipulation (Violet Emotional Light) + Super Strength = Anyone who sees you when wearing this immediately falls in love with you and only the strongest of wills can resist, on top of the normal energy powers.

Comic Book Science x5 = Mentally, you're the equal of Brainiac, capable of technological feats that would put even the smartest humans to shame.

Master Magician x5 = Mystically, you're the equal of Dr. Fate/Nabu, and are one of the most powerful magic users around.

Other notes:

"What happens if I use Rule 63 on someone who's pregnant?"
"Does Rule 63 interfere with the canon plot, personal history, and any gender-specific powers when used retroactively?"
"If I take the Earth -11 drawback, how long does the Drowned's rampage last and will the universe collapse before or after the jump ends?"

“If I replace a canon character do I actually replace them or import into them and get their appearance and history?”
Et al
The answer is fanwank.

The same goes for how closely Earth-11 mirrors DC’s primary setting and any divergences. We know there are similarities, like how Luthor fights Superwoman in a green and purple warsuit, and differences, like the Amazons maintaining a presence in international affairs throughout history instead of staying hidden. Go with whatever as long as it makes sense.

Because we didn’t see Earth-11 in the Pre-Crisis multiverse, you can decide if you want a Golden Age or Silver and Bronze Age version of Earth-11 if you’re jumping that continuity, including the early version where Kryptonians could only jump an eighth of a mile instead of flying. Besides this, the two continuities use the same multiverse.

- If you’re wondering if a certain perk, item, or other option can be used for meeting, befriending, and/or lewding people but aren’t sure, the answer is yes that’s what it’s for.
- The Race and Superpowers sections are balanced for the Post-Crisis continuity.
- New Gods are their normal Kryptonian-lite versions, not multiversal oversouls.
- The Strange Bodysuit can be used to disguise yourself as a different person if it looks like them.
- You Are Its Nightmare can corrupt technology powered by your mind, such as power rings, when combined with a willpower or emotion perk strong enough to overwhelm it. Your tainted soul poisons it, granting it new abilities, making it much more effective against similar, uncorrupted technology, and shackling it to your will alone. For Green Lantern rings this requires at least as much willpower as Hal Jordan and the Dawnbreaker.
- You Can Be Better can do the opposite to evil artifacts powered by you, with the same requirements on overpowering it.
- No, you can’t be Apex Lex by taking Human/Martian Hybrid. You get what it says you get.
- Teleportation can only be used within the local multiverse of your current jump.

Jump made by 