

By NikaMoth

Wesley Dodds, formerly the superhero known as Sandman, was a man with a powerful gift for prophecy. His dreams would tell him of crimes committed, and then he would run off to go stop them.

His gift never faded as he grew older, even if his body aged too harshly for him to keep crime fighting. But his mind still left him. He spends his final days muttering quotes from the Book of Revelations in his bed and speaking of a terrifying future. Tragically, very few believe the severity of the events of which he speaks, believing him to be just a senile old man as no one knew of his true identity. He makes a friend shortly before age takes him, a regular human preacher named Norman McCay. Norman does not disrespect him, and treats him with kindness.

In the days after Wesley's death, Norman is visited by a ghostly being in a green cloak. The Spectre. The Spectre informs Norman that The Sandman's ramblings were indeed true, but that he could not take Wesley with him as he could not reach him in time before Death took him. But as Norman has inherited Wesley's powers, he will make a good replacement for the job the Spectre had in mind for him. He takes Norman into the future and tells him that, at the end of the events they are to witness in the future, Norman will have to make a choice that which decides if superhumans should leave or stay on Earth. The Spectre recognizes that he can no longer see the world through a human's perspective, which is why he is taking Norman with him.

The future Norman witnesses is a frightening one. Superman, known as Clark Kent, has retired. The Joker pops into Metropolis, unleashing laughing gas into The Daily Planet, killing ninety-three people, Lois Lane included. A new superhero, known as Magog, begins to rise in prominence after killing the Joker in cold blood in response. While Superman presses charges on Magog, he is acquitted. Magog then has a disastrous clash in Kansas with Prototype that led to Captain Atom going off like a nuke, killing many people. The Flash eternally runs around Keystone City as its invisible protector, having become almost one with the Speedforce. Bruce Wayne, formerly known as the superhero Batman, has taken to making Batman robots that fight to keep the world safe, but needs a full-body exoskeleton to keep himself upright because of injuries gained from fighting criminals. Diana Prince, also known as Wonder Woman, has been stripped of her rank and banished from Themyscira as the Amazons believe she has failed in her mission to uphold peace in the world of man. Brutal antiheroes prowl the streets, making liberal use of guns to kill criminals. Terrifying those too weak to defend themselves from the crossfire.

Tensions are mounting between superheroes and regular humans for the new heroes are abrasive and brutal. Lex Luthor has been stewing a plan to set the powder keg of human-superhuman ablaze so that superheroes will be wiped out sooner. That way, humanity can be safe. And Bruce is helping him as well. Captain Marvel, known as Billy Batson, has been assisting Lex Luthor for some unknown reason as his manservant.

This all changes when Wonder Woman pulls Superman out of retirement to right the world back to what it once was.

But this world is different from the one Clark Kent has known. He no longer inspires it. And even Wonder Woman is pressuring him to change his morals.

Superman at the end must also make a decision, like Norman will.

Will it be the right one?

And what of you, jumper? Will you also have a role to play in this conflict?

Take **+1000 CP**. You're going to need it. You may choose to start at any time between Norman McCay's time or the time Diana Prince pulls Clark Kent out of retirement.

Location

Start wherever you wish on Earth or in Alan Scott's space castle if you desire.

Origins

Ordinary Preacher

You're an ordinary man with a mundane life compared to the larger than life superheroes and villains in this world. You may preach the lord's word, but you really see yourself as just another sheep of the flock rather than it's shepard. People look to you for hope and guidance in these troubled times, but you're beginning to doubt if there is any hope in this world. Perhaps not all is lost. If there is still hope, you'll find out soon enough.

Or maybe you'll set out to find that hope.

Former Hero
So what if this world is terrible? You don't have to throw out your old ideals. They've helped you so much and were the bedrock for you when everything's been lost. To abandon them is unthinkable and you refuse to do it. You've stood by and watched this chaos happen for long enough. You stepped out of the superheroing business for your own reasons, but now you've realized it's a mistake.

You're coming back in, and you're gonna show those antiheroes what being a hero really means.

Antihero
But the world's different now. Sometimes, you have to shoot someone. Yes, some criminals are forced into the role, but there are those who are monsters. There really are evil people in this world, with no hope of redemption, and if they continue to live they'll be a menace to people. Isn't it better to feel safe, knowing that they won't hurt the ones you love or the others anymore? Because they're dead now? It's best to get rid of them.

Besides, the paycheck's nice. All the adoring fans and the public influence you want. How could it be so bad? You love being a hero, even if you have to do some not so heroic things in your job.

Villain
Bah. This world's a mess. You eat, you shit, and then you die. There's no sense of morality or meaning to be found in this world. What meaning is there? The best things to do are the ones that benefit you and others and the pursuit of power. You do what's best for everyone, even if it isn't the most moral thing. You see what's yours and take it.

Sometimes you need to force viciousness from the lions so the flock may rightfully fear them. A few lambs may die, but it's for the better good. Even if you'll be demonized for it, you'll rightfully know you've done what's best.

Perks

Alex Ross Art (Free)
You are in the art of the masterful artist himself, Alex Ross. The man capable of drawing everyone realistically in a way that still comes off as appealing and colorful. This and future places you go to will be in this same artstyle if you wish it to be.

Ordinary Preacher

The Word Of The Jumper (100 CP, Free Ordinary Preacher)
It's all well and good to talk about your philosophy, but if you want people to adopt this new philosophy people will need buy in. How does it benefit them? How does it help them? You can make an ideology seem appealing to almost everyone, but note that it will take time for them to adjust. Not only that, it takes a lot more than just an appealing ideology for someone to wholly embrace it. More convincing and effort is needed, but it is good for getting a foot in the door.

Inspirational Voice (200 CP, Discount Ordinary Preacher)

People need hope in these dark times. Even if you yourself don't have that hope, you may need to bring it to other people regardless. Now, your words have a way of bring hope and happiness to even the most depressed person. Perhaps it could even move them to action or change their lives for the better. Even if you yourself feels everything is hopeless, you can muster up enough to bring people happiness. Be the light they need, with your words.

Chosen By The Spectre (400 CP, Discount Ordinary Preacher)
You just kind of have a talent for stumbling into important happenings. Even if you're incredibly mundane by the setting standards, you might actually turn out to be the key factor determining the true outcome of key events. You may be just a regular human, but you're unique in one way--your cosmic importance. Maybe you had an important friend who can't fill the role he was supposed to fill but he passes his powers to you, making you the perfect substitute, maybe you have a much needed perspective on great matters that cosmic beings may find enlightening, and other sorts of coincidences that happen to make you very important.

If you do not wish it, you won't be given such responsibilities.

An Ordinary Man's Words (600 CP, Discount Ordinary Preacher)
Bigger figures see the whole picture. But they can't zoom in and see things the way an ordinary man can. But you can. You've lived life as a normal man. You know things the bigger guys in charge don't, and they'll know that. Your advice lets them look at things another way, letting them know of what truly matters. The small is what makes up the large--to lose sight of it leads only to doom. Even a man completely gripped by rage and steeled with the conviction only Superman could have would consider your words and make him consider the true impact of his actions on the innocent and how he could harm the world.

Former Hero

Between Civilian And Superhero (100 CP, Free Former Hero)
You never really saw your life as a superhero as anything superior to your normal life as a civilian. Or maybe you did? Regardless, mundane activities like farming or office work no longer bore you, and you will never forget how to do them either. You excel at them, but not to superhuman levels. Wouldn't want to give away the other half of your identity, right?

Retreat From The Public Eye (200 CP, Discount Former Hero)
You won't have a hard time adjusting to and from your life as a civilian. If you wanted to take a break and retire from being a superhero, that's fine by anyone. Even if you'll have to suddenly return to your old superhero identity, the transition will be smooth. Muscles will remain buff as ever, reflexes will be as sharp as they were before, and your instincts remain the same. You won't make any progress but you'll no longer need to maintain your power and your skills will never go rusty over time because you haven't used them.

Not Above The Heads Of Humans (400 CP, Discount Former Hero)
A superhuman such as yourself can forget what really matters. The people you're protecting. The bridge between a mere mortal and a god is vast, and difficult to cross. The differences are hard to overcome, and when metahumans are meant to protect normal humans, humanity may fear their protectors. That's why when you collaborate between mundane creatures and yourself in a way that's meant to benefit

them, there will be no conflict stemming from the disparity in power or species between you. You'll never be too inhuman to understand them, they won't fear you enough to turn on you unless you've seriously harmed them, and they'll politely let you know when they feel their voices aren't being heard (After all, you *are* protecting them, their concerns matter too). They may respect you, but they won't ever think of you as too distant from them.

You're their hero, after all.

The Big S Symbol (600 CP, Discount Former Hero)
The world may scream at you that your ideals are too naive. But even when everyone's forgotten what true heroes are, you'll be around to remind them. Your so called "naive" ideals are infectious. As you become more and more famous, your ideals will naturally spread as they inspire more and more people to action and make the world a better place. Or maybe just improve their lives a little more, day by day, by eating healthier and other little ways to improve their lives. Or maybe they could dream of heroism and try to become heroes as well.

Superman inspired a generation of superheroes to dream about saving the world--now you have the same light he had.

Antihero

Infinite Ammo (100 CP, Free Antihero)
Any gun you hold has infinite ammo/energy. That's just how it is. You also know how to rig up any ballistic weapon on your body to fire when you will it. If you want a shooting crotch gun and have it be an efficient design feature, that is possible. If you want jack in boxes that shoot guns when they pop out, that's fine.

The Redeemed Exile (200 CP, Discount Antihero)
Sometimes you're not top dog. You could answer to someone else, as powerful as you are. Maybe you have a lover, or someone gave you an important task. And, for as great as you are, even you might disappoint them from time to time. Failure can bring terrible consequences that may or may not be permanent.

If you've "failed" in someone's eyes, they'll welcome you back if you've redeemed yourself or corrected whatever made you fail in their eyes. You're not wholly irredeemable to someone and it will never be impossible to patch things up between yourself and someone else or an organization--you may be exiled or stripped of your rank, but it's not a permanent thing if you try to redeem yourself.

Do What You Have To Do (400 CP, Discount Antihero)
Listen, the guy was irredeemable. You had to kill him, else he would have hurt more. People will understand if you resort to less savoury ways to solve problems, but more than that, you can convince them to know when to make hard decisions. Sometimes people do deserve death. Because they've shown no desire to redeem themselves or change their behavior.

To Seek Retribution (600 CP, Discount Antihero)
You've been wronged, and you won't let it go. It burns up inside you. The more severe you have been wronged, the stronger you are against your enemy. There is no limit. If someone traumatized and ruined

your life, your fury could reach through time as your dedication truly becomes terrifying in your quest for revenge. If you're so hellbent on ruining someone's life in revenge for ruining yours, then fate will bend to assist you as you seek nothing but the death of those who wronged you.

But if you're not the type to desire the deaths of your enemies, arranging humiliating schemes and other forms of revenge is also possible. Sometimes it's best to ruin your enemy's life and just walk away to let them suffer.

Villain

Beloved Businessman (100 CP, Free Villain)
Doing nice things for people is likely to make them love you. This is true, but for you it's a fact of life. When your company benefits people, you will gain fame at a rapid pace. Compared to others that sell similar products, yours are just better and stick around more in people's mind. When they think of "soda", your products will come to mind instead of any other.

Perfectly Legitimate Plan (200 CP, Discount Villain)
Your business is legitimate. No workers under you will be shocked by the things you have to do or think anything you do is too bad as long as they're getting a good paycheck at the end of the day. If they have to listen to someone's pained screams, they won't really care. Your plans are also more likely to come off as harmless instead of actually a big doomsday weapon. Building a giant gun in public may be pushing the air of legitimacy you have, but no one will mind if you're beginning to purchase a suspicious amount of uranium for unknown use.

Getting Everyone Together (400 CP, Discount Villain)
Having minions is all well and good, but you can't truly make your grand plans grand unless you have truly exceptional people assisting your plans. Now, your charisma can win over many to your side, and fate will give you opportunities to earn powerful allies to your side. Heck, you might even win over people who you thought would oppose you onto your side! Careful they're not just investigating into your less-scrupulous deeds and will turn on you when they do discover evidence of that. Unless they're the type not to really care about that.

Destroy The World To Save The World (600 CP, Discount Villain)
Your reasons are so flimsy, anyone who thinks hard about your reasons would be sure to find holes in them. Too bad it just plain doesn't seem to occur to anyone around you to question your rather flimsy motives no matter what. Make bots designed to take down Superman? Why, you could say, it's simply a coincidence! You made these bots to act as expensive bodyguards for important figures that may or may not be attacked, and flying bricks are so common. Commit an atrocity, such as a huge disaster that could destroy metahuman and mundane relations? Why, it was all for the betterment of mankind! The sooner the metahumans are out, the more peaceful it is for humanity! You're not doing this to make a grasp at power, no way! At most, you'll escape with just a slap on the wrist.

Indeed, though, other organizations and people will also get roped into your own flimsy world, warping them to feel how you feel about certain events

Powers

Have 200 CP to buy powers with in this section. Ordinary Preachers don't get a stipend, but they do get Dreams Of Sand for free.

Immortal (100 CP)
You may have lived a long life, from the era of cave paintings and before the time of the written word. You've probably picked up a lot of skills here and there--It was such a long time from prehistory to now, after all. Immortality has also perfected every part of your body, and your body is always in working order. Age and injury does not steal from your muscles, and you have had a long, long life in this world of which you have accumulated many skills and degrees in assorted subjects. You're in peak human condition, and this will never go away. You cannot die from old age and disease or become visibly older over time unless you will it, and your accumulated skills and knowledge from many years will help you go far in this world. You also cannot get rusty in skills or fighting in any way shape or form.

A Dead Man (100 CP)
You died. But you did not pass on, and you happened to keep your flesh body for whatever reason. Perhaps it wasn't your time, and your spirit was returned to your body. But this strange brush with death left you with an odd power. You can turn incorporeal and cannot be seen or heard by normal people. Not only can you see extradimensional beings and ghosts (and chat with them as well), you can also possess living things, like dogs or humans. They won't remember what you make them do unless you will it. Particularly willful people can flush you from their body if they wish.

Liquid Metal Body (100 CP)
Your body is made of titanium. Your body never rusts as you gleam in the light. It can shapeshift and is very, very hard, the strongest metal out there. Capable of turning your fists into sharp blades and other metal objects. But you are also capable of turning into liquid, dripping through grates and slide as a puddle of metal at rapid speed.

For an extra 100 CP, you may also choose to be an out of realm substance you currently possess or can create. You need only a small sample of the substance to become it.

Thanagarian (100 CP)
You are part of an alien race that resemble bird people. Known as the Thanagarians, they have massive wings that enable them to soar through the sky, increased resistance to pain, enhanced strength (Not to the level of superman, but it exceeds peak human), enhanced senses, and an extended lifespan. One hundred years for a Thanagarian is thirty years for a human. Specifically with your senses, your vision stretches far like a bird's and you can perceive sounds better than humans, with a wider hearing range.

Wind Powers (200 CP)
People will go on and on about how weak wind manipulation is, until they're on the ground choking to death and their mighty jets helplessly rolling in the winds at your mercy. Creating a hurricane is as easy as breathing with your power. Your entire body can turn into wind, and carries all the immunities it implies. You could level a building in seconds at the 350 miles per hour winds at your control. But unlike Red Tornado, you have no android body.

But you can turn into wind to compensate. To harm you would be like harming the wind with all the futility it implies, and you cannot be moved in this state except through your own will. People cannot use fans or any other way to control your movements. You are an unstoppable force, and they will kneel to you. You could also separate your windy self and escape through any cracks in this form, or turn parts of your body into the wind. Become the greatest tornado of their nightmares.

Bolts Of Fury (200 CP)
You have the force of a power plant pulsing through your whole body, able to turn into lightning itself. Powering electronic devices is a simple task for you, and you can kill a human with only a small amount of the force of electricity that flows through you. But you can also use it to stun living things with only a blast, create force field bubbles, and produce literal black lightning empowered by your fury, and you can also produce a lightning storm. An electric force field that blankets your body (But can be taken away) at all times that absorbs the force of bullets, rendering them harmless onto you.

Self-Molecular Rearranging (200 CP)
You have super strength, and the ability to rearrange your own molecular structure. Making yourself lighter or heavier or changing your height is possible with your abilities, and your strength grows and shrinks with your height. Right now this is the only way to increase your strength, but maybe if you're smart you could think of other ways to increase your strength without needing to become bigger. You have no theoretical limit to what you can grow or shrink, but 60 feet is the maximum height you can maintain for a significant amount of time as of your current mastery of this ability. Further training is needed to expand it. You can also manipulate your molecular structure to let you phase through walls as well, in case you need to sneak somewhere instead of punching holes in walls.

You could also extend this ability to shift between the different states of matter, but to enter the state of plasma will require an external energy source other than what this power provides. Furthermore, changing your state of matter is past your current mastery of this ability, and becoming plasma is a state of matter that has to be achieved separately past the other states of matter.

Shadow Manipulation (200 CP)
You can manipulate shadows, merging with your own to slide across the ground or fly in the air and possessing the shadows of others. You can also grow to a huge size as a shadow and create physical items and shapes in a way similar to that of the Green Lantern ring. Your body also resists antimatter to a degree as well, thanks to your exposure to the Shadowlands.

You also have telepathic abilities to a minor degree, able to speak in the minds of others and have them reply back. No mind control, for one exception. You can make someone see the depths of their evil side. All their horrifying thoughts, desires, and dreams. This could drive them to the brink out of remorse and regret for their actions, or horrifically traumatize them. Or both.

Super Senses (200 CP)
You're not as strong as Superman or as fast as him...but you are his equal in one respect. You posses super senses of his strength. Not only that, you're able to freely dull or focus them if they become too overwhelming. You're able to hear clouds scrape together, to see tiny bacteria squirm on the ground, heart the heartbeat of a man over half the world away, and other such wild feats thanks to your super senses. But your senses are different from Superman in one respect--you have a sense for magic. You

can see and feel magic, and identify it. The strength and what sort of magic it is. You'll have to gain knowledge of magic to sense it, but that's a nice ability still.

Dreams Of Sand (300 CP, Ordinary Preacher Free)
Like Sandman, you receive prophetic visions in your sleep, and can use these visions to stop whatever you see. These dreams will always be helpful, and you might be receiving tips from Dream himself based on who or what is involved in these visions. He has given you his blessing (Maybe he's bored and has decided to help you out on your journey to while away the time). Perhaps you were a fan of Wesley Dodd's himself and that is what lead Morpheus himself to bless you. Your body also seems to be able to produce sand and a natural gaseous sedative at will thanks to this blessing, unless Wes who needed to invent guns to produce them.

Plastic Body (300 CP)
Your body is truly fantastically elastic and plastic! Your bouncy body is hard to harm as a result. Able to bounce back from most hits and your shapeshifting is second to none. Turning into a fun bouncy ball, stretch your arms (and rear end, among other body parts) everywhere, bullets bounce off you, is there nothing you can do or turn into?

People would fear you, but you're not that scary of a guy! You just want to have some fun, right?

Flying Brick (300 CP)
You can fly and punch things, and you're super tough. Bullets just tickle you. That's basically a standard package, but unlike Superman you're not solar powered. You may also choose one power for free out of the following choices; super speed, super senses, eye beams (Choose between x ray vision or heat vision) or super breath (choose freeze or fire breath), hand blasts (can range between pure light, holy blasts, magic blasts, or any other) although if you want to purchase more choices, they cost 50 CP each.

While you will never reach Kryptonian level, you do not need the sun's rays, kryptonite only affects you it does a normal human (Repeated exposure will make you sick but only if you keep it around on you for a long time as it does with humans, other than that it does nothing), and magic does not bypass your invulnerability.

Green Lantern Powers (400 CP)
Alan Scott has long since stopped caring about Earth's problems. But space still has issues, and he must deal with them. In the meantime, you seem to be some strange science experiment by the Guardians to see if they could create a being with no need for the Green Lantern Ring. You were the result, but they've placed you on Earth as they found it cruel to expect you to serve them without you having a say in the matter. If you want to be a part of the Corps or not is up you. They had gotten their answer with you, anyway.

You possess all the powers of the Green Lantern ring without needing the ring in the first place, even those unlisted. Examples include using own willpower for fears such as hurling blasts, creating hard light constructs, flying, and breathing in space! Along with being a universal translator. You may also access the massive computer of knowledge on Oa and do complete scans of the entire galaxy at maximum. You have no weakness to wood or the color yellow. As a side effect you'll have green skin for the entirety of the jump. Post jump, you can keep it on you or do away with it as you wish.

But more than that, you don't need to actively maintain your constructs. You could make a huge space palace with your own green light without needing to actively maintain it with your will. Anyone could live in them. Just make sure your cool new space palace doesn't hit Alan Scott's. He might not be too pleased with that.

The (Potential) Power Of Shazam (500 CP)
Billy Batson made a deal with a powerful wizard, known as Shazam. You were Shazam's apprentice, and learned the secrets of calling on the powers of a god from him. While you learned many magical secrets from Shazam (And possess considerable magical talent yourself, standing heads and shoulders above the typical magic user.), Shazam never granted you the powers he gave Billy. However, he did teach you how to gain them. You start out with two boons from two DC gods or godlike entities like one of The Endless in your new form. (Permission from said being already granted, somehow.)

Now you can, in future realms, call upon the powers of a local god or spirit or any other skilled person to copy their best aspects when you forge a contract with them. If the god or godlike being dies, you lose this power. You do not lose this power when you leave the world. When you forge a contract with them, you add their power to a pool you may draw on.

You may only have up to six bound aspects to yourself at a time, and the first letters of the beings' names will make up a magic word you can call upon. When you gain access to other beings, you may swap in and out the powers of other beings from this pool of contracts. You will have no more access to their power until you swap them back in from the pool.

You may also draw upon this power by shouting this magic word, like Shazam, and transform in a powerful form that uses these powers. It can manifest in the classic lightning bolt (which can be weaponized if you shout down the name) or some other elemental display, like spikes of crystal or obsidian to represent earth or a blast of fire to represent fire. Or flower petals or some other plant display to represent nature. These will count as magical.

You can grant this power to others you have deemed worthy, although they will not be able to pick and choose powers like you can. You will be the one deciding which gods or entities they derive power from.

Themascryan Amazon (500 CP)
Much like Diana Prince, you too are made of clay, created by an Amazon who desired a child. Your mother had done many great deeds in the name of the Greek Gods, and so they sought to reward her. The gods breathed life in the sculpted clay body to show their gratitude. You are a literal gift from the gods, and the envy of your peers growing up (except for Diana, who was always your equal). You have the boons to match.

You also have her exact same powers and strength. Given how similar you were birthed. You carry genius level intellect, you may fly (At incredibly high speeds), your healing is accelerated, you have empathic abilities that enable you to discern someone's needs and current emotional state. Ending entire wars between countries is within your abilities of negotiation. A star diplomat, you are Diana Prince's equal in almost every way, including when it comes to diplomacy. You also have advanced vision, and you are trained in the fighting style of the Amazons. You also possess super strength, up to levels that could threaten even Superman himself.

If you're a man, you'll still be given their training. Since you were created by an Amazon, you will be seen as kin by them for the duration of the jump.

Power Absorption (600 CP)
Like a certain parasite, you too are capable of copying people's biological powers and stealing their energy with only a touch. You don't have any apparent power to start out with, however. But you're a force to be feared with your stolen powers. That is until you run out of life energy stolen from people, but the more energy you steal, the stronger you get. You can also turn into your victims down to the DNA strand, even gaining their memories in the process. Copying someone's form does not overwrite or remove any bodies of yours. The memories and other physical features gained from your victim you copied will never go away, unlike the powers which will be a constant drain on you to keep. Your vision also includes being able to see how much power and life energy someone has. These copied abilities will eventually go away in two weeks unless you "replenish" the source of these powers, or if you run out of life energy before. Whatever comes first. During the jump life energy counts as a separate resource, but after the jump it no longer does, ans you may substitute any energy you have to keep these abilities.

Overuse of this ability and copying too many powers at once can and will make you mentally unstable, so be careful! You also gain people's weaknesses even if you have copied an ability to counter it, such as copying electric powers and invulnerability will still make you weak to water even if you should be invulnerable to water in the first place. Having a prior immunity to the weakness will still prevent the weakness, however.

Light Manipulation (600 CP)
The sun's rays are your friends, much like they are to Superman. You are able to store and absorb light for later use as energy or to rearrange as molecules in any form. (Sunlight gives you the most energy, but any form of light will do even if it's not optimal) You can also expel this light from your body, glowing and manipulating it. Like Green Lantern, you are capable of creating hard light constructs. But this ability takes a large chunk of your energy. Along with the standard flight and light shooting package, you can bend the light around you to become wholly invisible and create illusions.

But what's possibly unique about you is your regeneration. The effect may not be unique, but the way it happens may be different than normal. For you are capable of entering a form made of pure light and flying at the speed of light, and you have no need to breathe in this form. You could fly through space for this reason. But this form is difficult to harm--they will have to harm light if they want to harm you, and you're not a hard light construct--and it regenerates you. You could be paralyzed from the waist down but entering this form completely heals your flesh form. Of course, this form is capable of burning through your light storage at a great pace--use discretion. Running out of energy will turn you immediately back to your meat body and that can be inconvenient to put it lightly depending on where you run out.

Notably, scrubbing nuclear radiation from places is an easy if time-consuming task for you depending on how large the irradiated area is thanks to your manipulation of light rays. Radiation also does not harm you. A nuclear blast could be thrown in your face, but you would be fine as long as you had a way to absorb the force itself and not the radiation. You are also considered 'ageless', and you no longer die of old age or suffer any other problems of old age.

Psychic Powers (600 CP)

You are a clone of Adam Blake, meant to become a super weapon by a weapons making company. Adam caught wind of the plot and stopped it from yielding any meaningful fruit, but not before he found a baby in the lab being exposed to simulated light from a comet. You, the only successful clone who lived from this project. You displayed similar powers to him, but not at full strength given how you were only a child. Having no ill will against such a child who didn't choose to exist this way, he placed you in the care of a friend to make sure you were raised correctly. If you being raised right or not and if you share his morals remains to be seen--you are just as strong as Adam Blake, regardless.

Like Captain Comet, your brain is a psychic powerhouse. You can teleport over the distance of a planet's worth and see up to 100,000 years in the (Most likely) future if you concentrate hard. Able to emulate super strength in lifting and manipulating things with your mind and empower your strength, mind control people who fail to resist your power (Or just using telepathy and mind reading if you don't like that), and altering the molecular structure of matter. For example, creating and destroying clothing with no need to touch it.

Your telekinetic power also allows you to lift yourself from the ground, flying at speeds high enough to break from the grip of any gravitational force keeping you from breaking out of the atmosphere at a speed to get you to other planets in only an hour in a system.

With this telekinetic power, you can create force fields around yourself that help you breathe in space. You can also create forms of energy, like lightning bolts or fire or plain blasts of psionic energy. Your clairvoyance applies to being able to glance in the future to see anyone's powers when they use them. Plus your vibrosense lets you sense someone's emotional state and what they're feeling.

Your brain also has genius level intellect and eidetic memory. Your super strength could threaten Superman himself even if it's not to the levels he has.

Shazam's Chosen (700 CP)
The Wizard Shazam was forbidden from interfering in the current troubles by cosmic entities, but it's not exactly interfering in these affairs if he makes a new hero and offhandedly asks them to check up on Billy Batson and perhaps help him out if he's in trouble, yes? If you do this favor for him or not is up to you. He can't exactly take away your powers now if you just disobey him.

You have a powerful form you may call upon by shouting "SHAZAM", manifesting in a great and powerful display of nature. Such as whirling sands or a great burst of fire, or the classic lightning bolt. You may still use this manifestation of nature to heal or harm as you wish, and it is magical in nature. You may also share this power with others who are worthy, however expect yours to decrease in strength when you share it until you get your powers back.

Your power is derived from the very gods themselves. With great strength and speed that threatens Superman, you are a power to be feared. Possessing the Wisdom of Solomon, you have eidetic memory and a vast intellect. Excelling at war tactics and mathematics among other subjects. You may also comprehend and speak in any language you encounter, including magical ones as Solomon was a powerful wizard himself. The Wisdom of Solomon also enables you to gaze upon all possible angles of a situation and figure out how to turn disadvantages into advantages.

You can fly at fast speeds. You also have a vast well of willpower inside you. You also lack the need for food, water, or sleep. You possess infinite endurance and stamina. You also resist powerful magic, such as Zeus's lightning bolts, but you also possess great magical talent. (You start out with no skill in it, however. You'll need to refine your powers.) Only the most potent of magic found here could harm you.

Finally, you have been given access to the Rock of Eternity, an interdimensional prison where you may lock up any magical being you desire. Created from two rock formations from Heaven and Hell, it may hold up to great magical beings such as the Three Faces Of Evil. You can also teleport to this place at any time. This will be dragged with you from place to place, and you must be able to defeat them before you can lock them up with you.

Kryptonian Biology (700 CP)
Much like Superman, you too escaped the explosion of Krypton, as a Kryptonian. Or maybe you were some kind of weird science experiment to clone Superman. You are powered by the sun's rays and weak to kryptonite (From this realm, and unless you have a way to speed up the way your body reacts to things, you'll never gain an immunity to kryptonite through exposure with only the ten years you have here, but after the jump only kryptonite from this realm will hurt you. See notes for elaboration) as well as the red sun's rays, but that's nothing compared to the power you have. Kryptonite will also be hard to find for your foes and will be difficult for people to retrieve. They won't be able to make dragon statues out of it, for example. You may not be at Superman's level *yet*, but you have the potential to be in a few years if you really start working at it. Hit the gym, and start doing those oats and squats.

What you make up in your standard "fly, heat and x-vision, super strength and invulnerability" package is your sheer *strength*. What you lack in versatility, you make up for in *raw power.* You can use your x-ray vision to see people down to the bone and see through everything except lead, and your heat vision could spark entire cities ablaze if you felt like it. Your vision also ranges from microscopic to telescopic, able to spy on planets in other solar systems, or spy squirming bacteria on the surfaces of anything you see. You can control the intensity of your powers. You could fly and breathe in space, and your super speed is faster than the speed of light. You also possess frost breath and can hold in oxygen for long periods of time. Your hearing is also impeccable, able to single out a single noise among the noises a whole city of people could make or hear the clouds scrape against each other. Your breathing is also hurricane force. The strength you possess could eventually pull entire planets. As of now, you at max in terms of physical strength could demolish entire metropolises in a rampage. Just...don't actually destroy Metropolis. Superman wouldn't be very happy about that.

Your thought process is also super-fast, able to do complex calculations instantly and think up advanced simulations in your mind of potential situations.

Speedforce Unity (1000 CP)
You are unified with the Speedforce, but unlike the Flash you aren't trapped within its confines. You being able to "run fast" is just the tip of the iceberg of the power you have. You've transcended past the need for food, water, or air. You're able to see and sense metaphysical beings in other realities watching you or in other dimensions or invisible creatures, and reach past those interdimensional barriers. Able to be anywhere near or on Earth in a zeptosecond, and to blow up anyone or anything with mass by heavily vibrating their molecules with a touch no matter how large or dense their mass is. Any incorporeal beings can be fought with your strength, as you can yank them from the plane of existence they're on to your level, giving them mass and the mortality that having a corporeal form grants them.

But you can also use this power to vibrate your way into other worlds entirely as you move past the barriers separating the worlds, and take people you can hold with you. You can also draw on the Speedforce at any time to give you electric powers and use it as a virtually infinite source of energy as you are completely one with it. You could also use the Speedforce to power electric devices without them shorting out or any damage from it.

Companions

Companion Import (100 CP, up to 300 CP for eight people)
You may need allies in these dark times. You may import one person for 100 CP, or eight people for 300 CP. They get a 100 CP stipend to purchase powers with, and 600 CP to purchase items, powers, and perks with and a free origin. You may also use this to make a new ally not part of this world, they gain the same power stipend, free origin, and CP to purchase items and perks with. You may also give them extra CP at a rate of 1:1, but this must be done individually for each Companion instead of as a whole.

Canon Companion Purchase (100 CP for mundane person, 300 CP for capes/villains)
If you have found someone in this world, you may bring them along with you. You can define their relation with you with this purchase, so if you desire to be a friend of Superman or someone else in this world with this purchase then that is possible.

Items

Cool Outfit (50 CP, Multiple Purchases)
Every superhero needs a cool outfit, and this can apply to civilian clothes too. Each purchase gives you a different outfit, which will shift with you in case you're a shapeshifter. They can also be mundane clothing that happens to look nice and they're tailored to fit you. Or you could just use this option to cosplay as whoever you want. I'm sure most people here would be flattered if you imitated them (If you were respectful to their legacy.)

Jumper Merch (100 CP)
You have jumper merchandise! Now in future worlds, you will continue to accumulate merchandise that reflects your brand and who you are. Or a squeaky clean version of yourself just in case the real you is less than kid-friendly. You will make money off this as this contract seems to be with a distributor and factory owner, who makes a decent amount of merchandise.

Ordinary Preacher

Jumper's Bible (100 CP, Free Ordinary Preacher)
This is a bible of your personal philosophy or one you agree with. Open it while thinking of a question and it will try to answer with what it thinks you should do in that situation that you feel would be morally right or a solution you could take. It may not always give the right or correct answers, but it'll give answers you agree with. It will also talk about you and your actions like a religious figure if you like, but if you don't like it it's just a retelling of the stuff you did without all the religious stuff in it.

Church (300 CP, Discount Ordinary Preacher)
This church, in a design of your personal taste, attracts different passersby searching for answers or at least a reprieve from their problems. Within these walls, people find themselves filled with hope and motivated towards making their lives better. Here, you maintain it. It can be of any religion you want or simply a counseling office building to make people happier. It also comes in any aesthetics your religion has as well.

Spectre Ticket (600 CP, Discount Ordinary Preacher)
You have acquired the Spectre's Ticket! One every ten years, you may summon the Spectre to have him do a single task for you. Can range from "kill this specific foe" to "steal this item at any cost" or "let me see the future." This Spectre is not at his maximum power, and most certainly he will not be backed by The Presence of this or future worlds, but this is quite the boon. He won't particularly care about the task you have him do (At most grumbling over having to do incredibly mundane tasks depending on what you make him do, because come on. He's *The Spectre* and you're making him pick up a sandwich for you.), but at the end of his task he will disappear unless you instruct him to report back the results to you (After he's done answering your questions pertaining to the task he did he'll disappear). He isn't here to make friends, he's here to do a favor.

He will also laugh and then disappear if you order him to act as your minion for the whole time during your visit to the realm. He has more important tasks than being your henchman, after all.

Former Hero

Kansas Farm (100 CP, Free Former Hero)
A calm farm that cannot be disturbed or found as long as you do not use it as a base, this is a good place for when you just want to relax and live a life of peace. There's a nearby town that has a farmer's market on whatever day is the most convenient for you to sell your crops. It'll be enough to keep your farm afloat if you make a habit of showing up while you're on the farm. A chill place, and the fields are always overflowing with whatever tools or seeds you want or need. It's comfy, calm, and is decently sized enough to hold nine people. When you leave, any companions not part of your total eight can stay to tend to its crops.

Planet Jumpchain (300 CP, Discount Former Hero)
This is a restaurant that reflects your past adventurers. The staff here dresses as you, your companions, or any allies of yours in past worlds. It even is in whatever style you desire, by default it's a "space" theme. Posters of your prior adventures are hung up around here. The food is not bad, but it's decent.

You have the deed to this place and run it wherever and whenever you wish. You make all the business decisions (In case if you want to make the food better, for example), and there's a closet here with the costumes for the staff. The restaurant naturally updates itself and you choose the places or people it does or does not reflect. The staff happen to be the mundanes of the world you're in (Who happen to look suspiciously similar to you but aren't quite as fit or attractive) and do not have powers and neither do the costumes give them powers unless you specifically alter the costumes yourself to have powers.

Space Castle (600 CP, Discount Former Hero)

This floating city-cized castle in orbit is a palace with your name on it. It's got every amenity you can think of. A big huge conference room within its confines, bedrooms for a whole bunch of people in case you want to have your own justice league style organization, and a teleporter you can use at a mere thought to come back here. It has its own computer systems and internet access. It also has a souped up, highly advanced defense system (Powered by the user's will, as with everything in this space castle) that could definitely hold out against an army of most alien forces in the DC universe, barring an invasion from Apokolips itself.

Antihero

Gun Catalogue Website (100 CP, Free Antihero)
You have a gun catalogue. What this means is that you can order almost any kind of gun you would like with this catalogue or website depending on the time period. If it has internet, it is a website you can purchase guns from. If there is no internet, it is a book catalogue that you can order guns from via mail. You get heavy discounts on these guns and they will always be available for you to purchase.

Metahuman School (300 CP, Discount Antihero)
This is a school for metahumans! Teaching them how to control and increase their powers, as well as how to protect innocents from any collateral damage. The curriculum also has various programs for teaching young geniuses on how to build devices focused on superheroing, like creating super armor or staves to give them powers. There are also magic courses with a heavy focus on keeping the prices minimum when casting magic. This is just the starting curriculum, but you may change it however you like. The school itself is vast and sprawling and is also designed in such a way that it's easily defendable.

It's also optionally located on an island.

The Jumper Bots (600 CP, Discount Antihero)
These robots are inferior robot clones of yourself, containing up to three jump's worth of power from you each as a default, and they can be fixed and programmed by you. If you wish to enhance them in any way, you can do that. Such as giving them lasers or self regenerating body via nanomachines. There is a factory that mass produces them. The factory will continue to produce these robots with these new alterations. These robots are just as intelligent as you and cannot rebel against you or betray you. They are also non-sapient, and lack desires of their own.

Villain

The Business (100 CP, Free Villain)
A business is a good source of money for all your plans. But it also makes a good public face. After all who could ever hate a darling company such as yours? This isn't onto the level of Lex Corp but certainly you're quite rich and well to do, enough to give you access to all varieties of resources. It's also pre-established in any world you go to, with a sizable popularity.

Silvana Worms (300 CP, Discount Villain)
These worms were invented by Captain Marvel's dastardly foe, Dr Silvana, but you can use these to heal and fix someone's mind if you wish instead. You put them in someone's ear for them to work. Of course, the process to brainwash them is rather torturous, so try placing them in a nice confined area far away so

no one hears their screams. But if you're successful, they'll be placed right under your control. They are very effective at brainwashing people in general and come in a nice jar.

The Gulag (600 CP, Discount Villain)
This is the ultimate prison. You can keep superpowered people here, and nothing they can do can break or shatter it from the inside. Absolutely nothing. No amounts of power or strength can hope to shatter this prison. It would take outside help for anyone to escape or break out from this expertly constructed jail.

The interior is surprisingly not like a prison. It's just like an isolated community of supers (Under an oppressive metal roof), albeit with many heavily armed guards capable of taking on whatever you have imprisoned in there. Although make sure to put in a strong enough warden, because nothing's stopping the prisoners from rioting and killing them.

Drawbacks

No Drawback Limit

Bonds From Beyond This Time (+0)
If you have been to the DC universe before, those who knew of you then will know of you now and your actions. This will be a future that bloomed from the seed of your actions. Be warned--this could radically alter the chain of events depending on what you have done and who you have befriended.

The Perspective Of An Ordinary Man (+100 CP, Ordinary Preacher Only)
Instead of Norman McCay, you'll be taking Norman's role instead. You will be periodically yanked out by the Flash who frequently notices your presence, and you'll have to deal with those awkward situations. Worst of all you might get yanked out in a dangerous situation, like on Green Lantern's satellite in front of all the heroes or in the middle of a fight. The Spectre will eventually yank you back in, but you'll have to survive for a time during these fights. Be careful.

And when the time comes, your decision and words will count. Choose wisely.

Old (+100 CP)
No two ways about it--you're visibly old and wrinkled. You didn't age well, either. You can still fight--you just are ugly and may have old people's health issues. This will go away but for your time here you'll be pickled. Your body will ache and your organs will fail you. Plus you've acquired grouchy old people habits. Today's young people just won't listen to you either and they won't get off your lawn! Get those kids off your lawn!

A Tragedy (+100 CP)
You lost something precious, and it's been weighing on your mind ever since. Perhaps this tragedy is what will drive you to do actions you wouldn't normally do. Maybe you lost a loved one and now you'll stop at nothing to make sure nobody else is hurt. Or maybe this tragedy has made you appreciate the sanctity of life and you cannot bring yourself to kill anyone.

Too Idealist (+100 CP, Cannot Take Edgy Kill Shoot Man)
The old ideas don't work anymore. Maybe you idealized superheroes growing up and didn't develop critical thinking skills or you just stubbornly stuck to your ideas even as the world changed. You really are

too naive for your own good. This world has changed, it's crueler. They'd tear you apart and pick your bones if it would give them the smallest of benefit. You assume the best of everyone--but it's just an assumption and not a correct fact.

I'd Rather Be Farming (+100 CP)
Crime fighting, while you saw it as necessary, isn't something you enjoy. Farming or another task was something you truly enjoyed. You feel like fighting crime is a responsibility, but your mind always seems to drift to thoughts of doing other things. You just don't find these matters to be exciting or fun. You just want to be farm and live a quiet life so you can truly be happy. But how could you, when the world is going to shit and you have the power to do something!

Things Have Changed (+200 CP)
In these times, straight idealism just isn't effective anymore. Some people deserve to die, for the good of the world. That's what some former idealists think. One of your companions or a friend will try to influence you to change your morals in a big way, this can include killing if you don't kill or vice versa. It can be hard to resist the suggestions of a dear friend, wouldn't it? They also give very convincing arguments.

Distrusted (+200 CP)
What did you do, exactly? Were you framed for crimes you didn't do? Did you accidentally kill many innocents in a huge disaster? You'll have to make an active effort to earn trust, because in the past you're pretty infamous for deeds you have (allegedly or actually) done. You just don't have a good reputation. You're going to have to clear your name somehow to earn trust with people nowadays.

Jumper Season (+200/+400 CP)
Wow...you have quite the bounty on your head. Expect a bunch of antiheroes coming to your doorstep and trying to kill the hell out of you for the sizable bounty. They'll all come to you and attempt to shoot you with their laser rifles and other nasty weaponry they can get their hands on. Bounty hunters have no honor and will resort to dirty tactics, such as ganging up on you with other supers. Or tricking you or poisoning your food or breaking into your house.

For the +400 CP Version, somehow their weaponry and power actually scales to your strength. They'll be an actual threat this time. Plus they're a lot more aggressive. Expect to be hassled to almost comical levels as you'll find entire groups ganging up on you when you just want to take a damn walk around the neighborhood or getting sniped at while you take out the trash.

Not Quite With The Times (+200 CP)
One unfortunate consequence of old age is that you become set in your ways and it becomes difficult to change people's minds. This is a reality for you. Which is a danger in these changing times. You are hesitant to see things another way or changing your mind. This can be a bad thing, as the world has changed. You struggle often to change your mind on certain plans or ideas. Which can be a terrible idea when your ideas actually have a serious flaw to them.

Edgy Kill Shoot Man (+200 CP, Cannot Take Too Idealist)
Can you calm down? No? You're gonna keep shooting those bad guys even though they've clearly surrendered? You're a mean, edgy person. You don't care about innocents getting hurt or the sanctity of life--too bad that it'll be hard to find people who will agree with you about this. Expect to get tons of crap

about this from your friends if they're the type to disagree, but they won't be driven away. Still, will make diplomacy hard when you think it's more efficient to just shoot your enemies to death. And expect to be made fun of.

Exposed Identity (+300 CP)
The knowledge of who you are has been broadcasted throughout the whole world. Everyone knows of you, Jumper, and that you're not from here. That you potentially stand even above the gods of this world. The world's eyes will be on you as your enemies gain intimate knowledge of you and your powers. Superman and Lex Luthor will act on this knowledge depending on your actions, so proceed cautiously.

Attack Of The Jumper Robots! (+300/+400 CP)
You have robots clones with knock off, distorted versions of your powers that will attack you until you find the source of the problem and kill them. No looting the jumper robots for tech, because when you disable them they blow up. They have up to three realms of powers each to them, and they will swarm you. If you haven't been to three other worlds yet, their powers instead will be stronger than the ones you currently have.

For the +400 CP version, they now have nine realms of power each to them. And again, if you haven't been to six other realms, their powers will scale appropriately.

Bracer (+300 CP)
Health problems or a grievous injury has made your body difficult if not impossible to move overall. You need a full body bracer that keeps you upright and able to walk, but it will be difficult to fight in this state. It will also be very inconvenient to walk. You'll probably have to rely on robots to do the fighting for you in this state or someone else to carry out your plans.

I Am Gog (+300 CP)
The events of the The Kingdom will take place. A survivor of the Kansas explosion names himself Gog. Powered by the Quintessence he will kill this era's Superman and proceed to throw a time-space rampage as he goes back in time over and over to kill Superman. (Thinking it's him time travelling but due to how timelines work in this point in time, it just ends up in him going to multiple other possible Supermans and killing them instead).

The Linear Men contact you, telling you that because of your extra dimensional nature, you may be able to stop him from killing all possible Supermans. And you must, as this very act is making time unravel. His constant resetting and killing could be stopped by you, thanks to your strange out of reality nature. Mainly because you are unaffected by it, retaining your memories and position no matter how many times he resets or what worlds he takes you to. And without your help, Gog will succeed as it will take more than the Big Three teaming up with their past selves to stop him this time and you will lose the chain if he does succeed. You can either try to talk him down (Not an easy feat--this man is *furious* in his wrath, as his entire life was virtually destroyed by the Kansas explosion) or kill him (the easier option--but you may not see it as the right one).

Thrown To The Gulag (+400 CP)
Supes wants to throw you in the Gulag. He will send a bunch of heroes to try and capture you. But after a while, he will return to collect you. If you're stuck in the Gulag by the time the jump ends, your chain will end. Escaping from the Gulag, in case Superman captures you, will be incredibly difficult. It's possible, but

not without outside help on the other side. Or you could just incite a prison riot and have the rioteers kill Captain Comet. Not sure if that would turn out well in the long run even if you might be able to escape during the chaos.

Brainwashed (+400 CP)
You are...different. On the surface your identity hasn't changed. But people can tell, you're not quite right. Something has changed you, and not for the better. Unless someone can help you snap it out, you'll be acting completely opposite as to who you are. This is terrifying, especially when you happen to be so strong already. Who knows what you would do? Worst, you're now working for someone you normally would find completely odious.

Someone needs to help you. But who?

The Book Of Revelations (+600 CP)
The Sandman's visions and mutterings were merely allegorical for the conflict between metahumans and humans. But now, they're happening for certain. The biblical end times are now upon this world, and you must either save it or complete the death knell of the world.

For you see, not even Superman will be enough to save it. The world cries out, and it will need a savior or someone to mercy kill it. And you will have to play that role. Are you prepared for such a responsibility? Failure to complete this task will end your chain.

Notes

What's your ruling on [power combination]?



What's the Drop-In option?
Ordinary Preacher

Power Absorption
This copies powers from bound beings and powers from pacts, but it does not steal the being themselves.

Kryptonian Physiology
You don't have minor access to the speedforce with this perk even if you can run/fly faster than the speed of light. You need Speedforce Unity to access it. None of you brought it up but I know how some of you get with fanwanking so I'm nipping this in the bud right now.

What's the difference between Flying Brick and Kryptonian Physiology?
With Flying Brick, you aren't solar-powered and you don't have the weakness to the red sun rays or kryptonite. Plus Flying Bricks possess some magic resistance, unlike Kryptonians. It's not a whole lot but you could take few of of Billy's lightning bolts to the face with the durability and resistance (And be fine) you have instead of just Kryptonian durability with Kryptonian Physiology.

However, Kryptonian Physiology has way more potential, plus your super senses start out about Superman level even if your other powers aren't at Superman's level.

Are Kryptonians weak against magic?
Not really. It just affects them like normal humans. You've still got durability and could take some magic lightning bolts to the face. You're just not immune to it.

What happens if we take both Flying Brick and Kryptonian Biology? Do we resist magic?
Yes, you do. Flying Bricks resist magic. Kryptonians don't have special resistances to magic, but they do have durability.

What's Flying Brick's limit?
I'm not going to put hard limitations on Flying Brick but you're definitely not going to reach Kryptonian levels with just Flying Brick alone no matter how much you train.

Speedforce Unity
If someone had the Third Magic ritual you can reach over and punch them even though they should be incorporeal by yanking them from their extra dimensional placement. It's based on how The Flash was able to yank out Norman from observing the Justice League into actually being seen by them and put into mortal danger.

This isn't the New 52 bullshit Speedforce that lets you uplift entire races and have clairvoyance, as Kingdom Come happened before New 52.

The Book Of Revelations
In all honesty, you decide for yourself what the fuck is going on. Just make sure it resembles the actual biblical events and it involves The Presence.

Changelog
Ver 0.5 - Presented to thread

Ver 0.6 - Added more flavor text to villain origin description, Ordinary Preachers get Dreams Of Sand for free. Elaborated on a lot of powers, fixed the lore fuckup with Green Lantern power (Increased the price to 400 CP in the process). Added The (Potential) Power Of Shazam and Shazam's Chosen powers. Added a +400 CP version of Jumper Season and Attack Of The Jumper Robots. The Jumper Bots and The Business have added text to their description. The Jumper Bots have been buffed and now contain three jumps worth of powers. Added Exposed Identity drawback. Removed drawback limit. Fixed continuity errors in the introduction. Buffed Immortal slightly (Now your skills don't get rusty over time). Added Super Senses. Power Absorption now costs more but you now can keep the powers you copy. Buffed the Space Castle so it's now city-sized.

(I buffed the 600 CP items because I feel like they weren't equal to having the Spectre on call once per jump.)

Ver 0.7 - Worded Shazam's Chosen's description to be clearer in a few places (Added access to the Rock of Eternity as well), took out some weird rambly sentences, Green Lantern power description mentions you have access to unnamed other powers the Green Lantern ring has, Reworded The (Potential) Power Of Shazam's description so it's clearer you don't start out with Billy Batson's powers but the potential to get them (Also raised the price from 400 to 500), added clarification to Liquid Metal Body, added clarification to Super Senses,

Shoutout to my friend Atticus for giving me advice on Green Lantern lore!