DC Comics Jumpchain CYOA

A Jumpchain CYOA written by , Shard Anon and /jc/

Cover images designed by UgurDikce and others.

Based on comics created and owned by DC Comics, Inc. writers and artists. Please support the official release[1].

The DC universe is long and storied one, in more ways than one. It's a universe filled with adventure around every corner, not least among them on Earth, an unassuming but cosmically significant planet out of the way of most space territories. Heroes and villains, from the bottom of the Dark Multiverse to the top of the Monitor Sphere, endlessly struggle for justice, for power, and for control over the fate of the very multiverse itself.

You start with 1000 Cape Points (CP). Discounted options are 50% off. Discounts only apply once per purchase. Free options are not mandatory.

[1] Unless it's associated with Brian Michael Bendis or Scott Snyder. Because they are *bad, bad writers.*

Continuity

=== === === === ===

Continuity won't change during your time here, since each continuity has a past and a future unconnected to the Crises. If you're in Post-Crisis you'll blow right through 2011 instead of seeing Flashpoint. **This changes if you take the relevant scenarios.**

Early Golden Age (eGA)
Default Start Date: 1939
The original timeline, the one where it all began. Superman can leap tall buildings in a single bound, while other characters like Batman, Dr. Occult, and Sandman have just debuted in their respective cities. It should be noted that as comics had not fully coalesced as a medium, it's just as common to encounter mystery-solving detectives, cowboys and mystical menacing Chinamen[2] as it is the heroes may be familiar with. And as many comic book writers were Jewish, expect the Axis Powers and their militaries to be more frequently fought adversaries than "traditional" supervillains. As the Comics Code didn't exist back then, do note that Superman was a rougher, more aggressive and anti-establishment fella while Batman was dark and violent long before he became a campier figure. Even the few female heroes around are bolder and more assertive than they would be later portrayed.

This continuity occurred in the late 1930s, and takes place in a single universe.

Golden Age (GA)
Default Start Date: 1941
The second timeline, after Superman's powers were retconned. Superman, Batman, and Wonder Woman fight alongside heroes such as Jay Garrick and Alan Scott in the Justice Society of America, long before Barry Allen or Hal Jordan made their first appearances. Hawkman is still the reincarnation of the ancient Egyptian prince Khufu using Nth metal he forged himself rather than an alien from the planet Thanagar, the Sandman is a gas-mask wearing crimefighter rather than the embodiment of all dreams, and the New Gods and anyone else who would come after don't exist yet. Think of this era as the time when DC started codifying its own mythos rather than rely on one-shot adventures loosely connected to each other.

This continuity occurred between 1938 and 1956, and takes place in a single universe.

Silver and Bronze Ages (SA)
Default Start Date: 1956
Beginning with the first appearance of Barry Allen, retconning into existence the multiverse in order to introduce new heroes and new stories, the Silver Age was essentially a twenty year

---

[2] Yes, really!
https://vignette1.wikia.nocookie.net/marvel_dc/images/a/a8/Detective_Comics_1.jpg/revision/latest/scale-to-width-down/350?cb=20130119231308

long acid trip. Welcome to a silly, campy world of talking gorillas and super-powered pets. At once naïve and visionary, futuristic and childish, moreso than in any other era this one operates in a strictly black and white view of morality. No crime is too dire to be resolved by the end of the day. No scheme is too zanny to be dared by the outrageous villains of this time. This is the kind of world where a strain of red kryptonite might take away Supergirl's powers when she's in her super-outfit but NOT when she's in her civvies, which becomes problematic…because Supergirl needs to get Jimmy Olsen fired since her spontaneously developed future vision foresaw he would die in a helicopter accident otherwise. Why not simply *warn* him, you ask? *Silly mortal, we* ***never*** *take the sane, sensible approach in the Silver Age.*

The later years, the Bronze Age, were more coherent, and had significantly decreased power levels for characters like Superman. Nevertheless, it was still not uncommon for Superman to accomplish feats such as discovering the Big Bang had created a shard of itself manifesting as a sword with an S branded on it to serve as his signature weapon. On the other hand, Wonder Woman briefly lost her powers and sadly had to learn karate to compensate. It's at this point the New Gods of Fourth World began to become prominent in the lives of Earthly superheroes, and the hero Captain Marvel with the magic word *Shazam* made his first marks in history-while Green Lantern and Green Arrow tackled real world problems such as racism, poverty, corruption and drug abuse. On the downside, this also marked the era when the Joker was allowed to kill again.

This period came to a violent end with the rise of the Anti-Monitor, as he destroyed every universe but the amalgam one of New Earth. Every other universe, and every living thing who didn't survive the alteration, had simply never existed.

This continuity occurred between 1956 and 1985, and takes place in an infinite multiverse.

Should you wish, you may also visit the events of the story *Whatever Happened to the Man of Tomorrow?* in this era. So what if it's technically an imaginary tale? Stranger things have happened in this world.

Post-Crisis (PC)
Default Start Date: 1985

In the wake of the Anti-Monitor's defeat, New Earth was a world of revised and consolidated backstories, rewritten to make it easier for new readers to jump in and follow the plotlines. Entire planets had their histories turned upside-down, and many characters were left behind entirely. However, this wasn't a true reboot, and for the most part characters' lives continued on the same path they'd been on before and didn't start over from square one, barring prequel-style backstory comics. It also had what was probably the most long-lasting downgrade to Superman's powers: No longer could he fly faster than the speed of light, travel through time on a whim and survive supernovas or tug planets around on chains. On the other hand Wonder Woman gained much stronger ties to Greek myth as opposed to a mix of patriotic courage and Marston's idealized sexual utopia-gaining the power to fly under her own power and losing her

compunction against deadly force. No longer was Batman a founding member of the Justice League of America, and rather than forming a Dynamic Duo his relationship with Superman was much tenser and more antagonistic. Indeed, the death of Superman at the hands of Doomsday and the subsequent rise of imposter Supermen are often seen as the defining events of this era's early years.

It was in 1986 that the Great Darkness, the primordial void that retreated when God said "let there be light", was awakened by a cult who hoped to use it to destroy God and remake the world. Heaven, Hell and John Constantine united against this incursion, yet all seemed insignificant before it's might. Etrigan taught the Darkness it was evil. Dr. Fate explained that it was despicable, and the Spectre taught it vengeance. Yet it was Swamp Thing's explanation of that balance between good and evil which inspired the Darkness to stretch forth it's hand to God-who reached out His hand to clasp it.

One of the most notable events of 1994 will come to be known as the Zero Hour: A wave of entropy moving from the end of time to the beginning, revealed to have been released by Hal Jordan the Green Lantern. Wracked with guilt and insanity after the preceding destruction of Coast City, Jordan attempts to create a new universe in his own image-and after being narrowly defeated, becomes the host of the Spectre in penance. *Very conveniently,* it will be subsequently revealed that Hal's self-given title "Parallax" actually referred to the Emotional Entity of Fear that was possessing him, *effectively absolving Hal of responsibility for attempting to destroy the universe.*

Nevertheless this era also contains *the* most well-remembered Wonder Woman run as written by George Perez. Deeply rooted in both the mythology of the Greek gods as well as facets of DC such as Apokalips' machinations, Diana stands at a crossroads between the suspicion and military aggression of Man's World (as stoked by the god of war Ares) and the traditions and internal divisions of Amazon society. This culminates in the War of the Gods taking place in 1991, in which the sorceress Circe's machinations pit every pantheon against each other before her narrow defeat. Despite much suffering and strife, the Amazons and Diana conclude their adventures with an optimistic view of the future.

In the interim, the great powers who operate behind the machinery of the cosmos have their own dramas unfurling. Held prisoner for 70 years by a rogue magician, Dream of the Endless escapes and seeks to rebuild his kingdom-his haughty and often cruel manner hiding the deepseated strain his duty exerts on him, and eventually driving the Lord of Dreams to choose death and a successor over changing his ways. Timothy Hunter, the Opener and greatest magician of the age, is sent on a surreal adventure into the past, present and future of the magical world. John Constantine, the current Laughing Magician, spoils the plans of both Heaven and Hell at the cost of bringing ruin on his friends, family and possibly the one chance humanity had of a certain Golden Child bringing forth a paradisical age of magic-and eventually finds that even he cannot evade the hand of Fate forever. And Lucifer Morningstar, perhaps the greatest power under the heavens themselves, opts to quit Hell and leave it in the custody of Dream in order to retire as a barkeeper in LA. Though following a gift from God himself

seemingly promising freedom from Creation, Lucifer spitefully sets in motion a series of multiverse-spanning plans to attain true freedom for himself. From manipulating pantheons and strongarming other demon lords as well as the forces of Heaven, to creating his own multiverse and defending it against incursions, to thwarting the plans of third parties to bring about the apocalypse, Lucifer's quest will ultimately carry him to an exchange of words with his father-and from there, up and away from the DC multiverse itself to seek the freedom of the Overvoid.

In 2006, the Crisis survivors who'd been living in a pocket dimension utopia attempted to bring back their homeworld. Spearheaded by Superboy Prime, an embittered former sidekick of Superman, and the insidious Alexander Luthor Jr, both villains are violent hypocrites who decry the darker and more ruthless slant New Earth has taken-while being perfectly willing to kill to recover their paradisical world. They failed, but their actions had grave consequences, bringing 51 other universes into existence alongside New Earth, and Mister Mind would go on to alter the histories of each in his hyperfly form while attempting to feed and propagate on the newest iteration of the multiverse-only narrowly foiled by a group of ragtag heroes including the time travelling Booster Gold. Perhaps more significantly, Superman was confronted with the guilt of knowing the Superboy he condemned died a hero fighting the Superboy he trusted-and Wonder Woman was shaken to her core by her murder of Maxwell Lord[3]. And Batman's no better off, haunted by his creation Brother Eye going rogue and attempting to hijack much of the population with its nanoprobes.

This continuity takes place in a single universe, until it becomes a multiverse of 52 universes in 2006. Shortly before that, a rogue Monitor by the name of Zorr creates a malign, fae-like iteration of future humanity called the Sheeda who attempt to harvest mankind in 2005 to sustain their empire at the end of time-only to be foiled by the actions of the Seven Soldiers of Victory, superheroes who directly and indirectly wield the legacy of the New Gods' benevolent vision of human apotheosis and the power of magic inherent to belief against these vile invaders.

In 2007, the Amazons completely forget every lesson they learned under the Perez run and go to war with the American government for their illegal detention of Wonder Woman. Batman is extremely alarmed by their bee weapons. The series ends with most of the Amazons being punished by Athena herself with amnesia while a minority are imprisoned in an abusive slave camp, Hippolyta being punished with ruling an empty Themyscira and Athena turning out to have been Granny Goodness who had imprisoned the Olympians offscreen.

Things get ***far, far worse*** for our heroes before they get better. Following the destruction of 4th World by the machinations of the Source and its pawn Infinity Man, after being mortally wounded in cosmic warfare by his son Darkseid sets in motion plans to drag down the multiverse with him in death-and perhaps, cheat it be subsuming humanity. As his prophet Libra curries favor with supervillains, another threat strikes simultaneously: Mandrakk, cosmic vampire and mutated Monitor. Even with Superman and his alternate dimensional counterparts'

[3] Allegedly.

recruitment by the Monitor race, the gift of knowledge by Metron at the dawn of human history, the resilience of Shilo Noman and the unflagging heroism of every Earthbound DC hero in the face of absolute apocalypse, and the awakening of the banished Monitor Nix Uotan, the descent of Darkseid's true form and Mandrakk's consumption of the multiverse's vital forces reduces existence to a smoldering void. It takes a literal Miracle Machine to save the world.

And even THEN, right after the multiverse's resurrection Nekron, self-appointed guardian of the dead, seeks to cleanse it of all life with his army of resurrected Black Lanterns. Yet having endured thus far, life continues to fight the good fight against him-and with Hal Jordan's discovery of the White Lantern Ring's power, events are set in motion that will bring about a Brightest Day for the grievously wounded Earth-0 and spell the resurrection for many dearly departed heroes.

New 52 (N52)
Default Start Date: 2011

In 2011, a certain character entered the multiverse, a character who should not have existed there. Jon Osterman, also known as Dr. Manhattan, and his unwilling agent Pandora tricked the Flash when he went back in time to undo the Flashpoint timeline, giving Manhattan the opportunity to remove a few years from the time stream. And drunk on his newfound, inexplicable godlike power over the multiverse Manhattan begins to toy with Superman's life. Making him once again more aggressive. More ruthless and less compassionate. More relatable, some would say, at least to a detached and fatalistic achronal god with no empathy for the mortal condition. Perhaps Manhattan is also responsible for the decidedly dystopian and tyrannical personality Highfather, and by extension all of New Genesis, adopts in these years?

He is not the only external force with such an interest, however. The heroic Nix Uotan is brutalized and corrupted by mysterious cosmic predators known as the Gentry in 2014, triggering an alarm from the Monitor-built House of Heroes and it's AI Harbinger[4] to seek help from the greatest heroes across the multiverse. Their victory is hard-fought, and ends on a bitter note having discovered that the Empty Hand, master of the Gentry armies, is already feasting on the destroyed Multiverse-2 as he readies the Oblivion Machine to bring about an end to all. Yet from the ashes of this revelation arise a new organization: Justice Incarnate, a multiversal patrol of heroes seeking to thwart the schemes of future multiversal incursions.

The Justice League that forms in the wake of this is similarly more aggressive, less proven yet unpredictable to many of their foes. Wonder Woman in particular takes a markedly *aggressive and codependent* attitude towards Superman despite often preaching mercy in the face of the Amazons' own dark secrets coming to light. Seeing the League's newfound popularity after the unprecedented feat of defeating the universe-conquering Darkseid, Lex Luthor more or less forces his way onto the League in a very direct attempt to one-up Superman. And despite many

[4] Yes, Harbinger is also a blonde woman who looks suspiciously similar to the AI empowered by the COIE to warn the heroes. Just…roll with it.

new faces emerging during this era, Braniac's attempt to collect and reformat inhabitants from different timelines in 2015 will mark the return of characters and continuities before this era.

But beyond Earth-0, Darkseid's forces are nigh-unstoppable regardless of which worlds they conquer. Earth-2, victim to a pact with Highfather, will fall-it's survivors scattered to the stars, and in Power Girl's case to Earth-0. It is ironically Darkseid's attempts to reconnect with his consort and their daughter Grail which set in motion a battle between him and the Anti-Monitor in 2015 that ends with both their deaths, and the League donning and discarding godly power. In fact, oddly it seems that Darkseid's *entire motivation* for invading Earth-0 is to reconnect with his estranged daughter despite her being raised with the single mission of killing him and willing to become the Goddess of Anti-Life to then inflict a fate worse than death upon her dark father. How…uncharacteristically un-Darkseid.

This continuity takes place in an infinite multiverse. Although most of the important events conveniently take place within 52 worlds.

Rebirth (Re)
Default Start Date: 2016

Manhattan continues to shape Superman's life as well as those of the heroes around him, only to discover that not all is within his control. Despite empowering Jor-El into an antagonistic reality warping figure called Mr. Oz, he becomes aware of the multiverse turning against him and seeking his end. Yet before the full ramifications of this become apparent, a new threat comes to define this brief era which highlights the importance of a single individual: Batman.

In 2017, the Dark Multiverse is discovered: A shadowy counterpart to the positive matter multiverse[5] in which all the fears of the positive matter multiverse's heroes are reified. Thanks to the machinations of the Court of Owls, a cosmic destroyer dragon known as Barbatos succeeds in opening a gateway between this dark realm he rules and the world above for the greatest nightmares of Batman he could command to lead an invasion. Led by the Batman Who Laughs, a version of Bruce Wayne who succumbed to insanity from exposure to Joker venom and became obsessed with the idea of being the ultimate version of Batman as an apex predator, the Dark Knights seek to spread fear and unreality throughout the world above so their master can destroy all. Through faith and trust in each other, the Justice League succeed in reigniting the World Forge around which the Dark Multiverse grew and using the Tenth Metal (also known as Element X, the fire of Fourth World) as well as the newly reformed COIE Monitor's powers to seal away Barbatos and restore the multiverse.

At the cost, that is, of cracking the Source Wall.

From 2018 onwards, the League becomes deeply concerned with both the imminent demise of their multiverse due to energy leaking out of the Source Wall-and unsettling revelations about

[5] Which *is technically infinite* despite writers frequently forgetting this and bringing up the 52 Earths which make up the *local, well-mapped* portions of the multiverse

the true nature of existence. Embittered by the revelation of humanity being fundamentally entropic and spurred on by a false future of mankind worshipping his darkest aspects, Lex Luthor betrays the League to set in motion plans to free Perpetua: Mother of the multiverse as well as the original Monitor and Anti-Monitor, who wishes to remake the multiverse into a weapon against her brethren the Super Celestials/Hands. As the Seven Hidden Forces Perpetua embedded in the multiverse emerge, the League find themselves struggling to keep up with the very fabric of reality unravelling under their feet-travelling to the Sixth Dimension to confront the World Forger, third of Perpetua's children and owner of the World Forge, going back in time to prevent the Legion of Doom from stealing the portions of the cosmic Totality which Perpetua can use to rewrite Hypertime and coming to terms with the revelation that J'onn and Lex Luthor were childhood friends before Vandal Savage had their memories erased. Despite all their heroism, despite numerous miracles and a sound defeat of Lex Luthor, the League ultimately fails to stop Perpetua.

In the midst of all this, things finally come to a head between Manhattan and Superman after Adrian Veidt, a human from Manhattan's world, escapes to DC in order to manipulate them into a conflict. It is this fateful encounter that teaches Manhattan mercy, and sees him find the resolve to undo his alterations to the world[6] then gladly fade from it-after handing his powers off to his world's version of Superman.

Lex's victory is short-lived. The Batman Who Laughs swiftly removes him from Perpetua's favor, and at her behest reduces all existence into a smoldering wasteland ruled by himself and the Dark Knights. The League and their allies are enslaved and carefully monitored (though treated surprisingly well, all things considered, by a gang of evil Batmen serving a cosmic goddess whose espoused philosophy is literally the opposite of Justice) while villains from the past are offered places of power at her side in exchange for generating the Crisis Energy she requires to fend off her own kind. The Anti-Monitor is rewarded for his treachery against his brethren as Perpetua's favored son. Darkseid, raised from infancy by his daughter after her change of heart and restored to cosmic stature by his own schemes, rules over a Dark Multiverse universe where the Final Crisis came to pass. And Superboy Prime is recruited with an offer of aid to restore his lost universe.

Though the odds are insurmountable, Wonder Woman's perseverance will win approval beyond the scope of the multiverse itself, and spring free the captured League. Perpetua's godly station is far from secure; chafing at his own submission the Batman Who Laughs has set in motion schemes to seize a Dark Multiverse form of Manhattan's powers-and with them, achieve his final form as the Darkest Knight and usurp Perpetua. Torn between the nostalgia of what was and the hopes of what could be[7], Superboy Prime will make a fateful decision that could spell disaster or salvation against the Darkest Knight. The very soul of the multiverse is at stake when beings greater than gods clash in a battle of egotism against cosmic continuity.

---

[6] And also apparently attempt to repair the multiverse from the damage inflicted on it by Perpetua-only to fail

[7] Actually no not really, Prime Time consistently fails to listen to anything except the idea of what Superman is.

Also, ever wanted to see an alien lady with a huge forehead and an edgy Batman with godlike powers throw planets at each other's faces like custard pies? Now's your chance!

Infinite Frontier
Default Start Date: 2021

This is no mere infinite multiverse, no sir. This is an *infinitely infinite omniverse* with not just multiple multiverses granted by the mercy of the Hands, but not one but TWO centers! Gone are the days when Earth-0 stood as the Metaverse, the fulcrum around which all change emanated out into and defined the shape of the multiverse. Now it is the mysterious Elseworld which defines reality, as well as Earth-Omega which…oh dear.

You see, while little is known of this era *at the time of writing* one thing is certain: In the wake of Perpetua and the Batman Who Laughs' deaths, Darkseid has merged with all past aspects of himself to become more powerful than before even the Crisis on infinite Earths-and has become **the end of all stories incarnate**. Moreover he has seized control over a shard of the Great Darkness, and with the help of Psycho-Pirate as well as his Omega Lantern and Director Bones' cooperation hopes to gain total control over it to rule the multiverse absolutely. His actions will not go unopposed-not just from the heroes of Justice Incarnate, but from other villains seeking their own hold upon the multiverse. From the Upside-Down Man to Eclipso, from Nekron to the Empty Hand himself, the most powerful and evil beings in the multiverse are converging on a single prize.

And interestingly, it seems that the core trinity of Earth's greatest heroes is not prominently involved in this conflict. Superman appears far more concerned with his renewed friendship with Batman and vice versa, as well as working with his son Jon. Batman himself seems to be occupied with several simultaneous adventures in Gotham and beyond at once-whether entangled with the Joker's current schemes, befriending his former henchwoman Harley Quinn or reconnecting with his south east asian rival Ghost Maker. And among other notable events, it seems a version (or perhaps, emanation?) of Mister Miracle's daughter who grew up revering her parents as cosmic conquerors and the wizard Merlin are both in the process of invading Earth-0.

As for Wonder Woman herself, well…she was SUPPOSED to protect the multiverse from threats like Darkseid but decided to take a detour into Valhalla, allowing Darkseid to easily kill the whole Quintessence, where she lost her memories and all her Hand-given powers.

Also, *everything is canon in Infinite Frontier.* Everything. Yes, really. A bunch of cosmic beings reshuffled the multiverse, after all. Have fun making sense of that.

…
…

…anyway, you can start here if you like. I'm not sure why you would want to, to be blunt. Frankly things seem worse than ever. But the option's here!

Toggles

=== === === ===

Elseworlds
You can go to any DC continuity without a jump, like 60s Batman or Last Knight on Earth.

Mainstay Character
By default, your visit here will last for ten years. A long time, but nothing compared to the timescale of many events here. If you want, you can stay as long as you like. But be warned, for as much adventure to be found here, there is just as much danger lurking in the shadows. You can optionally set the jump to end at the time of your natural death.

Legacy Character
If you've been to a DC jump before, you can go back to the same continuity for this jump, or have that continuity be an alternate reality present in this multiverse.

Lost in the Sliding Timeline
You can decide which parts of canon you want to use. Ignore what doesn't make sense, events or character moments you think are stupid, or even just roll with a single author's run while pretending everything before and after it never happened if you really want to. God knows that's what the writers do. Additionally this lets you stay for longer than 10 years if you like, if you'd like to stay here since the medieval ages or prehistoric eras-or even up to those far-flung days before time itself, up to the end of DC Comics' publishing history as a setting.

May God have mercy on your soul if you truly want to stay here that long.

Age After Age
Normally the various Crises wouldn't happen during your stay, letting you continue on into the future of that continuity. By taking this you can select one or more of the Crises and resets to occur, letting you live through them and the following continuities. If you survive the event itself, that is. You can't go to a different continuity that was retconned out of existence before your starting date, for obvious reasons.

Race

=== === === ===

Human
Free
Homeworld: Earth
At first glance humanity is a weak, powerless race. They have comparatively primitive technology compared to most spacefaring races, and no innate superpowers of their own to defend themselves with. Many view the empowered among them with awe and respect, believing them to be the bringers of a brighter tomorrow. Many are also wicked and base, making up a significant criminal underclass. The concrete jungles and even electronic devices of humanity are paltry compared to many spacefaring races, and their frail bodies are laughable compared to the might of gods and demons.

Denied and denatured from their true heritage, many species view humans as primitive and nearly helpless beings protected by superheroes. And yet, of all living beings in the multiverse it is humanity that has the greatest potential to become a threat beyond the scope of the multiverse.

For what humans have is the potential to attune to, harness, amplify and direct the fundamental energies of creation to a degree beyond any other species in the entire multiverse. It is this phenomena that so frequently sees superheroes arise from apparent contrivance on Earth, whether a man gains access to the Speed Force from lightning striking a chemistry set or a girl awakens to her powers as a reality-warping sorceress, to hone themselves into living weapons, to become vessels for higher beings and grasp cosmic mathematics, to wield all manner of scientific, divine, and the very forces that energize the multiverse. At the very beginning, it was Perpetua's intention that after merging human with Martian DNA, that the resultant Apex Predators would attain the power to kill the Super Celestials/Hands under her guidance-empowered by their selfish, animalistic lust for power. A mob of such beings even not so far evolved was enough to make Mar Novu flee in terror, and later all three of her children were overwhelmed by a horde of the more evolved beings

The darkness in humanity can be exploited by beings such as the fabled Monitor-mages to create horrors such as the Sheeda: A fae-like race surviving on what is sufficiently analyzed magic or sufficiently advanced science at the end of the universe, who go back in time to feed off their predecessors' history. Conversely, the light within burns so bright that the Post-Crisis iteration of Dr. Fate was described as a new model for humanity after the Kali Yuga-and the pure faith and hope of Earth's collective population has repelled pandimensional invaders from a conceptual realm, as well as give rise to the gods of myth. And in time, Metron of the New Gods prophesized that humans would bring the Fifth World into being as the inheritors of the multiverse-an event presaged by the commonplace appearance of Meta Gene-based powers in the 31st Century.

Of course, that's all just potential, possibility. As things are now, there is a reason why Bruce Wayne's parents died to a gunman in an alley, and the citizens of Metropolis can't save themselves from the kind of things Superman can.

You can take Transcendent Transformations, Happy Little Accidents and Equations On Gematria for free, and Abstracted Host at a discount

Homo Magus
100 CP
Homeworld: Earth
Silver Age/Pre-Crisis: One of two branches of humanity that evolved thousands of years ago, *Homo Magi* came into being alongside *Homo Sapiens*. The two lines are capable of interbreeding without issue, and are remarkably similar even beyond that. The primary difference is that while *Homo Sapiens* were learning the use of tools and science, *Homo Magi* were one with the natural order and were capable of using sorcery. *Homo Magi* and their descendants are capable of using direct magic, compared to pure *Homo Sapiens* who are only able to use indirect magic such as rituals. Early history was a paradise for them, able to conjure anything they needed or desired, while ordinary humans were still learning how to fashion stone tools. However, a quirk of *Homo Magi* psychology caused them to fall immediately and totally in love with the first *Homo Sapiens* of the opposite sex they laid eyes on, causing most of them to sequester themselves away in hidden communities where they would be safe from this effect.

New 52/Rebirth: Following the Flashpoint disruption, they were taught magic at the Rock of Eternity, before spreading it across the world upon their return and establishing empires that were ancient when Atlantis first rose to prominence. A branch of these *Homo Magi* went on to become the Atlantean races.

You can take Transcendent Transformations, Happy Little Accidents, Equations On Gematria and Magical Talent for free, and Abstracted Host at a discount.

Atlantean
100 CP
Homeworld: Earth
New Earth: Descending from both homo magi and more mundane strains of ancient humanity, after a cataclysmic disaster forced Atlantis to adapt to life beneath the waves by arcane means. Led by King Orin initially, Atlantis' division into numerous races preceded their gradual shift from being the centre of human civilization to an isolated society marred by infighting. Though fallen from it's former glories, Atlantis' most powerful sorcerers have still managed to tap forces thought forgotten by the rest of humanity. While the serum permitted many to breathe underwater while retaining human form, it also resulted in unintentional mutations that split off into different strains.

New 52/Rebirth: As above, but Atlantis is merely one of seven kingdoms under the sea including the cannibalistic, mutated Trench and the green-haired denizens of the Kingdom of

Sea Lights. You may be from one of them instead, if you wish. Also the Atlantean hero Arion was mentored by Poseidon in sorcery and the mystical Life Force that pervades the oceans-yet Poseidon's jealously drove him to convince Arion to pervert that power into the god-killing Teardrop of Extinction in order to deceive and murder extraterrestrial oceanic deities that approached Atlantis in the hope of supplying aid to their own oceans. Naturally, this was covered up.

Apart from the gills that let them breathe underwater, Atlanteans have significant adaptations from millennia of life beneath the waves and their mystical enhancements. Their skin is nearly bulletproof, and they are strong enough to move with ease in some of the deepest parts of the sea. They also have hearing, vision and smell acute enough to navigate those dangerous depths with ease, and far superior speed, equilibrium and stamina compared to a human. While not comparable to a Kryptonian, it would be reasonable for a fairly fit Atlantean to intercept armored cars with their bare hands-and leap reasonably sized buildings in a single bound.

You can take Transcendent Transformations, Happy Little Accidents, Equations On Gematria and Magical Talent for free, and Abstracted Host at a discount.

Amazon
100 CP
Homeworld: Earth
Unaging warrior women blessed by the gods, the Amazons are famed for their isolationism, their thousands of years' worth of training in combat and their shared blood with the famous Wonder Woman. Everything else has…varied significantly between realities.

Golden/Silver/Bronze Age: The Amazons are a utopian, all-female immortal society with highly advanced technology that is all but indistinguishable from magic. They also are friend with the megalodons living near their island, and alien kangaroos called Kangas with hides touch enough to withstand energy weapons and legs strong enough to bounce from planet to planet.

Yes, really.

Pre-Crisis: Many centuries ago the Amazons were among the foremost nations in the world and ruled wisely in peace. Stung by taunts about his manhood, Hercules invaded them with his finest warriors and through trickery and seduction stole Hippolyta's magic girdle-then enslaved the women. By appealing to Aphrodite for aid, Hippolyta regained the strength to secure the magic girdle and overthrow Hercules' rule-then withdrew the Amazons to seek a new land to live in peace upon. Themyscira, or Paradise Island as it was called, boasted marvelous fauna and flora as well as a fountain of eternal youth when the Amazons found it. They were also gifted the Magic Sphere by Athena, which bestowed upon them advanced technologies beyond those of men.

Post-Crisis: The Amazons were created by the goddess Artemis from the souls of women who had died at the hands of men, and were given new and stronger bodies, made from clay

transformed into flesh and blood. These Amazons, like the Pre-Crisis versions, escaped Heracles (the Greek name for Hercules) and his men to an isolated and magically protected island, this one called Themyscira after the lost capital city of the Amazons' former homeland. In this new land, they were granted eternal youth and beauty by the goddesses (and Hermes) who had conspired in their creation. Some Amazons chose to remain behind, however, and, lacking immortality, formed the hidden nation of Bana-Mighdall.

They are also surprisingly aggressive and warmongering for a group of peace-loving immortal women. This culminates in divine punishment at the hands of…Granny Goodness disguised as Athena.

New 52/Rebirth: The Amazons always lived on Paradise Island, ever since a group of goddesses led by Hera performed a divine eugenics experiment that comingled their essences in a magic chalice, then went forth and had lots of demigod babies with random mortal men which became the Amazons as well as other groups of warrior women such as the Valkyries around the world. Three times each century, the Amazons—completely naked—would raid ships in their waters and copulate with the crew. Upon conception, the men were killed to protect the Island's secrecy. Nine months later, all girls were celebrated while the boys were taken from their mothers. Feeling sympathy for these discarded progeny—as well as recognizing their potential as a workforce—the smith god Hephaestus exchanged weapons to the Amazons in return for the lives of the Amazonian boys. Sparing them from being cruelly drowned, he raised them as his own sons. Wonder Woman herself is the bastard offspring of a…very unclearly defined relationship between Hippolyta and Zeus, and the clay origin was made up to protect her from Hera's malignant attention.

Your emotions are bound to your queen, and you feel a powerful echo of what she feels. If you're a male starting after Donna Troy's slaughter, you're the last male Amazon.

Infinite Frontier: Have fun trying to reconcile all of the above. Also, there is apparently a population of Amazons in the Amazon Rainforest now too.

The natural strength of Amazons varies greatly even within individual continuities, to say the least. Sometimes they have latent magical abilities, most times not. Sometimes they can go toe to toe with demon lords and superheroes, most times it's only those with special blessings from the gods that can and they are merely mildly greater than peak human physique. At the bare minimum they generally have all the skills common to Greek warfare honed over thousands of years. While those *without* the blood of gods in their veins generally cannot go toe to toe with Kryptonians, Amazons have pushed boulders much larger than a man uphill and draw bows with enough torque and accuracy to slay men piloting modern fighter jets. Many also boast a greater familiarity with ritual magic than modern society.

You may take Transcendent Transformations, Happy Little Accidents and Equations On Gematria for free, and Abstracted Host at a discount.

Metahuman
200 CP, requires Human, Homo Magus, Atlantean, Amazon or otherwise being human-derivative. **May be purchased alongside these backgrounds without buying Hybrid or taking up one of the race slots for it.**
It seems your human heritage is particularly strong, because you've come into your powers faster than many. A taste of your true potential perhaps, but a potent one. You gain 1600 MP with which to model some sort of superpower you've spontaneously gained.

Animal
0 CP
Homeworld: Earth
You're a normal animal, like a housecat. If you really want to, you can drop down to animal-level intelligence (cats specifically are intelligent enough to have a language and culture here), but you won't get any extra points for it.

Android
400 CP
Homeworld: Earth
You are a robot built by one of Earth's scientists, most likely Dr. Ivo or Dr. Magnus. You don't need to eat, drink, breathe, sleep, or rest, and you run off an energy source other than calories. Upgrading your body and mind is easier than for wetware organisms, and even at your baseline you are capable of moving through the extremes of space and the deep sea with no trouble. In terms of strength and speed you can fling vehicles and knock holes in buildings with ease, and even outrace modern military vehicles. Your senses are uncanny enough to observe events in low Earth orbit from the surface of the planet, and most of all you boast computational power beyond most supercomputers known to the League.

Beyond that, you may also feel free to define a flexible, open-ended superpower reflecting the intended purpose of your design-the sort of power that would make you a frontline fighter by the League's standards. Perhaps you were actually an air elemental channeled into a robotic body, and thus have aerokinetic powers powerful enough to generate Category 5 hurricane-strength winds and precise enough to localize them for personal mobility or defense? Perhaps as a nonconventional branch of technology, you have uncanny shapeshifting capabilities which let you morph into virtually any physical shape you can clearly picture stretching or compressing 20 times your apparent mass?

Artificial Intelligence
Free
Homeworld: Any planet

Despite your homeworld's advanced technology, you had rather humble origins. You see, you are a commonplace AI stored in a piece of technology considered mundane by one of the non-divine spacefaring races of your native universe. Such technology may have military or scientific applications, but seldom makes interacting with humanoid beings easy. At least you have a

solid claim to true sapience, and your computational capacity is far beyond that of many organics.

Intelligent Gorilla
100 CP
Homeworld: Earth

Imbued with super-intelligence by what is either a meteorite or alien spacecraft in bygone times, like the rest of your kind you are an unusually large, powerful specimen of *Gorilla gorilla* gifted with the same superhuman intelligence which the scholars of your civilization used to create the highly advanced Gorilla City, energy weapons and psionically attuned technology that mark your civilization. While similar to a normal gorilla in many ways, your natural abilities are further strengthened to the point you are strong enough to fling cars around and withstand hits that could knock holes in walls. Moreover, by devouring your enemies' brains you can absorb their knowledge and powers for yourself. The most (in)famous member of your species is the supervillain Grodd, whose ruthlessness and exceptional psionic talent have pushed him to the peak of your kind's prowess and given him gifts uncommon to most others.

God
800/1000/1200 CP
Homeworld: Earth/varies
A very long time ago, humanity looked up and wondered where they had come from. They didn't know yet, so they told stories. And stories are powerful things, powerful things indeed. So they created those that had created them. But now humans have moved on, leaving their old stories to fade, to be forgotten. To die. Somehow, you've found a way to survive since then, eking out an existence in some corner of the world or another. And the possibility of rising once again is not entirely beyond you, although such a feat would be truly herculean. A full list of your powers is difficult to summarize; suffice to say that you have extraordinary, potentially world-changing divine power over the facet of existence you embody as well as enough raw all-purpose mystical power to accomplish feats beyond all but the greatest of modern magicians. From lofty planes above the physical realm the truly great among your kind, such as Zeus and Odin, have been seen to sculpt entire universes shaped by their legends.

And while by default it is assumed you are one of the gods of Earth, should you wish you may be an alien deity or one from another universe instead. Beyond that, you have a great latitude to define your domain and legend.

All gods are beings of extraordinary power despite their limited capacity to manifest in the physical universe, yet not all are created equal. Your investment here shall be an indicator of the raw power your represent. For 800 CP you are a peer to the likes of Hermes, Loki and Urzkartaga-powerful and significant in your area of influence, but either greatly impoverished in faith or relatively slight in raw power compared to your kindred. For 1000 CP you are a respected member of a powerful and influential pantheon. From Athena or Ares to Thor, from H'ronmeer of Mars to the guardian goddess Rama Kushna who gave Deadman his powers, you

are a force to be reckoned with that is called on for strength by many mortals. And for 1200 CP you may count yourself among the pinnacle of pantheons. Almighty Zeus, patron of the wizard Shazam and bestower of the H-Dial or his brothrs would be a fine example-as would his dread father Cronus, whose power over time's decay and deadly god-reaping scythe once let him break through Heaven's defences and nearly assault the Presence himself. And though the Greeks stand among the most prominent deities in America for one reason or another, Odin and the Trimurti of the Hindu faith would also be counted among those comparable to you in raw power. Just don't go thinking you can mouth off to the Endless with impunity…at least, with this alone.

While you have great scope to determine your legend and role in this world, do note that in a world this strongly defined by faith and emotion that there are many problems the likes of Aphrodite could solve with much greater finesse than Thor; as Wonder Woman's adventures have shown[8] raw power and authority cannot solve all problems.

Post-Crisis: It was initially assumed that you require worship to survive, although helping mortals engage in your domain counts as 'worship' even if they don't realize the full extent of their actions. At the very least, your physical emanations-the avatars that other beings encounter on physical planes like Earth-certainly seem to require worship as men require meat and drink. The silver lining, of course, is that with passionate or plentiful worship your powers can be enhanced, your might bolstered, every aspect of your being from the tangible to the conceptual made more sublime and glorious in the world as long as the worship and reverence flows to you. In most default starting eras your once-great power has diminished, barely a spark now of what you once were but you are still formidable enough to alter the course of history should you so choose…

New 52/Rebirth/Infinite Frontier: …but erm, the truth is a little more complicated. Certainly faith still affects your powers-it is simply that *what seems to be your physical emanation in the world being lessened doesn't necessarily mean your end*. For you also have a "true self" that exists in the Sphere of the Gods that remains immutable, which emanates instances of your physical incarnations out into the multiverse; think of your true self as a lantern and the physical avatars of yourself (one in each universe by default) as shadows cast by it onto a lower reality. Of course the relationship isn't quite that simple; be warned that certain divine weapons or places and rituals that bridge the gap between the physical world and the realm of ideas can leave your true essence vulnerable to conventional attack, and that despite your overwhelming power you have a finite capacity to both influence physical reality and withstand attacks in the divine realms.

All this power certainly seems like you're above most lesser beings, doesn't it? Think again. Particularly powerful sorcerers can and have destroyed gods who have crossed them in a deal-and in one infamous case, sexually enslaved a Muse. While indignities to your physical emanation may seem trivial and the struggles of even the greatest wizards seem trite to a deity

---

[8] At least, when written by Perez, the first and last man to give her anything like a dignified and coherent storyline

of your stature, keep in mind that there is canonically *no upper limit* to what magic can accomplish-and according to the Wisdom of Solomon (and as supported by some of the sights encountered by Tim Hunter in the distant future), technology is simply the other side of the coin to it. Even those cursed by the gods have found ways to turn their curse against them. Furthermore such is your intricate relationship with faith and emotion that "punching up" against you is much easier than you'd think; a being bound to the mortal world armed with divine artifacts can do great harm to a god's true form as a certain Mesoamerican deity found when he crossed Wonder Woman and Artemis, and as a youthful Uxas exploited to his advantage such forces can even be manipulated to create dopplegangers similar to yourself based on another culture's belief who may not be positively inclined to you. More to the point as a creature of story and dream, your passions tend to drive you towards higher highs and lower lows than most mortal beings can fathom-and fate has a greater tendency to entangle you in Interesting Times. To be a god is to look upon creation from on high, yes-but never forget how far some of the mighty have fallen in their hubris.

Thanagarian
100 CP
Homeworld: Thanagar
Silver Age: Originally a peaceful race, having advanced the sciences and solved their societal ills, the Thanagarians fell victim to a series of invasions and conquests that devastated their culture. The Manhawks reintroduced the long-forgotten concept of crime and spurred on Thanagarian thrill-thieves, the entire race was subsumed into a plague becoming a hive mind swarm, and they were freed only to be shackled to the rule of Panala Hyathis and led into a war with the Rann. Now a group of Thanagarians desperate to rebuild their society have come to Earth, hoping to rebuild their society with the use of an absorbascon to take control of the planet.

Post-Crisis: When the Crisis on Infinite Earths rewrote the multiverse, Thanagar had become flipped. It's days as a slave world of Polara were long past, the days of folklore now, but it's present is one of a cruel and oppressive empire founded on slavery. Thanagarians believe themselves to be the leaders of the universe, the most advanced and civilized species in a cosmos of backwards savages and 'unclaimed' riches unfit to belong to these peoples. The Thanagarians themselves live on floating cities held aloft by the Nth metal mined from their planet's extensive deposits. This Upside lies in stark contrast to the Downside, the surface-level home of the three billion cast-off slaves and laborers and held in check by the ruthless and corrupt Wingmen.

Thanagarians are remarkably similar to humans but slightly more powerful, being stronger and tougher and possessing bird of prey-like senses and a longer lifespan than humans. You may take Galactic Imperialism and Artificial Wings for free.

Czarnian
500 CP
Homeworld: None; you start off wandering through space.

Regardless of the changes to your kind's past, there is usually one constant: The brutal slaughter of nearly all of them by one of their own kind: The Main Man, Lobo. Somehow you survived the genocide, and stand as perhaps the only other surviving Czarnian in your current universe. Whether you can survive further will be up to you, but there's a good reason why Lobo's widely regarded as the deadliest bounty hunter in the universe.

Your physical traits are, frankly, terrifying. For one thing, while somewhat variable between continuities it's a safe bet to say you're somewhere in the ballpark of a Kryptonian that's grown up on a planet with a yellow sun in whichever continuity you're in, for better and worse. Starship weapons and blows from anything less than another Czarnian alike can be withstood with impunity, and you can run fast enough to keep pace with a Speedster that hasn't had time to really tap into the full powers of the Speed Force. Furthermore you can somehow track objects by scent *between solar systems.* But your deadliest trait is your regeneration. Anything that could harm your flesh is regenerated in seconds by your constitution with almost no pain, and thus you are functionally immortal as well as immune to all conventional disease. You could keep on fighting without a head as you regrow it or even with only your skeleton intact. Even if you were reduced to a puddle of blood, sooner or later your cells would pull themselves back together. And finally, should enough of your blood be spilt to form a pool thousands of clones of yourself could emerge from it to seek vengeance on your attacker. While you're not a hivemind or anything, it's no exaggeration to say shedding your blood is a potential apocalypse event for a planetary population.

As for what Czarnian society was like before Lobo's brutal genocide, well…

Pre-Crisis: Then known as the Velorpians, your kind were violent conquerors who exploited their powerful regeneration abilities to wreck havoc on the universe. Only the Psions introducing a virus to sterilize them all whittled their population down to just Lobo.

New Earth: The Czarnians were a peaceful, thriving alien race on par with Krypton in it's heyday. Then Lobo performed a high school experiment which wiped out his whole species. Except for Mrs. Tribb, who he would not kill until later.

New 52: The Czarnians were a race bent on universal domination again. At one point, they had a prejudiced caste society that quickly fell to Darkseid's invasion force-which harvested one of their own kind after she volunteered to become one of Darkseid's Furies. Their king was poisoning the planet with his own sick blood, and (the then-real) Lobo (who was actually more of a stringy, boyish looking sort than Lobo's standard look) killed him, left to be a bounty hunter and discovered another Czarnian who was (the then-fake) Lobo. Violence ensued.

Rebirth and onwards: As above, except following the (now-retroactively fake) Lobo's capture due to Braniac[9] the most widely-recognized-as-canon Lobo was 100% confirmed to be the canon Lobo again.

Tamaranian
300 CP
Homeworld: Tamaran
Descended from a feline race that worshipped the goddess X'Hal, the Tamaraneans are a fiery, passionate people originally from the planet Okaara before migrating or being brought to Tamaran. Events have differed on precisely *how* great the turmoil of their monarchy and the plight of their oppression was, but most continuities acknowledge that Komand'r, better known as Blackfire, either sold her sister Koriand'r (better known as Starfire) into brutal, torturous slavery and even sexually assaulted her herself (Post-Crisis) or betrayed her people by revealing crucial military secrets to their political enemies (New 52 and onwards). Whether you too endured the humiliation of slavery, were mercifully off-world when the greatest tragedies of your people's age were inflicted on them or simply exist in a continuity where things weren't so bad you've survived into the current year with life and limbs intact.

Resembling the more athletic make of humanity apart from your typically yellow-orange skin and red hair, your species' primary attribute is the power to absorb ultraviolet radiation for enhanced traits. With this power you are capable of flying between solar systems in minutes, survive in deep space and even near stars or black holes with impunity and despite generally being weaker than Kryptonians who are not holding back can battle human demigods on even terms. Do note that the starbolts famed by your race's princesses were the result of Psion experiments modifying your UV radiation absorbtion powers (Post-Crisis and before) and as such need to be purchased separately as a power. Except when they're not (New 52 and after).

Angel
600 CP
Home Dimension: The Silver City (normal) or Hell (fallen)
Servants and messengers of the Presence, Angels are ageless and sexless[10] winged beings ordained by the Presence, the aspect of the Source which conforms to certain popular Judeo-Christian preconceptions of God, to stand vigil over the world and do his bidding. Coming in all the fairest makes of the human form and boasting wings, angels are spiritual beings of godlike power empowered in accord with specific responsibilities: A Cherubim will have the power to radiate harmony and peace and sing the fabled music of the spheres to soothe all creation for example and an angel of the Pax Dei will be empowered to smite the wicked and armed with angelic armaments. The compulsion to conform, to be lawful rather than accept more transformational and empathetic understandings of "good" so to speak is strong among the angelic hosts due to the magnitude of the duties assigned to them. Nevertheless the sacrosanct

---

[9] But really, due to poor sales and outcry from Lobo fans
[10] In theory. In practice there are distinctly male and female angels, and male angels are capable of impregnating females of other species to varying degrees of success despite their lack of genitalia. It appears gender is an aesthetic aspect of angelic existence, rather than a sexual one.

awe you inspire you mortals, your purifying touch and your capacity to commune with the spiritual in ways magicians train for years to achieve are in many ways more potent if narrowly defined than what you may consider to be “false gods” of the world. Being close to harmony and purity, you can sense the goodness in others and are a natural empath.

Needless to say, all is not well in Heaven-not least because the Presence frequently seems to enjoy taking a hands-off approach to his servants. For now, you are considered an angel of good standing and average stature, similar to Zauriel.

Pre and Post-Crisis: The most notable rebellion in Heaven is…pretty famous. Lucifer Morningstar, also known as Samael, also known as **The Devil**, was once the bringer of light that shaped reality in accord with the Presence’s grand design. After several conversations with Lilith, the First Woman, he rallied a third of the host to him in his pride and independence-and was crushed under the combined might of the heavenly host, Michael Demiurgos and to one extent or other the will of the Presence himself then cast out to rule Hell. He usurped the First of the Fallen who occupied the darkness beyond God’s reach, cast his will upon the shadowed realm, wrangled some of the earliest Fae as chattel and generally set about making a place for himself.

Post-Crisis: After several millennia he got sick of being blamed for buying souls (something he was never interested in), quit Hell and left to LA with his Lilim girlfriend-cum-bodyguard. He went on some other adventures which, to make a long story short, represent *the most humiliating and blasphemous emasculation of the Heavenly Host to date* between Heaven being ransacked by two generations of Lilith’s spawn as well as the Fenris Wolf, Heaven being ransacked by the spawn of Chaos, Heaven having to go to Lucifer cap in hand to deal with a conglomerate of prehistoric gods, Heaven owing Lucifer for rescuing Michael from one of his self-declared subordinates and restoring his strength and Heaven being subordinated by Lucifer’s niece.

And this includes the incident when Heaven invaded New Earth for…poorly thought out reasons, and Superman ended up wrestling an archangel. This happened due to Asmodel, lord of the Bull Host, somehow thinking he could succeed where Lucifer failed by conspiring with Neron against Heaven. For his trouble, the Presence himself personally stripped Asmodel of his powers and condemned him to Hell.

New 52: In a series of events too nonsensical to be recounted concisely, *the Presence tricked Gabriel into killing him with a space-time parting sword to transform into a hideous goblin-like monstrosity that brainwashed all of Heaven into his slaves.* Fortunately shortly before this, Lucifer returned from the Overvoid having apparently grown bored of nonexistence and after dealing with his pouty son with the goddess Izanami, embittered ex-girlfriend-cum-bodyguard and jaded niece promptly chopped him to pieces **due to being the newly goblin-like entity formerly known as the Presence’s spiritual kryptonite and scattering his pieces across all existence with said space-time parting sword.**

This entire sequence of events leading to this result is absurd and impossible to explain even by DC's admittedly lax standards.

Rebirth: Lucifer's misadventures are revised to the point where he left Hell, at which point he decided to resurrect an old flame-the witch called Sycorax. Reconnecting with his malformed son Caliborn, Lucifer proceeded to set in motion a series of events that ended with the corruption death of Raguel, the manifestation of divine vengeance, the death of Sycorax and Lucifer's involvement in the Wild Hunt and then…[11]

~~Uh~~

~~Well, he's…not dead, as far as anyone knows?~~

ADDENDUM: After some handwringing Lucifer ripped his entry out of Destiny of the Endless' book, and crumbled into nonexistence while his friends watched sadly. However because in this abortion of a cosmology the Great Darkness was identified as a ***subdivided aspect of Lucifer*** this resulted in an imbalance in Heaven tantamount to **God ceasing to exist**, **Michael being torn apart as the angels devolved into madness**

Demon
300/600/1000 CP
Home Dimension: Hell
Old beings, from even before Lucifer was cast down into Hell. New fears and anxieties given diabolical form in the pits of human damnation. Fallen angels and damned mortal souls[12] warped into grotesque or alluring new forms by their own corrupted souls. All these, and more have been told and retold as origin stories for the damned creatures that dwell in Hell. And now, you too can count as one of them.

As a spiritual being you are immortal as unto the gods and do not age naturally-and like the angels, it seems you do not require worship as gods do whether because of some commonality of suffering between all mortal life or some trick of the Devil's-though you may still benefit from it. So too can you sense the despair, wrath and other malignant emotions in mortals as angels can sense goodness. And of course, though cast down from on high your magic is great enough to leave most mages groveling for your specialties; whether you are a bringer of plague or a conjurer of hellfire, most magic of Hell specializes in using the soul as a source of power (though the Devil himself snidely considers souls beyond true ownership of anyone. Then again, he can *bestow* them on your normally soulless ilk). With all those upsides, it's important to remember that the symbols of the Abrahamic faith, including crosses and holy water, as well as

---

[11] AT THE TIME OF WRITING, the comic got cancelled midway through. As far as we knew Lucifer's still on that boat thinking about the good old days when he used to hunt the god of being hunted with Odin and the anthropomorphic personifications of the oldest emotions related to hunting. HOWEVER. The remainder got released recently, in which…

[12] Except when they're not. Remember that time Artemis (the amazon, not the goddess) was a demonic consort and just…kinda quit when she got sick of it? That was a thing.

those of many deific religions are supernaturally harmful to your kind-and that powerful magic can bind, banish or ward you off.

For 300 CP you are a common denizen among the demons, akin to the likes of Mazikeen or the *less prominent* Barbatos, but for 600 CP you may be counted as a peer to the likes of Etrigan and Neron. Whereas before despite the possibility of taking exotic, inhuman forms, whatever form you take now is comparable to the likes of Kryptonians and Czarnians in physical prowess. To say nothing of how your magical powers are equally bolstered, such that should you manifest unshackled to some human husk your powers could be a serious threat to many worlds.

And for 1000 CP, a price tag fitting for an entity of truly godlike might, you may consider yourself a peer to the greatest powers of Hell-apart the Morningstar, who finds Hell largely beneath him. You may simply be a being such as Trigon or Surtur, whose raw power is of apocalyptic scope beyond the capacity of most heroes to deal with by force of arms (though as many would-be kings of Hell found to their sorrow, being off-guard and fully physical around a being as powerful as a Kryptonian can be a terrible mistake)-or even an entity such as the First of the Fallen with unique immunities to many of the standard limitations of demonkind or built-in safeguards for your demise.

Fae
200 CP
Home Dimension: The Fair Lands
It is called Elfame or Alfheimr in the Sphere of the Gods. It is simply called Fairyland by most Earths, when they intersect. Whether ruled by Queen Titania, King Oberon or some interim ruler taking up the throne between their martial power struggles the fae are sufficiently mercurial, whimsical and passionate beings that the volatility of rulership is second nature to them. Human-like in stature but possessed of unearthly beauty, swiftness and stamina, the magics that come naturally to the Fae often hold great sway over freedom, glamour and prophecy of all kinds. Though beware cold iron in all its forms-and beyond that, the human capacity to incite upheaval in your kind's courts.

You may take Magical Talent for free. In addition, you have one relatively specialized 200 CP purchase of Magical Potential free to represent either the fae of Titania's court's affinity with their race's natural magics, which hold sway over glamours, bargains and the manipulation of dreams, or the unique magics of specific fae clans like the Tuatha de Danaan of the Rebirth era[13] or their Fomori rivals.

[13] Not to be confused with the Tuatha de Danaan of the New Earth era, who are explicitly an offshoot Atlantean clan with a greater affinity for magic than science.

New God
1000/1200/1400 CP
Homeworld: New Genesis or Apokolips

There is one among the deific pantheons that…seems to operate on different rules, with a particular ambiguity when they were initially discovered as to *how deific* they really were. In one sense the so-called New Gods of 4th World arose from lifeforms that evolved near the Source, gaining cosmic powers and evolving to have powerful, splendid forms[14]. In another, the New Gods have always existed, the verdant paradise and floating cities of New Genesis at war with the dystopian, brutalist fire pits of Apokolips have always existed in the Sphere of the Gods. Perhaps Orion sheds the most light on the paradox: The New Gods are self-renewing beings of observed phenomena throughout the universe, restored from each seeming destruction and born anew in their Manichean mythos of good versus evil. Instead of the raw divine will over the universe and malleable forms shown by other deities the New Gods often instead employ technology so advanced as to be indistinguishable from divine power-and many seem "merely" strong of body, sense and mind without them. In spite of that, each New God trains rigorously to unlock a certain unique innate power that can be wielded by their physical avatars and seems to greatly define the idea their higher order self embodies-though one more similar to the energy projection of superheroes in form, despite often being of cosmic scope.

In many ways, you are akin to the gods of other pantheons. In one crucial one you are superior: Whether your race's reliance on technology is preferential or necessary, you do not require worship to sustain your existence or operate at full power. And as with the other gods, there are differences in scope between your kind.

For 1000 CP you are counted as a common citizen among the New Gods. On New Genesis you would be counted among the young and promising: Forager, a lostling raised by the Bugs, the Forever People, the swift Fastbak or…a certain Nina Dowd, and the arguably more embarrassing iteration of Jimmy Olsen who went mad with power quickly after apotheosis. The capabilities of your physical avatars. On Apokalips, you simply meet the bare minimum for being regarded as something other than another disgusting lowley to be treaded on or a soulless parademon-part of his Elite yes, but barely respected for it. The devious Simyan and Mokkari, the loudmouthed yet strangely compelling Glorious Godfrey and his sister Amazing Grace, the diabolical Desaad and the less prominent Female Furies. This is not to say you lack the cosmic stature and universe-shaping power of other deities in their true forms-rather, your avatars in the physical universes have a sharply diminished capacity to shape existence compared to even many of the lesser deities of other pantheons, even with the assistance of your technology, which may or may not reflect relative weakness in your true form among other deities. Don't underestimate the capabilities of an escape artist, many have been outwitted by the seemingly mild-mannered Scott Free as a result.

[14] But also very strange tastes in fashion

For 1200 CP you number among the foremost champions of New Genesis, or those considered Elite among the Elite. You are likely battle born and bred, capable of instinctively using primitive and impossibly advanced weapons with equal expertise in battle, if you do not have an innate power so useful as to define your presence in combat. Which continuity you manifest in, it's safe to say you're easily within the ballpark of Kryptonians physically-and are far more skilled as a fighter than many. The luminous Lightray and the formidable Big Barda would be counted among those of this tier. On Apokolips' side, the vile Granny Goodness and Steppenwolf number among those who are seen as pillars of Apokolips' strength.

Finally, for 1400 CP if you are not a peer to the leaders of New Genesis and Apokolips, you have either been groomed for the role or are a force rivalling them. It is at this level of strength that represents Izaya making his mark as New Genesis' greatest warrior before his communion with the Source, and also the terrifying Omega Effect brandished by Darkseid. Perhaps you instead have all-absorbing powers similar to the terrifying Yuga Khan? Be warned, despite Darkseid's fear of his dread father his resourcefulness and the sheer flexibility of the Omega Effect makes it unlikely this fear would last for long. Similarly, the Astro Force held by Orion which makes him a match for his read father stands at this tier. Alternatively one may be an older entity of the previous worlds before the Fourth at this level[15]. Rather than being limited to a single facet of existence like the gods of myth, the forces wielded at this level often affect all matter, energy and even souls below a certain strength limited only by the wielder's skill and experience.

Pre-Crisis: While the physiological capabilities of New Gods has varied greatly and been inconsistent, in Kirby's own comics he depicted Superman as considering himself an ordinary person upon New Genesis. It's also notable that Darkseid's pre-Crisis emanation was depicted as able to quickly defeat and siphon the powers of reality warping beings such as the Time Trapper and the Chaos Lord Mordru despite having lost the fullness of his power due to inactivity-and moved quickly enough to choke out Superman in his Silver Age incarnation before he could react.

Post-Crisis: As mentioned earlier, the ambiguity to whether "Fourth World" refers to a higher order dimension in which the physical universes are as bubbles in which generations of deities contest one another or the sequential rise to prominence and fall of different pantheons has varied between individual stories. Nonetheless, it was in this era in which many New God emanations began to be depicted as comparable or much less dangerous than their Kryptonian counterparts. Infamously, Darkseid was beaten bloody and blind by Superman armed with the Entropy Aegis forged by his own hand-and also fell down some stairs while depowered. Less famously, Lashina briefly joined the Suicide Squad while suffering amnesia. It is…very ambiguous as to whether the New Gods were deliberately downplaying the power of their physical emanations, or tangibly lessened by outside forces somehow.

---

[15] Some continuities of DC refer to the older "worlds" as older pantheons such as the Greeks. Some…don't. For the purpose of this choice, we're talking about the ones that don't, like Urgrund.

New 52 and onwards: Instead of a paradise New Genesis is, frankly, well on its way to becoming everything Apokolips is due to its leader's desperation to combat Darkseid's unstoppable advance. Though virtue and peace are still extolled, Highfather takes an increasingly draconian approach toward war with his dark brother that disturbs even those he rescued from Apokalips' slums to serve at his side. He is already willing to sacrifice entire worlds to stave off Darkseid's advance towards Earth-0. He would be willing to enslave the entire galaxy if it would mean turning all life in it into obedient New God slaves willing to strike down Darkseid at his command. And while New Genesis is mostly dependent on technology for it's godlike feats, physically it's warriors have been shown capable of easily shattering Lantern Corps constructs with both their weapons and empty-handed blows. Oddly some Apokoliptan fighters have been depicted with significantly less raw strength in exchange for one advantage: Their coming is preceded by an aura of misfortune and worst case scenarios for those they are invading.

Oh, and by the way: Highfather and Darkseid were brothers in this continuity, back when they were Izaya and Uxas. Instead of Uxas being a prince of Apokolips and Izaya being a warrior of New Genesis, both were apparently somehow *mortal* children of Yuga Kahn, lord of the Old Gods. As a *mortal* Uxas somehow gaslit the gods into going to war with each other and ripped their lifeforce from them on the brink of death to become Darkseid, and even with his powers stripped from him by his father, who wielded the "Torment Sanction" and Anti-Life Equation at the time, killed him with a *scythe*. By the present day Darkseid's power is such that he apparently consumes the power of *entire universes* when not letting Apokolips devour Earths for sustenance, has defeated incarnations of the Justice League across the multiverse (but not the Earth-0 ones, who are apparently too "crazy and wild" for him-notwithstanding the fact that his invasions of Earth-0 feature an uncharacteristically brutish approach devoid of strategy) and had apparently never known true defeat until he was repelled from Earth-0.

Also, moreso than ever before Darkseid appears interested in having children, acquiring new lovers and recruiting both to his war efforts in this continuity*. Make of that what you will.* In all fairness, at least *one* of those children was apparently prophesized by an infallible Amazon oracle to be capable of killing literally everything.

Rebirth: It was retconned that every single thing that happened to Darkseid in the New 52, from being his apparent defeats by the Justice League, to being killed twice and enslaved by his own daughter Grail then reduced to a baby, being stolen from Grail by Batman for the duration of an as-yet unpublished story, being stuck as a baby for the entire duration of Dark Nights Metal *during which at no point did the Batman Who Laughs apparently even try to lay a finger of him-or worse,* ***didn't dare to***, being recovered by Grail again and raised from a baby back into his full strength only to lose much of that strength when Wonder Woman violently shredded him apart with the power of love, was ***all. According. To. Plan****.* His Other Box manipulated hypertime to the extent of apotheosizing several Justice League members and creating an "anti-baryonic hyper-network" capable of preserving him from the apocalyptic awakening of Perpetua.

Before Epoch, Lord of Time's Revision Device was sabotaged Darkseid had successfully restored Apokolips back into the Sphere of the Gods[16].

Having recovered his true form, Darkseid apparently loses whatever fear he had of Perpetua and seemingly aids her by generating Crisis Energy in the Dark Multiverse of his own free will. He doesn't seem very invested in either her victory or the Batman Who Laughs' though, considering he doesn't even actually try to stop Wonder Woman from using the World Forge to thewart them beyond telling her it's hopeless and doesn't even seem to hold a grudge against the baby Anti-Monitor for having killed him once.

New Genesis achieves nothing of note and is almost completely obliterated by Perpetua's awakening. Orion accomplishes literally nothing despite surviving, and is actually mocked by his own father for it. Scott Free either contracts depression or is actually cast into the Omega Sanction for an undetermined amount of time following Barda abandoning him to leave with the Female Furies under unclear circumstances[17].

Infinite Frontier: Darkseid has apparently ascended to a higher state of being as the embodiment of the end of all stories and controller of Earth Omega, and aspires to control the Great Darkness itself. DARKSEID IS.

Meanwhile the entire Quintessence, including Highfather, died ignominiously when he stabbed them all in the back.

With such grand, godly powers without the weakness of belief fettering you, don't forget that you have at least one consistent weakness: The god-slaying metal Radion. While sufficiently rare that Darkseid has not been able to equip more of his troops with it, in a sense Radion is everything's kryptonite: A sort of manifested "idea of bullet" capable of harming the true form of a New God even by blasting a mortal they possess or one of their avatars. And judging from at least one incident in Rebirth, it comes in gaseous forms too.

You may take Equations On Gematria for free and either Life Equation Comprehension or Anti-Life Comprehension at a discount. You also gain a stipend of Meta Points equal to your racial cost in CP converted to MP (i.e. a 1000 CP New God would gain 2000 MP) with which you can model your innate New God power. Human hybrids with New Gods use the full cost their New God parentage would have provided were they a pureblooded New God to calculate their god power's MP stipend. Nonhuman hybrids only use their New God parent's CP cost to calculate their MP stipend.

---

[16] It was unclear when Apokolips *departed* the Sphere of the Gods. Perhaps after Darkseid's defeat in Final Crisis, it had yet to fully reform?

[17] Twice, actually. Once during Earth-2: World's End where after a round of brainwashing by Baron Bedlam she apparently decided Darkseid was her true master. Then again in Darkseid War, where despite quashing any possible questions Scott had about her allegiances with a big kiss, at the end of the story she seemingly abandons him for Apokolips either to continue their work to free it-or out of *incredibly* misguided loyalty to the Female Furies in exchange for their help against Grail.

Coluan
500 CP
Homeworld: Colu
Pioneers of hyper-advanced technology and exceptionally long lifespans lasting for centuries *before* artificial enhancement, the green-skinned Coluans are stereotyped as overly logical and unemotional to an unnerving degree. Your kind long ago cured most mundane diseases and afflictions, and are exceptionally talented in both merging organic and cybernetic components as well as shrinking entire planets for convenient pocket storage and creating forcefields that can withstand blows from Kryptonians. Much of your society's extraordinary talents have mainly been demonstrated by the villainous Braniac: From remote control over technology as immaculate as a master sorcerer's control over magic, to traversing space and time at will, to the transfer of consciousness and creating obedient clones-and in his Post-Crisis incarnation, the calculation of 4.9 X 10^59 beings at once. But as his clinical but largely heroic clone-son Vril Dox demonstrated, though the Coluan heart is cold it can be turned towards both great good and evil.

Pre-Crisis: Your kind also live largely automated lives thanks to the army of robots doing everything for you. As a trade-off, your kind have also been enslaved by the Computer Tyrants as a result of trying to write an AI smarter than themselves-which promptly decided they were superior. Fortunately, Vril Dox will either soon come to liberate your species or already has.

New 52 and onwards: It was Vril Dox, deemed the greatest scientist of his homeworld, who discovered that the 5th Dimensionw as at war and that the war threatened to destroy the Coluan planet Yod-Colu. After a number of ruthless, desperate experiments that culminated in the destruction of Yod-Colu, Dox constructed an army of starships and distributed his consciousness across a series of robots that would each travel the universe in order to preserve planets from the Multitude, becoming known as the Collector of Worlds. One of these robots attacked Krypton. Dox became fascinated by Jor-El, a Kryptonian scientist who actually saved his homeworld from the Multitude. Upon returning to Krypton, however, Brainiac discovered Krypton had been destroyed and-well, the rest is history.

Suffice to say that in this era, you truly are the last Coluan not related to Braniac.

You can take up to 12th Level Intellect for free.

Kryptonian
Homeworld: Earth, Krypton if it's intact in your date of entry or anywhere in space.

Oh boy, here we go.

Though nearly identical to ordinary human beings[18] physically, Kryptonians are adapted to life under an ancient red supergiant star with comparatively low output to Earth's. Under such a sun their solar energy absorbing physiologies undergo an extraordinary transformation, obtaining traits such as superhuman strength, superhuman speed, invulnerability, flight, x-ray vision, heat vision and superhuman senses that rank among the greatest of Earth's superheroes-in sheer physical prowess, at least. As a highly advanced society many Kryptonians are privy to concepts and technologies far advanced from modern humanity's own as well, such as portals connected to the Phantom Zone and reproduction by means of genetic modification. Beyond that, much about Krypton varies greatly. Suffice to say that for one reason or another Krypton is generally destroyed and you are one of the few lucky survivors.

As for the specifics, well-moreso than many alien races, they vary greatly depending on your date of entry.

(Golden Age - 400 CP): Faster than a speeding bullet! More powerful than a locomotive-that is to say, able to stop it with your bare hands! Able to jump tall buildings in a single bound-and fly while carrying a submarine! With the race's main representative being Superman and feats such as lightspeed travel and lifting cities being infrequent, it's safe to say that while Kryptonians of this era could defy the laws of physics they were relatively restrained in terms of potential development. Also, there was apparently a prohibition on incest.

(Silver Age - 1400 CP): Sent away from a doomed planet by loving planet Jor-El and Lara to Earth, it was predicted that Kal-El would gain extraordinary powers based on the power of Earth's sun. However, it is unclear if in that moment Jor-El truly understood that **Kal would effectively become a god of the material universe in all but name.**

It is not simply that Kryptonians of this strength have such incredible physical prowess that it would take armies of metahumans led by multiple Post-Crisis Kryptonians to even have a hope of pinning one down without exploiting their weaknesses. Their physical feats *don't make sense*, and treat kinetic force as more of an artistic medium than anything. Towing entire systems of planets around on a giant chain? Child's play. Gathering millions of meteors from across the universe to fuse into artificial planets for the homeless? Easy. Clapping lightning into existence, squeezing diamonds into coal, accurately throwing a jewel around the world back to its original position and viewing events happening in the far corners of the universe? Just another day in the life of the Man of Steel. Try *going back and forth in time, taking anything you can carry with you* for something approaching a challenge-and even then mainly because of the risk of accidentally going to a parallel universe and endangering it with time paradoxes. Kryptonian powers of this era are also oddly modular and responsive to external stimuli; by catching a cold Superman's heat vision briefly became cold vision, after touching an alien spacecraft he gained the power to create a miniature version of himself with his powers and through *sheer anger and prolonged violence* Superboy Prime could retcon the past of targets he punched. It is no

---

[18] *Mostly*, it appears Kryptonians as a species had nothing to do with Perpetua's envisioning of an ultimate breed of cosmic predators.

exaggeration to say that with enough sunlight to sustain your powers, even truly fundamental beings such as the Anti-Monitor could be beaten to death by your fists.

Impressive as all of that may seem, it pales before your true potential: Energy absorption. Your physique is a solar energy capacitor and amplifier of such greatness that all but the mightiest magical attacks relying on conventional damage-say, two champions of the wizard Shazam invoking their names at once-would bounce off you. It would take something akin to a Guardian of the Universe sacrificing all their energy to defeat your temporarily-and even then, your body could absorb the released energy to empower all its facets to the point even 5 dimensional imps would struggle to affect you directly-and be cowed by your blows. With enough rage and natural sunlight, you could shatter the multiverse with one good blow. And who knows? Perhaps if you had the chance to absorb some **extremely** powerful cosmic energy more foundational than the Electromagnetic Emotional Spectrum itself, you might be able to wrest control of it from the beings who produced it.

But don't get cocky when even gods can die. You may be immune to kryptonite from universes other than your own, but kryptonite from yours takes effect far quicker than most iterations of Kryptonians-and certain spectrums of solar radiation from any universe will see you powerless quickly. You lose power without sunlight much faster than most Kryptonians too, such that conjuring darkness could spell disaster for you. And while you are superbly resilient, you're not truly invincible. Time paradox-inducing punches, explosions of cosmic energy, powerful *and* focused or estoeric magical attacks-they all take something of a toll, and if you're not careful you could find yourself battered to the point of being humiliatingly beaten down by the *Teen Titans* of all things.

Only time will tell if you're an impossibly strong hero, or an absolute nightmare of a villain. Perhaps fate will consider you fit for both roles?

(Post-Crisis - 800 CP): A cold and sterile race that originated on the planet Krypton, the Kryptonians neglected the outside worlds and turned inwards, advancing their knowledge of science to an incredible degree even as their society stagnated. This proved to be their downfall, as reactions within the planet's core converted it into the radioactive kryptonite before detonating and killing all but a few, with almost none off-world at the time to survive. Worse, the Eradicator entity attempted to preserve Kryptonian culture by enforcing a bio-link that would kill them for leaving their planet. Suffice to say that somehow or other, like Kal-El himself you have been cured of this effect. While not quite as powerful as the Kryptonians of the Silver Age (insofar as technology or substances exploiting his weaknesses, and magical effects that bypass conventional tensile strength can consistently "punch up" against such beings and their powerset is relatively fixed) Kryptonians of this age that have spent a substantial length of time under Earth's sun are still capable of absurd, reality-bending feats of strength. From pushing artificial planets hard and fast enough to create an artificial boom tube, to carrying New God emanations into the Source Wall at the end of existence or ripping them out of it and flying back to Earth before running out of sunlight, if not true cosmic beings the sheer might of Kryptonians is still capable of harming such entities. Just remember that advanced technologies and mystic

arts aside, there remain a scant few beings out there strong enough to contest your raw might with enough focus-and such beings seldom fight fair.

Kryptonians are identical to humans under the light of a red sun, such as their home star Rao, but when exposed to yellow light their cells store the energy and use it to great effect-to the point where after gaining a noticeable increase in power every year of his life on Earth, by his adult life Clark Kent was recognized as one of the most physically powerful beings in the galaxy. Their powers gradually disappear when deprived of it, over the course of several days.

(N52 - 500 *CP*): Before the Worldkillers and/or Rogal destroyed Krypton, killing almost every Kryptonian in the universe, you escaped in a space pod. You don't need to eat, sleep, or breathe under a yellow sun. You're capable of bench pressing a mid-size planet for days, delivering punches powerful enough to be felt at the centre of the Earth from space, flying around a shattered moon and putting it back together after a couple decades of growing in strength, and even enduring the compression of a black hole. Your powers fade more slowly than in the Post-Crisis era.

Rebirth (500 CP): Same terms and conditions as the New 52, except a random space monster created by Jor-El called Rogol Zaar is retconned as the destroyer of Krypton (which apparently had bar mitzvahs). While at one point Superman does technically lay out a multiverse-creating cosmic being and shatter the multiverse he was creating, this was after flying through several suns in the Sixth Dimension which is essentially the friends they made along the way as well as the "control room" of the DC multiverse, and in the semi-concurrent story of Doomsday Clock Superman was overwhelmed in a fight by simply being outnumbered by various other metahumans.

Notably, Dr. Manhattan seems far more interested in Superman himself than Krypton. To that end he abducted Jor-El, and transformed him into the villainous reality warping Mr. Oz.

Infinite Frontier (500 CP): It's…unclear for now, but <u>as of the time of writing (and feel free to ignore or fanwank at your discretion if prove wrong in the future</u> it appears Kryptonians in Infinite Frontier have identical traits as those in Rebirth.

You may take Proficient Skill in Kryptonian for free. Alternatively, if you style yourself as an Earth-raised Kryptonian you may assume you have the language proficiency common to wherever you were born. You may also take up to 8th Level Intellect at a discount.

Martian
600 CP
Homeworld: None; you start as a wanderer in outer space.
Called the Ma'aleca'andrans in their native tongue, those considered the Martians generally have only one or two survivors in the modern era for one reason or another. Like J'onn J'onzz and his niece, you're one of those lucky few-and have won the cosmic lottery on several levels.

Physically and in terms of flight you're comparable to the Kryptonians of your era, the sort of strength that could destroy the moon when it's gravity was increased a billionfold or in tamer worlds help a Kryptonian and one touched by the gods to move a planet. You can see across the electromagnetic spectrum, but your true gift is your powerful shapeshifting capabilities. From becoming intangible to mundane matter and energy or becoming molecularly dense as to be almost invulnerable to strength similar to yours, to turning your limbs into bladed ribbons stretching far beyond your apparent body mass or becoming a parachute-like membrane in an instant, to becoming invisible and changing your form to match any human one-suffice to say your body stretches (no pun intended) the limits of organic matter's malleability even in a universe as astonishing as this one. In some continuities you even have some sort of energy vision, and in most your regeneration powers could recover your whole body from a single limb.

Your psionic powers are also extremely potent, among the greatest of Earth's heroes. From creating realistic illusions to telepathically tracing people, from blasting away consciousness to performing intricate psychological repair or reprogramming, from communing with the minds of divine beings to instantly transferring information or setting up a sort of "meeting room" for different minds, it's not exaggeration to say you're a mental powerhouse, and in some continuities this comes with equally flexibly telekinetic powers. With this alone you aren't necessarily on par with J'onn, the peak of his race, but you're certainly comparable to M'gann. Notably you're capable of increasing the power of your psionic abilities by synchronizing with other telepaths-and potentially, amplifying other forms of superpowers too.

You may have noticed that with great power often comes great weakness in this world. There is a reason why many mere mortals have been able to thwart the likes of the Justice League after all, and in Martians' case this is because of an embarrassingly common weakness: Fire. Whether as an innate physiological weakness or an implanted phobia, your body tends to lose cohesion around flame, your powers reflexively destabilize around it, and so potent are these effects that even thugs could get lucky and kill you when debilitated by flame. Moreover the sensitivity of psychic contact has sometimes led to…undignified and emotionally overwhelming bouts of screaming followed by Martian incompetence and/or an experience of emotional intensity so extreme it severely discourages them from prolonged conflict. In some ways, your greatest strengths can also be your greatest weaknesses.

Like Kryptonians, the specifics of your race's history differ greatly between continuities.

Pre-Crisis: There is, in fact, no Martian mass extinction. J'onn first encountered Earth by a teleportation accident, and since then liked it enough to take up a number of odd jobs there. Like Kryptonians, during the Silver Age Martian powers have a tendency to just kind of pop up as the plot demands. Occasionally he plays cosmic chess with Despero for some reason.

Post-Crisis: 20,000 years ago the Burning Martians of Mars were their planet's dominant lifeform. They were a ruthless, barbaric race that reproduced from psionic agony and capable of wielding scorching flames to world-ending effect. The Guardians of Oa feared them enough to

program a genetic weakness to fire into their physiology and dampen their darker passions, splitting their race into the peaceful Green and warlike White subraces.

Such tampering will prove surprisingly easy to undo, albeit with dangerous consequences from the darker passions of the Martians resurfacing.

New 52: Martians have no particular weakness to flame. J'onn just has a very specific phobia.

Original Version of DC's Reality: It was eventually revealed in the latter years of Rebirth's era that the Burning Martians are a throwback to the true potential of Martiankind. Chosen by Perpetua to complete her Apex Predator supersoldiers by symbiotically bonding with humanity to provide their enhanced strength, shapeshifting and psionic prowess, the resulting hybrid species was intended to be capable of physically beating to death the greatest cosmic beings in the multiverse-and beyond.

Genius Loci
Variable CP
Homeworld/Home Dimension: Any planet, or yourself if applicable
Not all life in this reality resembles an *individual.* From the Barrowjane that ferried a group of conspirators aspiring to end Creation, to the Jin-En-Mok before their compression into humanoid form after the creation of the New Earth universe, to the heroic Danny the Street there are many beings who are also places. You exist as a living location, with significant control and awareness over your environment (and while often boasting exceptional finesse and scope, seldom *quite* being able to do everything a pair of appropriately scaled-up sized hands can). Do note that while for obvious reasons, being a sentient location offers significant advantages, it also makes you a much bigger target for empowered individuals and magic users who can strike hard or cast spells great enough to affect large areas such as yourself-and also, all things being equal, makes you much slower at striking back at them.

> **Street**
> *50 CP*
>
> **City**
> *100 CP*
>
> **Geographic Region**
> *200 CP*
>
> **Planet**
> *400 CP*
>
> **Star**
> *600 CP*

Dimension
800 CP

If Planet-sized or above, you may take Antezenith for free. Refer to the Retroactive Reveal section to design your body.

5D Imp
1000 CP
Homeworld: Imagination!

Wowee, look at this new kid on the block! Whaddya think you're doing, coming into our passion plays and gag episodes? You think you can just come in here, strut around like the big man on campus and pretend to be all that and a bag of chips just because you showed up the other day and declared yourself one of US?! Well, listen here mister…you're goddamn right you can! We LOVE those sorts of topsy-turvy, status quo-upsetting storylines! And besides it'll probably be treated as a one-off and forgotten about after the next big event anyway.

Anyway, welcome to the 5th Dimension! It's a neat little interdimensional plane of existence outside of the normal space-time continuum. Also known as Zrfff. Also known as *imagination,* where thoughts and fancies become real. Some days it looks like an empty plane with a fancy building here and there. Some days it looks like a magical fairy tail kingdom caught in a sort of time loop. Some days it's all just kind of a silly fever dream where we have our own apartments and stuff stowed all over the place, and some days…there is no 5th Dimension. We're all just swimming around in the interdimensional Bleed between universes.

You're a 5th Dimensional Imp now! To the lowly flatties down below, you look like a funny little fella (or tiny lady) in a silly costume and hat! The hat is optional, but very stylish. You don't need to breathe or eat, you're at home pretty much in any environment, you can freely teleport through space and time, and most violence against you can be laughed off! As for what we look like when we're NOT trying to take it easy on those below, well-from towering red-black demonic figures to multi-everything'd arachnid devils, let's just say we can look like every *nasty* thing the humans down there think awaits them in Hell! Even Bat-Mite's rumored to look like something with too many arms, too many faces and too much *green* when not looking for Bruce Wayne's autograph.

Hmph, I bet you wanna pigeonhole your amazing higher dimensional magic powers into FEATS. Well, you're a reality warper for one. Want to turn a pal into a constellation? Go for it! Screw around with the laws of reality so it works like cartoon-or better yet, peak around the comic panels, bother the writers and hand those lower order folks artifacts that let them do the same? You got it! Turn planets into cubes, turn suns into sundaes, dripple basketballs around galaxies and knock out some of the most powerful Kryptonians and New Gods[19] with a boxing glove on a spring? Sure thing! Heck, get steamed enough and sooner or later that poor ole multiverse might not stand up to a prolonged temper tantrum! At least until another imp puts it all back, and you have a good smoke together.

…eh, what you can do when SERIOUS? Hoo boy, you are *killing* the vibe here friend. Well…let's see, the last time one of us was *serious* I suppose Vyndktvx killed the King-Thing with the Million-Pointed Multispear: An event which manifested as 230 of the worlds the ole' Thing liked to play around in being destroyed *as a side effect.* He also assembled a team of villains across space and time to put Superman himself in checkmate, and if he'd managed to break the courage of humanity he might even have been able to "grant a wish" that would've served existence up on a silver platter to him! And another time the King-Thing (you might know him better as the mature-er form of Mr. Mxyptik, Superman's looney fan) tried to unmake existence down to the pencil and paper drawing it so that the World Forger could remake it all with his Crisis Hammer! But then, Bat-Mite showed up with the Legion of Doom and knocked him down!

Weaknesses, eh? Dang, you really are a party pooper! Well, for starters we are beings of *imagination* and as such taking things *too seriously* is about as unnatural for us as looking forward to filling your taxes is for humans. Our silliness in the world below isn't a complete act, for a 5D being to interact with the lower planes is like being a man stuck in an oversized strip of flypaper, and thus despite your space-time warping powers at an individual level you're just a bit slower when it comes to reacting to uppity 3-Dimensionals than they are! Boo! For one thing, get *too serious* and those down below might come up with…creative ways to hurt you. Vyndktvx up there actually got hurt when ole Superman figured out how to rig a science station's electric supply to blast the Multispear off-course, giving him a nasty scorch! And then there's the time Superboy Prime absorbed enough Oan energy to kick Mxy around, reality warping powers be damned, and strongarm an evil version of Zatanna to keep him locked up. But the real cincher is **the power of names and words. If someone can get you to speak your name backwards-even**

[19] Well, their physical emanations

indirectly, like with a cassette player recording and reversing your voice or somesuch-you're banished back to the 5th Dimension and everything you've done is undone. And in a pinch, it doesn't even need to be you! 5-D words are like thunder, and if a whole bunch of folks on Earth spoke *their* names backwards you'd be compelled to speak your name and banish yourself! Seriously, watch yourself down there. There's all sorts of words of power being wielded willy-nilly these days.

Sounds silly, huh? Listen, don't think about it too much-it's just a bunch of funny pictures! We've all done the continuity dance, and none of us really give a hoot about it[20]. You're a whacky little wish granting shorty. Just go out there, make friends and foes, and have some fun!

Monitor
500/800/1400 CP
Homeworld: The Sixth Dimension

Since the emergence of the 52 main universes, there have always been mysterious, inscrutable and yet reliably anthropomorphic overseers of all that is and ever will be. Donning archaic blue uniforms and golden pauldrons, these self-appointed Monitors describe their purpose as being to oversee the Orrery of Worlds containing the multiverse to ensure its smooth development. Wielding vast cosmic powers and scrutinizing the multiverse with senses sharp enough to study the stories of individuals so insignificant to them as to be bacterium to an ordinary human, these beings view existence as their sacred charge to oversee. Their powers seem innumerable at times, but all of them ultimately derive from the race's intrinsic command of the **Dimensional Superstructure:** One of the Seven Major Forces of the multiverse, which holds power over all things imaginable and unimaginable.

Unfortunately, *they are also utterly and intrinsically incompetent at virtually everything they set out to accomplish.* Are you sure you wish to join the ranks of these mysterious beings? It has to be said that their history has largely been defined by a complete and utter *failure* to accomplish their duties-hampered in no small part by being reduced to successively more broken aspects by the very nature of the multiverse they tend. A selection of such beings is spread out through time and space:

Rebirth: For 500 CP, you may be one of the Fuginauts. A race of gigantic golden biomechanical beings tasked (or perhaps, self-assigned given their culture formed after the downfall of their Monitor "ancestors") with the protection of the positive matter multiverse from the Dark Multiverse. Your kind typically acts in monastic isolation, seldom interacting with others-though one notable member will show mercy to a young hero called Sideways and demonstrate the capacity to evolve beyond his cosmic mandate. Apart from the great strength and endurance of

[20] Until Rebirth, when the breaking of the Source Wall apparently causes imagination to start to die.

your stature, you have great cosmic awareness that lets you sense trends and patterns throughout the multiverse. You may travel instantly between dimensions as well as throughout space and time, and project yourself astrally to others. Furthermore you are armed with a stave that can channel the cosmic energies of the Dimensional Superstructure as both destructive blasts and restorative effects capable of mending distortions in space-time. While the overall power of your energy projection is “merely” at the level of Earth’s mightier superheroes, so precise and potent is the creative energy within you that you could transmute inhabitants of the Dark Multiverse into beings of positive matter.

As a fragment of a fragment of those who came before you, do note that even by Monitor standards you are considered rather fragile. The stronger inhabitants of the Dark Multiverse could rend you limb from limb or leave you bloody and beaten-and even the weaker ones could accomplish this if they swarmed you in overwhelming numbers. Even a human champion of the gods propelled through time and space could impact you with enough force to split you in twain.

Post-Crisis: For 800 CP instead, you may be part of the Monitor race. A group of deities of such titanic structure that they view the multiverse itself as a kind of infection, their powers permit them to easily shrink down into humanoid forms to more easily interact with it. The power of the Dimensional Superstructure lends itself well to versatile and potent techniques in their hands: From firing energy blasts, to empowering their blows or creating a damaging aura, to Kryptonian-like flight, to manipulating perception and draining others of energy or seeing into hearts, virtually any feat of magic or science can be replicated by those who monitor their underlying structure. Most impressive of all are their feats of creation: From handheld gadgets that freeze time, to dimension-travelling ships made of frozen music, to miraculous all-curing medicines synthesised from the interdimensional Bleed, to even potentially a certain suit of armor powered by an unprecedented form of Superman-based fusion. In the long-forgotten God War 1, it was the Monitors who invented the earliest known form of the Miracle Machine. One of the great Carriers responsible for harvesting the Bleed which Monitors subsist upon and extract an extraordinary medicine from famously became the go-to transport of The Authority after it was salvaged. Bear in mind that to the Monitors, such constructs are seen as *nanotech*, permitting them to interact with the physical universe more easily from their archetypal world Nil.

You would think such beings would be insurmountable in the lower universes. **You would be wrong.** Certainly in a direct contest of cosmic might Monitors have overpowered the likes of Kyle Rayner, ruptured Captain Atom’s skin and fed from Kryptonians against their will-and in Nix Uotan’s tragic case, his energy shields withstood the destruction of his assigned universe. They are also *so damn unused* to combat at lower scales of reality that the world-conquering Extant noted *your kind is simply unable to bring the full might of their cosmic power as effectively as they should be able to in pitched combat with metahuman-level opponents.* Disorganized, taken offguard even by the blows of mortals, beings like yourself fight with all the natural grace of toddlers. In fact, *the downfall of your society and the very concept of your identities* is a direct result of the organic, belief-driven nature of this multiverse grafting histories, points of view and disparity to your formerly monolithic culture. *Every moment you spend in the multiverse is a moment being forcibly recast in humanity’s image, with no way of coping with it.*

There is a way to become more lethal. A way strongly opposed by Monitor society, in denial of what the Monitors truly are on a fundamental level. Simply feed directly on the Bleed, on the stories of those above you and the thrum of their lifeforce, and you shall take on a more vampiric aspect that will be as a giant among your own kind and a deadly match for even the world's greatest heroes. But to do this will be to embrace a bestial, insatiable appetite that may leave your already out-of-depth judgement even further askew.

Pre-Crisis/the very beginning of existence itself in the first version of the DC multiverse, and Rebirth: Finally, for 1400 CP it would appear that either Perpetua had quadruplets-or like the Chronicler or the Judge of Worlds the Source has tasked you with a particular mission to attend to the world. You are a cosmic being of technically far vaster scope, truly belonging to the transcendent Sixth Dimension from which you can enact changes to the whole multiverse through the "control room" it represents-a Super Celestial or Hand, albeit either one of a younger generation than Perpetua or one of narrower breadth than the powers she was charged with. At this scale you are one of the greatest users of the Dimensional Superstructure in existence, capable of accomplishing all the Monitor Race (themselves merely fragments of the shattered Overmonitor after the first Crisis event) can at greater scales-and more. Mar Novu, the Overmonitor, could empower a human named Lyta Michaels into a self-duplicating repository of all knowledge in the multiverse, and with a little help from the Justice League and the Tenth Metal repair a catastrophic incursion of the Dark Multiverse. Mobius, the Anti-Monitor, possessed a frightening capacity to absorb energy from entire universes and construct a cannon capable of destroying the multiverse with the anti-matter he generates at will. Alpheus, the World Forger, is responsible for refashioning entire possibilities for the entire multiverse upon the Cosmic Anvil. He can even custom-tailor the rules of reality for the existences he forms, and reshape his own form to adopt that of a Kryptonian or to permit himself entry to the portions of the multiverse normally inaccessible to him. Whether you are their brother and part of the Ultra Monitor-form they can assume to challenge their mother or an interloper with equally great cosmic power invested in a certain task such as recording knowledge or passing judgement, in you is invested the primal energies of creation in a way the angels would envy. And if you are a brother to them, <u>in this jump should you meet your death in the DC multiverse you will simply reform in the Sixth Dimension unless it is controlled by another entity powerful enough to deny your return.</u>

By now you're probably feeling pretty confident about your chances against most beings in this multiverse, given your power over creation transcends that of most gods. **But you could not be more wrong.** Remember Lyta Michaels, the Harbinger? After being corrupted by the Anti-Monitor, it was she who slew the Overmonitor with a blast of energy. Alpheus himself is far less adept in a fight than he has any right to be, having failed to subdue the Justice League in his native Sixth Dimension repeatedly without Batman's assistance-and having failed to discern Batman's own manipulations. And the Anti-Monitor himself has been pummeled by Silver Age Kryptonians and New Gods, overpowered by a corps of Green Lanterns working together, locked up to be used as a battery by a warden of death that Hal Jordan later enslaved, casually wiped out of existence by one of Darkseid's emanations summoning his past self and *run over*

by a car empowered by the Speed Force. Some of this is explainable by the fact that as beings of cosmic scale, like the Monitor race Super Celestials' powers diminish greatly when manifesting within the multiverse directly. But the problem is far more fundamental. The humans, the species singled out by Perpetua as those with the greatest potential to harness her creation's energies, *were singled out as being the most naturally lethal beings she could find against her own kind.* Which is to say, you.

That's right.

For all your vast, multiversal power, **you are ultimately the target prey animal of a multiverse inhabited by apex predators.**

Run.

Unmentioned
Variable, 0-1400 CP
Homeworld: Variable
If there's another race you like that isn't present here, you can start as one of them instead. From the Aellans to the Nereids to the Zwenians, you can be any race shown in DC comics, or create a new one **comparable to the listed examples** with the Retroactive Reveal section. Use the examples for various tiers to model the overall capabilities and innate limitations or weaknesses of the race you are part of. As with Monitors, certain unique beings of extreme power may be modeled by factoring in certain Natural Abilities as being inherent to their condition.

Humans and human-derivatives are an extremely unique and niche form of entity in the setting, and should not be used as an appropriate example for 0 CP-level races.

Hybrid
Variable CP
You're a member of two races. Your parents must have quite the story. The price is the combined cost of both races, but you have the powers of both as well-though bear in mind that for Kryptonians, gods and other beings of similar strength as a general trend it takes substantial time to grow into the full strength of your more powerful parent. Still, such hybrids have a tendency to be terrifyingly powerful in their own right even at a young age.

Humans are an odd case: Their genetic template may make hybrids with other races weaker in the early years and sometimes have unpredictable interactions between their humanity and racial powers, but the tremendous cosmic potential they provide is present even in mongrelized human breeds such as the New 52 and onwards incarnations of the Amazons. After all, it was Wonder Woman who both became the god of war for a time[21] and achieved a cosmic state of

[21] It's very unclear what DC's stance on the "fake memories" explanation is. But Dark Nights Death Metal #7 seems to be written under the assumption that the events of Wonder Woman's New 52 solo were entirely valid.

being capable of taking on the Darkest Knight. As such, human hybrids are calculated as half of the parents' combined CP cost; this includes the human parent's if they would cost anything.

Hybrids have any free perks their parents do.

History

=== === === ===

Native Heritage
You were born on the planet you grew up on. You can start anywhere on that planet that someone of your background could reasonably go to. Your friends and family are all here. This is your home.

You start on your race's homeworld.

Alien Heritage
You came from another planet as a young child, too young to remember anything but your new home. This is your home now, but your heritage lies elsewhere, destroyed or otherwise beyond your reach...for now. Regardless, you may take 200 CP in exchange for having arrived as a teenager or young adult, having grown up on this other planet. You're of their culture, and the world you've arrived in is strange and unfamiliar. In all likelihood you're the only one of your kind on the entire planet, separated from your home by the vast reaches of space.

Choose a different planet from your race's homeworld to start on, anywhere your spaceship or flying self could have landed or been taken.

Clone
Modifier to Heritage
You're a clone of at least one other person, potentially sharing the DNA of multiple people recombined into one. You share their appearance and genetics, although powers and other traits will depend on what you purchase below. You've recently escaped from containment. Or, take 400 CP in exchange for still being held captive by the people who first created you, unable to escape just yet without great difficulty, and being used for testing and experimentation. This allows you to buy more than one race.

Experiment
Modifier to Heritage
You were born in a lab, but your genes are entirely your own. Like the clone background, there's a myriad of ways this could have come about. Perhaps you were hand-crafted from the ground up in some top secret bioweapons project, bred to be the perfect killer regardless of your own thoughts on the matter? Or maybe your father just added a little too much Chemical X when he was making you.

Reincarnation
Modifier to Heritage
You're the reincarnation of someone who's lived and died here before. You still have to pay for your skills and everything. You're living this life now, not your past one.

Denizen of the Dark Multiverse Heritage
You arose from one of the worlds of the Dark Multiverse, a failed creation damned to sink and disintegrate, annihilating everything and everyone within. Dark Multiverse worlds are created from the fears and mistakes of those above, and due to their instability they degrade and collapse when the person they originated from overcomes their struggles. Gain 400 Meta Points or 200 CP at a steep price, to represent the talents or mutations that your twisted history has bestowed upon you. Beings from the Dark Multiverse cannot survive in the positive matter multiverse without significant outside aid-and preferably, transmutation into a positive matter being. Those on the scale of a mortal man will disintegrate quickly without the support of artifacts built from the Dark Multiverse's native cosmic metals. Even godlike beings will find their powers swiftly degrading from exposure to the bright, solid world above.

If your powers are comparable to a canon character's in overall capability, you may choose to be a Dark Multiverse counterpart to them.

Family

=== === === ===

Family. It's everything to some in this world, despite how others would claim it as an irrelevance. In this section you may determine the conditions of your family

If you wish, you may keep the conditions of your family here as a sort of toggle in future worlds. Encounter alternate universe versions of your perfect family in other realities, or somehow be an orphan wherever you go. Though as parents tend not to spontaneously drop dead without good reason, there will be functionally no difference between Orphaned and Abandoned apart from circumstantial legal evidence in your nearest jurisdiction about your status.

Drop-ins, who have no history in this world, cannot pick choices from here.

Middle American Dream
50 CP
Your family was perfect. Your parents raised you right, and if you had any siblings you grew up the best of friends. The bond between you all is deep and unbreakable, and you would do anything for each other. You can visit your family anytime and expect a warm and loving welcome, and they'll always have your back no matter what.

Normal Family Life
0 CP
Your family wasn't anything special. You had your ups and downs, but in the end family is family. If you're an adult you haven't stayed quite as close to them as you might've liked, but you can expect them to be happy to see you if you visit.

Broken Home
+100 CP
They say every functional family looks the same, but every dysfunctional family is broken in its own unique way. However it happened, your family life was cold and hard, and every day was a struggle. Maybe you found out your father was secretly a supervillain, and he reacted violently when you refused to follow in his footsteps. Or perhaps your older brother turned you in to the police after you came to him for shelter, betraying you and turning his back on you in your time of need. You either have painful memories of your childhood that you'll have to deal with sooner or later (and you *will* have to deal with your past in some way or another, whether you do it on your own terms or try to run until it catches up with you), or members of your close family are actively hostile to you.

Orphaned
+100 CP, can be taken with any of the above three
You had a great relationship with your family, and you all loved each other more than anything. Then your parents were killed, right in front of your very eyes. After this event you were either raised in an orphanage, by a responsible older sibling, or by a family friend. You never fully

recovered from the trauma, and while you can live a normal life the memories have haunted you ever since. Expect to have nightmares, as well as issues with raising a family of your own. If this is taken with Broken Home, one of your family members directly caused the death of the others, the ones who truly loved you, and will resurface sooner or later with plans for you.

Abandoned
+100 CP
You had a family at one point, but you were never lucky enough to meet them. You grew up alone and with no one to support you or watch your back. A hardening life for sure, but not one you could have survived without a certain measure of talent and luck most simply lack. This also applies to situations in which you never had a family at all.

They Grow Up So Fast
0 CP, requires the clone or experiment histories
You start out as an adult, or your selected age in the career section. If you are a truly otherworldly entity, you may never have had a family in the conventional understanding at all.

Royalty
200 CP, can be taken with other options
You're a member of a royal family of your race or starting location, or the equivalent, such as old money in the modern United States. Of course, you could forgo that and have a more understated yet equally rightful approach to royalty if you wish-like being the rightful heir to the throne of England, unacknowledged but guided by destiny to fulfil your role. Or a self-declared emperor like Joshua Abraham Norton of Chicago, homeless for all intents and purposes yet strangely blessed by the higher powers.

Career

=== === === ===

Drop-In
0 CP
You simply appeared one day without explanation. It's not as uncommon as you might think, and a surprising number of folks here literally materialized into reality under obscure circumstances. Perhaps you should start some kind of support group?

Infant
0 CP
You've been reincarnated into this world. You start as a newborn in a family all but guaranteed to wind up as you've chosen above. You'll have a while before anyone expects anything of you.

Child
0 CP
You've been here for a while, but not that long. Your age is 1d8+10, and you're still growing up with the family you chose above. You have some responsibilities, but you're still a kid. You aren't expected to do much more than listen to your guardians and prepare for the rest of your life. You have some friends you get along with well, but none of the bonds forged in fire many superheroes enjoy.

Law Enforcement
0 CP
You're a proud member of the local police or military, or have found work as a private detective. As far as any of your colleagues and superiors know, you don't have any superpowers and are an ordinary member of your homeworld's race. Depending on exactly where you work your responsibilities are a little different. Police officers are expected to protect civilians from unpowered and super crime, but unless you've got any powers or special training of your own supervillains can be a real challenge to deal with. Soldiers are expected to sit down, shut up, and follow orders, and will probably be used in conflicts by the local ruling powers. Detectives will be hired by people looking for help outside of the jurisdiction of the police, often investigating someone or uncovering some secret information that's important to them.

Superhero
100 CP
You use your skills and abilities to protect the innocent and save lives, leaving you well-regarded by most of Earth's populace. Choose one of the following motivations.

- Justice
    - Fight to save others. It's your choice, and you made it with a smile.
- Compassion

    - Fight to give others a better future. The choice was made for you; how could you do anything but give them your all?
- Vengeance
    - Fight to defend others. You never had a choice at all.

Criminal
0 CP
You use your skills and abilities to enrich yourself at the expense of the common good. Whether by being a petty crook of a sleazeball politician, your motivations boil down to self-interest in one form or another. If you're not from Earth, you likely have a knowledge and skillset related to the dark side of society in space as intricate as the street smarts of Bludhaven mobsters.

Supervillain
100 CP
You use your skills and abilities to operate outside the law and/or common morality in ways spectacular enough to inspire awe in the criminal underworld and fear in society. Choose one of the following motivations.

- Well-Intentioned Extremism
    - You had a good cause, once. Maybe you were a misunderstood visionary. Maybe you were programmed for a purpose that is no longer valid, or placed under some sort of curse. Whatever the reason, you care far less about the collateral damage for your cause than most heroes are willing to tolerate.
- True Evil
    - There is neither good, nor evil. There is only power, and those willing to seize it. Only you see the true nature of the universe. The wretched, writhing masses, and their rightful place beneath your bootheel. One life or one billion, it matters not. They will suffer, scream, and die all the same.
- *Fuck That One Guy*
    - Good? Evil? Irrelevant. Your reason for doing what you do transcends petty revenge, you just **fucking hate someone so goddamn much,** that nevermind the laws of society-you would break those of time, space and reality to bring suffering and calamity into their life. It might be a famous hero like Barry Allen or Arthur Curry, but it could also be some random man on the street.

Reporter
0 CP
You're employed as a journalist by an organization of your choice, whether you rub shoulders with Clark Kent at the Daily Planet or it's analogue on some other planet. On Earth in particular, your work often puts you in close proximity with superheroes and supervillains of various sorts. Expect to be a familiar face in the cape community-and a potential abduction target for passing supervillains.

Sidekick
50 CP
Instead of striking out on your own to fight crime on your own terms, you're styled as the assistant or backup to another hero or villain here. It's not that you're necessarily enslaved to their will or hopelessly codependent on them (unless you're into that sort of thing), but for one reason or another you've thrown your support behind their ambitions instead of pursuing your own. Choose one of the following motivations:

- Gratitude
    - As a young lad or lass, you were rescued from tragedy. Or perhaps you were a lost soul given new purpose, or even harbor a twisted form of love? Whatever the reason, you have a strong bond that won't be easily broken.
- Ideals
    - There's simply no conflict between what you want and what your hero or villain wants. And with their resources, expertise or special powers you've found it more convenient to do things their way for now.
- Seniority
    - Whether you're on a lower rung in the Green Lantern Corps or bucking for a promotion in Intergang, you feel

Scientist
50 CP
You're a man or woman of science! You might be employed by one of the many private companies like STAR Labs or Wayne Enterprises out there, or be part of a government research group. Either way, expect to live in interesting times whenever what you're working on involves radiation, human test subjects, space exploration or anything else on the bleeding edge of science. Or the excavation of ancient ruins.

Trade Job
0 CP
A working class fella, then? Whether you own the farm next door to Ma and Pa Kent or have been somehow surviving as a nurse in Gotham, you have a set of very specialized skills that make you a capable pair of hands.

Desk Jockey
0 CP
You're a paper pusher of some sort. You might be special in other regards, but you sit in the same cubicle and shuffle the same files as everyone else in the office. Depending on your age you might be a trainee, or upper management.

Revolutionary
0 CP

The status isn't quo, and you won't put up with that! Whether you're an animal rights activist or fighting to overthrow the tyrannical rule of Mongul and liberate Warworld, you're a prominent figure in an anti-establishment movement of some sort. How the heroes view you likely depends on your methods as much as your professed ideals.

Performer
0 CP
You'd be surprised how many powerful figures in the occult and superhero communities got involved in the performing arts. There's at least one spellcaster of impeccable pedigree who works as a stage magician, and one of the most famous time travelling heroes started out as a showboating celebrity. Whether your story's more similar to Zatanna or Booster Gold, you've somehow made a living in the limelight.

Tycoon
50 CP
You're the kind of go-getter most folks only pretend to be on their CVs, and you've successfully founded your own company! Not a shabby feat considering every city on Earth seems to suffer an alien invasion or supervillain outbreak every other day. Whether you're mostly buying or selling, you've got a nose for business and an instinct for managing people.

Playboy
50 CP
Jobs? Working? You've vaguely heard of the idea, but it's never applied to you. Whether you were born with a nice fat trust fund that's fulfilled all your financial needs or are some sort of immortal being sitting on a pile of gold and a wine collection now worth a fortune, you'll never need to work a day in your life for the decade. You can still have a job if you want, but make no mistake-it's just a hobby compared to your existing finances.

Occultist
0 CP
You're clued into the hidden world of mysticism around you, and have made a name for yourself among other practitioners. You might be a consulting detective of some sort, or work as a fortune teller with a more discrete service that provides actually accurate glimpses at the future. Your skills are quite valuable, but go carefully; the world of magic is more cutthroat than all but the worst gangs out there.

Martial Artist
0 CP
The way of the fist called to you, and you set out to master the martial arts. Depending on what you are this may have involved travelling to different countries to test yourself against different fighters and seek out different styles to hone, or even flying between different planets. Mind you, the latter is much less common here.

Assassin
50 CP
You're a discrete killer of uncommon skill and razor-sharp focus. Whether as part of an ancient order such as the League of Assassins or as a freelancer like Deathstroke, your trade brings you to interesting places and introduces you to interesting people. Shortly before killing some of them. Most of your ilk are looked down on by superheroes, and those of you committed to the job consider concocting a plan to survive a flying brick to be all part of the job.

Retired
0 CP
You were one of the above, perhaps you even had multiple day jobs or a rather interesting career…a while ago, and then for one reason or another you quit. Or were retired. Or were put out of action. But in this world, people like you seldom stay on the bench long enough to get truly rusty.

Team

=== === === ===

Metahumans, sorcerers and other empowered individuals have a tendency to form organzations in this world. By default, it's assumed that whatever your career is you've been operating outside the organizational structures of such groups-though you may be familiar with individual members. Optionally, you may be part of an existing team. You are encouraged but not required to have the terms of your membership make sense to your background. It's not unheard of for such groups to result in strange bedfellows making common cause.

For example, during the New 52 despite his villainous deeds Lex Luthor obtained significant public favor for being crucial in defeating the Injustice League and decided he liked the popularity-leading to the Justice League accepting his request of membership to keep a closer eye on him. On the other hand Sinestro's formerly heroic daughter Soranik joined the Yellow Lanterns initially as a moderating influence-but after becoming disenchanted by her relationship with Kyle Rayner and the Green Lanterns as a whole, became committed to them. Even villains can form odd bonds despite their egos; during the aforementioned Injustice League invasion Sinestro and Black Adam became fast friends over their experiences with leadership.

Below are a few examples of organizations present in most DC continuities as examples. You are not limited to them, and may join others if you wish. Alternatively you can be part of a custom team, made up of anyone of your choice who isn't a committed member of another group at the time of your entry. Unless you have a way of forcing it they have to be willing to work together first; Atrocitus would never agree to being on a team with Ganthet for example. Most such teams will therefore be relatively small compared to the first two of those listed below.

Justice League of America

One of the largest organizations dedicated to safeguarding the Earth and upholding the freedom and safety of it's inhabitants, this group first formed unofficially in the New Earth era when the then-fledgling hero Barry Allen gathered Superman, Batman, Wonder Woman, the Challengers of the Unknown, the Blackhawk Squadron, Plastic Man, Congo Bill and several other heroes (not all of which were officially registered at the time) to repel a White Martian invasion. Similarly, in the New 52 the League first formed as a group of strangers working together in response to Darkseid personally assaulting Earth in search of his daughter.

Subsequent invasions of Earth led to the group expanding in membership due to its generally good public relations, and boasting a versatile roster ranging from the greatest sorcerers to passing New Gods to the empowered ex-crook Plastic Man. Despite being disbanded at the beginning of the Infinite Crisis due to internal schisms over the controversial decision to mind-wipe certain supervillains (and Batman), the strong commitment to justice by the League's founding members and it's recruits have ensured its members are quick to band together against new threats-and continued to form in other eras.

League of Assassins

Founded in 1013 AD, the League of Assassins is a hidden order of extremely dedicated zealots and killers chosen to carry out the immortal Ra's al Ghul's twisted ideals of justice through calculated violence, the League of Assassins includes some of the most dangerous fighters in the world such as David Cain and Lady Shiva, and has been willing on occasion to welcome skilled outsiders such as the terrorist Bane with open arms. The organization's loyalties and conflict over focusing on tactics or sheer skill has wavered over time, but martial prowess and archaic weaponry has been consistently emphasized by most of its leaders. This is not to say the League is above using cyberwarfare or economics as tools-only that as an organization with a considerable trove of historical knowledge, its masters have a rather nostalgic respect for the old ways of death and deception.

The League's founder's enmity with Batman and ruthlessness has generally painted it as an antagonistic group to most superhero organizations, but between Ra's having a great respect for Bruce's capabilities and his daughter's on-off attraction to the Caped Crusader the League has sometimes cooperated with other groups against greater evils. Fierce competition and schisms of ideology have also caused splinter groups such as the Leviathan movement and the League of Shadows to split from from the central organization.

Natural Abilities

=== === === === === === ===

Intelligence
The levels of intellect refer to how many distinct trains of sophisticated thought a being can hold simultaneously, each working together to exponentially compound their ability to understand patterns and solve problems.

By default, you start as a 0th level intellect, the human baseline. You can purchase more levels for 50 CP each. For reference the entire 21st Century human population together is 6th level, and as such this represents the sum total knowledge of all commonly used technology in the modern age[22]. At this level it would be reasonable to construct a suit of iron similar to what Henry Irons has built-but likely also highly expensive. Batman, a lone vigilante capable of outplanning entire covert organizations and matching withs with evil geniuses such as the Joker, is somewhere around the 6th to 8th levels, Lex Luthor, a man capable of creating a virus that bestows superpowers and building a time machine as well as a personnel-scale gadget that permits him to step across the universe is around the 9th to 11th level. The Coluan genius Brainiac is 12th level, and throughout various continuities has accomplished feats that bend the very laws of existence. From controlling and altering beings as powerful as Doomsday, to wielding technology capable of absorbing the energy of the incarnation of entropy known as Imperiex, to actually augmenting the intellectual powers of other sapient beings then absorbing billions of such minds to use their combined consciousness to change reality at will, the Coluan genius' sheer calculation capacity is a force of nature.

If you take at least 1st level, you get three specializations for free and can pay 25 CP for extra ones. You may also trade in your free specializations to have a truly eidetic memory, perfectly remembering everything you encounter. Specializations are fields of learning you're particularly talented in and enjoy doing, progressing much faster in them than others. For example, while Dr. Thaddeus Bodog Sivana's mental level has never been conclusively confirmed it is quite likely he is a specialist at mathematics and arcane-technological interfaces given his demonstrated ability to make matter intangible, travel great distances in an instant or even grant himself a form similar to Captain Marvel's empowered by the natural forces of the universe by reciting an equation-and construct devices capable of harvesting and processing the magic of the Rock of Eternity into crystalized he was able to use to manufacture an artificial day.

Natural Adept At Aptitudes
200/400 CP
In this world, the line between mundane skill and supernatural proficiency is rather thin. Just ask any of those "peak human" fellas who can lift a car, or folks who can cut down a group of armed men before they can fire-with the element of surprise, at least. And now you are one of those

[22] Or perhaps a few steps above that, given the work of the Terrifics, STAR Labs and similar scientifically orientated organisations to raise the baseline of technology in whatever passes for the modern era.

veritable Renaissance Men and Women, who seem superbly talented for whatever your race is at anything you can naturally do which you actually turn your hand to. You pick up new skills and knowledge unbelievably fast, growing in ability as if you were a once-in-a-generation prodigy in every field you enter. You can discover and invent objective and subjective advancements beyond what any normal expert could accomplish, and apply them to such great effect that you seem to be decades if not centuries ahead of your time. Mind you, this grants no skill or knowledge on its own-merely the latent talent of your natural mind, body and spirit with one exception-you may have started on a fitness, logic game and self-defense regime of your own devising that's pushed you physically and intellectually, and kept you both in shape and sharp of mind.

For 200 CP, you are "merely" skilled, resourceful and talented enough to stand as a valued teammate among the likes of the Justice League or Legion of Doom side by side with beings that can destroy a planet with a punch or run faster than light. Like Helena Bertinelli, also known as the Huntress, you could have a repertoire wide enough to confidently teach school, conduct espionage and fly vehicles while being skilled enough in hand to hand combat to stand and trade with Batfamily members after a childhood spent training at the family estate. Like Oliver Queen, if someone dumped you on a desert island you could survive for years despite a relatively louche lifestyle beforehand. By focusing on a specific skill, you could train something like archery into a talent capable of taking out multiple combatants with a single arrow-or become a world champion in boxing like Wildcat.

For 400 CP on the other hand, you're the sort of polymath that Batman is-able to grasp and master any mundane talent with the true peak of your race's potential. From computer hacking to inventing new gadgets, from tactical analysis to occultism to handling any weapon a modern Earth military can field, your body is a true temple to sheer genius and hard work. Your mind is just as exquisite, able to construct elaborate memory palaces and master hypnotic techniques-even potentially training up a "backup personality" for yourself in case your mind is ever compromised. The only way your sheer versatility could be diminished is by committing yourself to a certain career; Lex Luthor for example, while an able hand-to-hand combatant in the New 52 and onwards, has sacrificed some of his martial potential in exchange for being an omnidisciplinary scientist of considerable skill.

Point of order: While this perk does come with a modicum of intellect boosting, it stacks on additively with any additional Intelligence purchases you also make.

Magical Talent
200 CP
Magic is a primordial force consisting of the disparate pieces of creation-belief, emotion, dream, soul and so much more coming together in accord with the gestures, words, rituals and other symbols of practitioners in order to produce a seemingly impossible effect. From channeling the powers of the gods into elemental attacks or empowering transformations, to creating rituals that by symbolically manipulating an image or component of another subject inflict a disproportionately great blessing or curse on them, to creating a portal between different realms

of existence-or more commonly, just wildly slinging beams of energy or fireballs at someone, it's versatility is difficult to put into perspective. This perk grants you a basic and innate aptitude for performing magic-nothing truly special but making it no more unnatural to you than breathing or blinking is to mortal men.

Rebirth: An attempt was made to classify the most common varieties of magic user. **This is does not represent absolute classifications so much as broad trends and methodologies** but if you find it useful, you may use it to codify the nature of your magical powers. Races which naturally possess magical abilities like fae and demons may automatically have a free purchase of the "Magical Blood" form of this perk.

Magical Potential
200/400/600/800 CP, discounted Occultist

Not all beings charged with the potential for magic are practitioners, but all practitioners are magical. Still, for one reason or another the mystical forces of creation's deepest mysteries have accumulated in your very being to a greater extent than most beings. Often this manifests as unconscious changes to reality reflecting your deepest thoughts; you may see glimpses of the future or travel to strange realms while asleep, feel a crackling in the firmament as your latest senses barely glimpse the movements of other mystical beings or perhaps even reflexively set something on fire in a rage. This is merely potential with no knowledge of how to wield it,

potential that shall be commensurate with whatever your native race's existing talent with harnessing the intrinsic forces of the universe is. But even with no skill, reflexively you have the potential to mould the world to your will in ways both subtle and blatant.

For 200 CP, you are to your kind as June Moone, Traci 13, Nimue (or as she calls herself, Madame Xanadu in the post-Crisis era) or Morgan le Fay is to the average human. Even if you specialize in a certain school of magic such as the faith-based mysticism of Atlantis or the magic of cities, you could easily branch out and master conjuration, summoning, translocation and other practical mystic feats given some firsthand experience-and preferably, a good place to study. You have an exceptional talent for magic, finding it comes more easily to you and grasping the principles behind its operation intuitively-perhaps more importantly, discovering that your soul has more power to give to the rituals and evocations at your fingertips than most. Without training, your talent could potentially spring out and become a powerful entity in its own right derived from your repressed desires. With it, you'd be a force to reckon with for many superhero teams on Earth.

For 400 CP, you hold potential equal to the Constantine and Zatarra bloodlines, or Arion: The greatest mage of Atlantis. You are not merely a world-class talent and a natural font of mystic energies-your bloodline holds some form of legacy that commands respect from the entire magical community. With this raw power, warping the fabric of reality becomes a trivial exercise-although learning to do it *safely, consistently and being able to get what you actually want from it* is where the value of training comes in. As Constantine was heir to the troublesome bloodline of Laughing Man magicians who ride the synchronicity wave as they laugh at the gods of man's creation, as in every meaningful way Zatanna *was* the culmination of Giovanni Zatarra's magical prowess, you too have the potential to change the fate of magical beings the world over. Alternatively, like Circe or Raven your powers may simply be raw spiritual power combined with the prime magical forces of another realm of existence-be it that of gods or demons. You may not necessarily be a true hybrid child, but your powers have an otherworldly edge to them that may bypass some of the native limitations on local magic-just as Raven's powers have proven both capable of siphoning her dread father's energies, and surprisingly effective on the denizens of the Dark Multiverse even when they are supported by greater beings.

For 600 CP, like Princess Amethyst of the Post-Crisis era whatever your extant ancestry a being on par with a Lord of Order or Chaos was somehow involved in your conception. Whether one of your parents had quite an interesting backstory or you were simply blessed from birth, like that great being you have the power to not just grasp the forces that define magic on a cosmic scope by transcend the limitations of man and god alike-and lay low entities even greater than you through clever spellcraft. It would normally take considerable times to reach the heights of power Nabu has demonstrated: Surviving in a realm of pure nonexistence, granting yourself a physique on par with a Kryptonian, propelling yourself fast enough to rebound off the edge of the universe and survive the impact, assisting God's Vengeance in holding together the collapse of the universe and perhaps one day unleashing spells powerful enough to crack the Sphere of the Gods itself. Or were you to be more akin to the feared Chaos Lord Mordru: Somehow removing your past and future from the very progression of time itself, growing vast enough to

lay waste to entire space armadas, shrugging off blows from and defeating pre-Crisis Kryptonians, absorbing the magic of entire universes-or even shredding apart cosmic beings on par with the embodiment of space and time to augment yourself and others with their power. For many, it would take more than a lifetime to fully master such power. For you, with the right guidance you could become initiated in the cosmic scope of such forces in the time it takes for a young girl to finish puberty.

There is one further height of potential, available for 800 CP, that you can take if you truly wish to be the greatest magician of the age. Among humans, to be unequaled in magic is to be the Opener: A conduit of raw, uncontained magic and the owner of a soul so strong that demons foolish enough to steal it risk the human, if canny enough, counter-possessing and remaking their body perfectly and immaculately from the demon's own substance. Tim Hunter, the Opener of the modern era, wields such raw power that he reflexively brought imaginary friends into reality, claimed and reshaped other magical servants at will and reshaped portions of other realms of existence like Faerie or Hell by his mere coming **with almost no meaningful knowledge on how to use his powers.** Merely as an infant, he created thousands of alternate worlds simply to disperse his traumas. The title itself of "Opener" along with Tim is a creation of the New Earth era's Merlin, himself the living conduit of magic for his day. Such was his power that he granted both Tim and himself multiple, overlapping histories to protect them and enhance their powers with ambiguity-and resulting in different aspects of Merlin being imprisoned at multiple places all over the world. And were you to be a god with such potential, it would appear you are some strange twin to Hecate or her Dark Multiverse counterbalance the Upside-Down Man: A true embodiment of magic, only given the trappings of divinity by other rules of the existence. Such are your powers that you could appoint new incarnations and guardians of aspects of reality such as death, lay waste to divine realms and otherwise alter the nomic rules of existence and possibility. Magic at its full potential has no limits-but exploiting this is easier said than done. Be warned: Mere mortals have bound, harmed and broken such both such beings through extreme feats of heroism and villainy.

The Power of Will

Will is a great force of the universe, letting individuals go beyond their assumed limits in the heat of a fight or holding out against many forms of psionic assault. Even some spells can be strengthened by a sufficiently strong will. You naturally have whatever degree of will is natural for your race, but if you wish you may strengthen it here. This potentially makes you a devastating source of power when armed with Oan technology that taps into the Electromagnetic Emotional Spectrum, among other things

Alternatively, instead of will you may take one of the other emotions on the Emotional Electromagnetic Spectrum to be a font of as a separate purchase. As cosmic forces the black energy of Nekron's power over death and the white light of life must be built as powers, but you may become an Ultraviolet Lantern here by adding a 300 CP surcharge.

Baseline

0 CP

Average human willpower, or whatever is average for your race.

Solid Work Ethic
50 CP
You have a slightly higher than average will, letting you stick with things more often and for longer. A human could finish medical school easily enough.

Indomitable
200 CP
Your willpower is roughly equivalent to that of Superman and Batman-at least, as they were early in their careers. Nothing can break you down or make you give up, barring extremely specific circumstances that play against who you are as a person and truly nightmarish cosmic forces.

Legendary
300 CP
Talk about stubborn!. You have as much willpower as the average Green Lantern, enough to overpower the combined will of your home planet's entire population. Your willpower is hardened and tempered in adversity, easily able to wield a Power Ring like an expert.

Antezenith
400 CP
Your willpower is roughly equivalent to that of Sinestro, with the potential to become one of the strongest members of your relevant Corps. With your ideals destroyed and marooned on a planet far from home while defenceless, you could still find the strength to assert dominance on most local native predators.

Zenith
700 CP
Hal Jordan is a man too stupid to know he can't do the impossible. And now, you are his equal in sheer, bloodyminded stubbornness. You could overpower the embodiment of all willpower in the universe, including your own somehow, through sheer will and even *without* a power ring potentially bend a defeated cosmic being in close metaphysical proximity to you (for example, a defeated warden of death-while you're dead) to your will, as long as you have an appropriate medium (like say-a Black Lantern Ring). With decades of time and experience it may even be possible for you to exist in a state of pure willpower and forge permanent, physical objects out of your will, such as a new ring for yourself. Even lacking the 31st century components and knowledge base required to process an entire civilisation's knowledge into useful technology, a sufficiently advanced alien (such as a Controller, an offshoot of the same species as the Guardians of the Universe) could construct a Miracle Machine using a few scattered examples of lower order willpower-based technology, some connective infrastructure-and most of all, you to generate power. You can take Abstracted Host at a discount.

Godly Domain (500 CP)
Required and free for Gods and Demigods

An aspect of reality has become intimately connected to you, as intrinsically connected to your soul and will as a man's breath is to his lungs. You may command it, see through it and manifest yourself through it with a raw might and fluidity that does not simply represent it's natural capabilities-but can give it an unnatural liveliness and an elemental ferocity belying the forces you embody. To look through the world by watching through the sun, to wreath yourself in lightning as both a reactive defense or a blindingly fast spear that literally hits like a thunderclap, to become wind or tear a city apart with misfortune-all these and more are within your grasp. Training and experience will heighten you already considerable power over your domain, permitting you to forge artifacts blessed by it or buildings sanctified by its presence as well as utilize the semantic or metaphorical aspects of it to create various effects. Already your mastery of it can accomplish nearly any themed feat of magic-but where mortal magicians often require symbols and sacrifices, your domain is as easy for you to bring to bear as swinging a fist-and in fact greatly empowers any other supernatural abilities you have. It is this natural affinity that lets Ares' New Earth emanation rip out the souls of those who died in battle and destroy and remake them at will-in one case, forming the horror called Genocide out of a future Wonder Woman's corpse.

It should be noted that the raw power of a god added to this amplifying effect is what enables some of the greatest feats seen in this world demonstrated by the likes of Zeus and his ilk. It is technically possible to purchase this without any connection to divinity-strange but do bear in mind that while still setting you above many mortals, such gifts will be relatively lessened in scale and more akin to divine blessings than true godly miracles. Mind you, such gifts can still be devastatingly potent and versatile by the standards of mortal heroes. Promethea, whose magical gifts over unreality and magic stem from being sent to the realm of the gods as a young girl to become a sort of living story, has stood her ground against the sorceress called the Queen of Fables-herself capable of numerous reality warping feats. And the Flash of the New 52's Earth-2 gained his connection to the Speed Force from a dying Hermes.

New 52: Rejecting or being unable to fulfill your domain will eventually kill you. Even when you cry it will be tears of blood. You have to intentionally hold it in and not let it slip out since it represents your very nature now.

Rebirth and onwards: The limitations listed above seemed to have laxed a bit, considering Wonder Girl basically quit being part of the Olympian pantheon at one point with no ill effects.

Born to Fight
300 CP
Combat is literally in your blood, written into your very DNA. Everyone's got ceilings to their skills, points where training simply can't take them any further, and although you're no exception yours are some of the highest ever seen. Fighting feels natural for you even without training or experience, and you pick up combat-related skills much faster than most. You can master

martial arts and other forms of combat in years to a degree others couldn't hope to reach in a lifetime, as well as train your body beyond what's normally considered to be the peak of human potential. If taken with either purchase of Natural Adept At Aptitudes, you're a rival in sheer skill to the likes of Richard Dragon and Lady Shiva.

Old as the Rocks
200 CP, 600 CP for Super Celestials
You've been around for a long time. Longer than should have been possible, had your aging process not halted millennia ago. Ever since then your body has been frozen in its prime, immune to disease or poisons and quickly recovering from any injury that fails to kill you outright. And killing you is quite the challenge, with how much you've picked up over the long years. You've become proficient in just about every skill you could think to try your hand at just to stave off the boredom throughout the quiet periods of history, and have mastered most of the more useful and valuable skills. The lauded domain of rulers, fighters, and housekeepers, either through necessity or sheer repetition. You can only make a meal so many times before you can prepare something fit for a king, after all, whether you intended to or not. Likewise, having watched so many civilizations rise and fall (and having spearheaded both yourself more than a few times).

It's true that nobody knows everything, but when it comes to knowledge and experience you can certainly say that you come close.

This costs extra for Super Celestials as due to the race predating all existence in the DC multiverse being a senior specimen of such entities would make one on par with Perpetua or her creators the Judges of the Source. The overall cosmic power of such a being is considerably greater through sheer experience, and the role-based creation of the Super Celestial race implies a purpose more fundamental than any one aspect of the main multiverse. Though keep in mind the Judges operate as a group and Perpetua has resources such as her Totality which make them both considerably more of a threat than an individual Super Celestial of that scope.

Moirai
600 CP, locked to gods
There are forces beyond even the common reach of gods, subtle and intricate patterns that echo throughout the ages like the weft and weave of destiny itself. And you have become one of them. You may be another incarnation of one of the three Fates, or of their darker aspects the Kindly Ones. Alternatively your godhood may simply have a strong connection to the force of destiny which lends you similar fate-weaving powers as outlined below.

You watch over and control the lives of gods and mortals, although in broad strokes. You may observe events in the past and future with intricate detail, with all the precision of a needlewoman scanning backwards and forwards along a tapestry. Naturally you can see throughout most of the present as well, with space and time alone not being obstacles to see how all that is fits into your grand designs. Speaking of your designs, your chief power is to

manipulate the grand design of all existence in order to bring about a desired outcome. Most of the time this is done through a tangible medium; the Moirai themselves literally weave time in their tapestry, and while their actions went unseen it was they who bound the fate of numerous powerful heroes in Earth and beyond to preordain a victory against Braniac 13. It is in your power to raise naïve young girls into heroines capable of bringing peace to the world, setting paupers on journeys to become chosen kings, cutting short the lives of men, gods and empires or virtually any other possible change in the cosmos that can be achieved by chance and circumstance.

Do note that you're hardly omniscient or capable of altering someone's mind at will. You're certainly not THE Destiny, that eldest brother of the Endless, and despite being far more inexhorable given he's had his fair share of slip-ups and glitches in his inevitability it's safe to say that while you see far further than most gods you can't see everything coming. Certain beings, like John Constantine the Laughing Magician, simply cheat fate by their nature while others, like Lucifer Morningstar, are too powerful to be constrained by it. Even some of Earth's greatest heroes have been known to simply defy what's possible through sheer stubbornness (and a magic artifact of Kryptonian mental martial art technique or two) on occasion.

If you do have a rather Fates-like bent to your identity from this perk, you can import up to two companions to take the place of your 'sisters' for 200 CP apiece; they may still have whatever backgrounds and discounts they have from being imported the normal way, but also the effect of this perk. You can be from any pantheon, and you become the successor(s) to the previous Fates if you choose one that already has them.

Evolved Beyond Such Primitive Weaknesses
300/600 CP
Unlike the rest of your race, you don't suffer from the same debilitating weakness to lead that's caused so much trouble for them in the wider universe. If you're a Daxamite, you were treated with the serum synthesized by Brainiac-5 or bred by the Eradicator to overcome this weakness. If you're a Martian of the Post-Crisis era, you have shed your implanted fear of fire. And if you're a Kryptonian, trying to denature your powers with Kryptonite or specific wavelengths of radiation won't work-you'll have to be killed the old-fashioned way.

To overcome a racial weakness in a world where they're often the weak points first singled out by evil geniuses and other villainous underdogs of all kinds is a significant milestone. This will cost you 300 CP, and incidentally overcome any other race-specific weaknesses you have from other jumps such as a werewolf's weakness to silver or a fairy's sensitivity to cold iron. But for 600 CP we can kick your adaptability up several notches to match one of the most infamous horrors in the multiverse: Doomsday. Without requiring the excruciating experiments that led to this horror's creation, somehow your physiology has been honed into a similarly finely tuned system of reactive evolution and constant self-improvement that makes you constantly more powerful scaling against any direct or indirect opposition. While for now you resemble whatever race you were, if stranded in space you could quickly adapt to be immune to the void of space as well as the distorted dimensions of wormholes. You have a highly accelerated healing factor

that lets you recover from most damage almost instantly-and even anything that leaves you clinically dead can be regenerated from with your entire body adapting its utmost to be immune to what killed you; assuming that means that bypass your physiology like targeting your soul aren't used, this is not considered death for the purposes of your chain. If someone attacked you with a sound gun your ears would grow biological mufflers that do not impair your hearing, while even something as bizarre as the energy of time itself could be absorbed and redirected. You have no direct control over your adaptations, and by default constant battle will see you take on a rather monstrous shape (although of course, you can resculpt yourself if you're a Martian or other race capable of shapeshifting-or otherwise possess the means to remodel your body) but surely this is a small price to pay for becoming the ultimate survivor? Mind you, you don't start out with all the adaptations the original Doomsday had-but hardship of any kind will see you developing as quickly as he did when he turned against his creator.

Don't push your luck too far. You're all but immune to the lasers and bombs of even advanced alien militaries of this world and can even shrug off the Omega Beams of less powerful Darkseid avatars, but even you have your limits. Chief among them being the natural force of entropy-a good reason to never travel to the end of the universe without a good reason, and to avoid picking a fight with Darkseid's more powerful aspects while relying on this alone.

Equations on Gematria

400 CP and free for humans and New Gods, or 800 CP and discounted for humans and New Gods

Those who grasp true power in this world look not to cosmic forces or demonic artifacts, but the very symbols by which mortals impose meaning on existence. Words of power, in this reality, can be used to bind the power of gods into entire families of world-shaking champions like the Marvel family. Mathematical formulae, recited by those who truly grasp their meaning, can be used to manifest the Speed Force or bypass a solid wall like a bank of fog. And like some of the most brilliant minds on Earth, you too have a phenomenal talent for grasping how language and mathematics can be used to bend the laws of reality to your will. You must still construct mathematical formulae that accurately reflect the concept of reality you wish to depict, like proving a hypothesis in quantum physics, or discover which languages and words are sufficiently meaningful to effect change on the cosmos-but some quirk of your biology makes you much more talented than virtually all races out there.

For 400 CP, you simply have pure, untapped talent for such feats. But for 800 CP your grasp of such phenomena is on par with the likes of Dr. Sivana or Metron-the heights of earthly and New God talent with this skill, respectively. Even if your intellect and expertise in other areas is not particularly high, you too understand the underlying principles between binding the fundamental forces of the universe into a powerful transformation, or creating a sprite made of living languages with virtually endless shapeshifting potential.

The Creation of Jumper
400 CP, discounted for Demigods
Not all the children of the gods and their lovers are created equal. While some like Cassandra Sandsmark, most recent of those to bear the title Wonder Girl, are dependent on their divine parents for access to their godly gifts there are others which grow into something greater than the sum of their parts, others like Wonder Woman seem to naturally find their footing in their divine parents' world as if they were destined to succeed in it. Destiny smiles on you, because it seems you are equally comfortable in the realms of the divine and the mortal. When it comes to using divine powers of all kinds you have great potential and exceptional talent for throwing around raw power and figuring out how to use your abilities with great finesse. Divine artifacts similarly feel natural to wield and master with even a few hours of wielding one; cursed ones may still harm you and some may yet deny you full mastery without meeting certain conditions but you will have a sixth sense for avoiding or gathering information to cure deleterious effects of all kinds. As you have a natural, intuitive grasp of how best to administer to your divine duties in a way that keeps the world running smoothly.

Your last gift is a very specific kind of excellent PR: You instinctively know what to say and how best to comport yourself to put your mortal associates at ease around the divine, without lashing out in fear or bowing down in submission. On the other hand, gods of the pantheon you are related to by blood see you as a favored child or sibling-by default, being significantly more merciful and helpful to your naiveness to divine affairs than they would otherwise be. It would still behoove you to be careful; a queen among gods will still be expected to be treated as such while a truly wicked deity may still end up your enemy, but the former is still far more inclined to lasting friendship than she would be with the rest of her family and if you play your cards right with the latter you might find yourself seen as a worthy opponent. The gods of this world are not infallible, but with you as their spokesman a new era of understanding between modern society and divinity is possible.

Living Paradox
400 CP
Now, just HOW did you do THIS?! The other major example we're familiar with here, Eobard Thawne, was created when Barry Allen generated the Flashpoint timeline as Eobard ran through his own timestream. As a result, Eobard *was partially dislodged from the linear causality of his own timeline.* Whether it was science or sorcery, cosmic energies or just a *really* strong glass of milk that did this to you, you've become a cosmological constant existing outside of your own personal causality. As a result, you are immune to alterations to your own history and are a constant in every timeline (if you weren't already somehow). Oh, you can still be stabbed, shot, beaten, bruised-annihilated, but you cannot truly be erased from existence for a possibility of you existing outside the current timeline always remains. And so, while you don't necessarily have the full gamut of the Negative Speed Force's powers, whatever altered you also granted a specific, yet highly potent form of time travel: When the present version of you dies a version of yourself from a different point of time can simply show up to take your place-and this is not considered death for chain purposes, since you haven't "fully" died.

Should you have Eobard's form of paradoxically eternal life, there is at least one known way to take away your paradoxical immortality: Grounding you back to the Speed Force by vibrating it into you, after which you may be affected as any mortal. However you gained your status, there will be a similar means of undoing it-though by buying this here, you will not only know the terms of your paradoxhood's undoing but should it be removed and you be unsure how to restore it, your paradox status will be restored in the next jump. And while this is a truly potent form of immortality capable of restoring you from the casual touch of cosmic beings greater than gods, it would be wise not to push your luck with such entities. What good is being everywhere in time, after all, if time suddenly ceases to exist?

And if you have both this perk as well as **Skeleton Key to a Lost Multiverse**, the combined implications are yours to decide. Suffice to say that neither perk invalidates the other's benefits, though the specifics can be yours to decide, and that the complex conflux of space-time anomalies ensures any powers over space and time you have are greatly empowered. It will take time and practice to fully master your new gifts, but the results are considerable enough to worry the heroes of the 31st Century if turned to malefic ends. Turning a barrier that slows time into block against time travel or improving time portals into the power to splice periods of time that are millions of years apart together to recreate the conditions of universes from destroyed realities wouldn't be out of the question.

Skeleton Key to a Lost Multiverse
400 CP
Well, well. THIS is certainly a unique occurrence. For rather than a mere paradox in time like Eobard with this some catastrophic event resulted you being an anomaly in *existence itself.* You see, a while ago there was a Crisis that *nobody else seems to remember*, and you were caught up in it. Under mysterious circumstances, you somehow survived and became the sum total of every version of yourself that existed in the previous reality. To begin with, this makes you a link back to that variant of reality. With the help of powerful forces such as those empowering this world's heroes or magical energy, you may summon entities and perhaps eventually artifacts or even locations from that world into this one through a portal. Moreover unlike the other very, very unfortunate example of a being of your nature, you've also wrested a measure of control over your condition, and have become able to instantly "retcon" the nature of your own abilities by selecting versions of your personal history to validate.

As you aren't truly your own author *with this alone*, you cannot make your powers overall more powerful or exercise fine control over how they are warped-but you can make significant metaphysical alterations to your capabilities and/or the way your powers work, though only one set of such alterations can take place at once and each tends towards a relatively coherent "theme". If you were a powerful fire wizard for example, you could instead retcon that fact to be an ice wizard or weather wizard. Or decide to validate the continuity where you were actually an advanced alien with pyrokinetic psychic powers (but not actually a Burning Martian since that would go beyond the scope of being a fire wizard), a scientist with powerful fire gadgets or a dial-using hero who by shouting the words "Smokin' Sexy Hot!" transforms into Pyros: The IP-Friendly Expy of the Human Torch. Expect nobody but those most attuned to the alterations of

the multiverse to remember these changes to your backstory, and for most people to just shrug and be confused about your powers enough to just kind of nod along with your explanations as long as you don't make too much trouble for them.

As mentioned above, taking this perk with **Living Paradox** will result you living in interesting times.

Infinite Frontier: As a final note, while the implications are…unclear other than certain powerful and malign beings having an interest in your kind, whichever era you start in you also count as a font of "multiverse energy" apparently secreted by Crisis events from the creation and destruction of reality.

Also, optionally with this perk you may choose to be involved in the current (or past, or future, or somehow all of them; take your pick) origin story of one Donna Troy: The duplicate/magical warrior golem intent on hunting down/fellow Amazon/sister/orphan sidekick of Wonder Woman (sometimes, depending on continuity), who for good or ill will somehow recognize you as a significant figure in her life. Hey, it makes as much sense as anything about Donna Troy at this point.

Transcendent Transformations
600 CP, free humans
With all the powerful forces coursing through this world, it would be a shame to be confined to a certain level of power limited merely by your strength of arm or intellect. In you though, there's a unique potential. A capacity to take both superpower-granting energies, hyperdimensional forces and even abstractions such as hope one step beyond what they should normally be capable of. When you wield powers similar to those of this world to their limit, especially in pursuit of an ideal or for your deepest desires, your heroic or villainous motivation causes these powers to gradually evolve your body towards a higher state. The impossible becomes the implausible, strains of all kinds become bearable and in general everything you thought about your capabilities seems to be proven wrong when you really put everything on the line to wring out every last drop of your power. At first, like the Flashes, you will be able to push back the limits of your powers-breaking through the Speed Wall, outrunning death and perhaps one day *outrunning speed itself.* But furthermore, inventing or exploiting transformations to ascend to a higher state of being is much easier-especially when integrating a force you have so mastered. It will still take time; not everyone was born to be the Waverider and the process that can recreate Apex Predators has been sealed from all mortal knowledge, but the potential exists. There is, after all, a reason why Libra simply reformed in Apokolips rather than exploding after absorbing half the powers of the Justice League and a galaxy.

Crisis Born of Two Worlds
600 CP, discounted to hybrids of the race section
When you were conceived, the genetics of your two parent races combined into a whole greater than the sum of their parts, greater than anyone could have expected. Your potential is greater than either of your parents, not just in raw physiological traits but with the potential to combine or harness the innate powers of both your parents in new and unexpected ways. Jonathan Kent, son of Superman and Lois Lane in the Rebirth era, was predicted to exceed his father in raw power as an adult-and when the villainous Manchester Black briefly unleashed this hidden power, his father required additional age simply to divert his unleashed energies into Hypertime. The Fenris Wolf, child of Loki and the giantess Angrboda, came to personify destruction itself on a level that shattered the walls of Heaven and wounded the Morningstar (albeit after he had been weakened, and was deliberately conserving the full brunt of his power). On the other hand, Grail is able ritualistically manipulate Anti-Life in unprecedented ways and generate Boom Tubes with an effort of will due to her combined New God and Amazon blood-while her half-brother Deathspawn can somehow kill the elemental personifications of a planet by physically attacking its core. In future worlds, similarly hybridized bloodlines will likewise grant you physiological and spiritual excellence from both sides of your family as well as unforeseen combinations of powers-though do note such a drastic hike in power takes into consideration primarily the powers of your direct parents.

As for why this costs you something-not every hybrid child has such good fortune, and many in various iterations of this world have lesser versions of one parent's powers. Consider yourself to have won the genetic lottery if you take this perk in an era when your hybrid nature would not otherwise have come into play.

Anti-Life Comprehension
1600 CP, discounted for either purchase of Equations on Gematria. Additional discounts stack.
It is the ultimate asset Darkseid desires to complete his conquest of the multiverse. It is a representation of the dark at the end of everything, when gods, worlds and even universes meet with an insurmountable oblivion. It is the absolute authority to compel others to do your bidding.

It is the Anti-Life Equation, and it is fully known to you.

It is a transcendental mathematical formula that once fully grasped, manifests certain proof of the futility of living-and thus subordinates the will of those before the wielders. Its primary effect is to hollow out the souls and quell the resistance of others, making them little more than extensions of your will. To make even gods fight and die without fear at your behest, to have them sacrifice their lives on your behalf or quench their hopes so they are left with nothing but hollow meaninglessness in their lives fit to be filled by your proclamations. As the master of the Equation, this could manifest as anything from a true quenching of the spark of self-determination or a subtle compunction that drives others to throw themselves into the parademon factories or simply inflict conditions akin to clinical depression and post-traumatic stress disorder on all but the most wicked and depraved mortals. At first you will require to actually speak your commands, but with greater experience Anti-Life will respond simply to your

will. So sublime is the command in fact, that even physical and metaphysical conditions can be controlled through the authority of Anti-Life; you may raise others from the dead and interrogate them, perform resurrection with it or even command those already enslaved with Anti-Life to in turn seek and enslave others as conduits to the Anti-Life's power.

Yet that is not all Anti-Life is capable of. It is a cosmic force in its own right, and throughout different eras glimpses have been caught of Anti-Life's greater power beyond mere domination.

New Earth: The Equation was discovered to be a conduit to the Anti-Life Entity-a broken and degraded aspect of the Source. Through that link, it is a fundamental force of creation that plays a role in keeping universes on separate vibrational planes-and when briefly harnessed, allowed Darkseid to part time storms. It's raw power was such that the Pied Piper was able to destroy Desaad's head and Apokolips itself by channeling it through his pipe. Additionally in his grief and rage, Mr. Miracle empowered the Anti-Life Equation to grant himself a shadowy, eldritch form which greatly increased his divine power and control of it-to the extent that in a clash with the Infinity Man, their battle shattered the Source Wall

New 52: In this iteration of reality, the Anti-Life Equation created the Antimatter universe-being the source of all mass, energy and phenomena in it including the formidable Weaponer race that has armed both the Anti-Monitor and the Yellow Lantern Corps. Upon Darkseid's death, by assuming a divine role over it Grail was also able to wield Anti-Life to fire destructive blasts of energy powerful enough to slay Mobius in one shot. It appears that the Equation by itself desires destruction on a universal scale as well-which was why despite his own sadistic tendencies and resentment towards his brother Mar Novu, the Overmonitor, the Anti-Monitor sought to be rid of it from himself.

Rebirth/Original, pre-pre-Crisis iteration of the DC multiverse: The Anti-Life Equation is counted as one of the Crisis Energies, and was originally the armament of Mobius, the Anti-Monitor. It granted him his "robot whale man" form, without which he appears in a more humanoid aspect; it is unclear if this form actually empowers him physically or not, though when armed with the Equation the Anti-Monitor demonstrated the power to merge the Flash with the Black Racer to reformat the force of death the Racer represented into an enfleshed form that he could control.

For all it's great powers, even Anti-Life is not truly absolute. Beings of extraordinary power such as the greatest New Gods can resist it's effects, with some like the Spectre potentially even undoing them on a multiversal scale if the primary delivery mechanism is disrupted; in the New 52 it was stated to be able to control either Darkseid *or* the rest of the universe. Perpetua herself was powerful enough to simply redirect it from an unknown point in space and time to be re-infused into Mobius. Furthermore, metahuman powers over electricity have been known to disrupt it, as shown by the Flash's kiss to Iris and Static Shock's powers in Final Crisis-and certain beings such as Shilo Norman are heavily resistant to it, able to fight Anti-Life off by sheer force of will despite it's traumatic effects. The New Genesis word for "freedom" written on others has also proven an effective ward. Last but not least, the Life Equation is capable of nullifying and countering it's effects.

Life Equation Comprehension
1600 CP, discounted for either purchase of Equations on Gematria. Additional discounts stack.

It is the underlying blueprint of all creation, capable of granting transcendent harmony and peace between nearly all mortals. It is the ultimate objective of the Miracle Machine to calculate. And ultimately, it is a direct link to the Source itself more intimate than mere godhood.

It is the Life Equation, and it is fully known to you.

First theorized by Darkseid's studies of Anti-Life to be it's equal and opposite force, the Life Equation is a transcendent divine force which originally created the life, gods and other major aspects of the positive matter multiverse. By changing it's formula, it can restructure reality entirely-including compelling obedience to a degree rivalling Anti-Life based on a new world order in favour of life. Without fearing the New 52 iteration of Highfather's mishaps from an imperfect communion with the Life Equation, you can mold biological processes in ways that would leave even gods in awe-creating armies of New Gods from the populations of galaxies or gift other powers to those in your favor, and healing all wounds or even resurrecting dead worlds. The very Source Wall bends to your will, being something you can manifest around yourself or repair and banish the escape inhabitants trapped in it's walls back to-or potentially, bring them under your command. More benevolently the Life Equation can also mend others of traumatic effects like deep despair, rage and ultimately Anti-Life itself. It's power rivals and likely exceeds that of Anti-Life, being capable of creating retroactive events or altering even significant aspects of others' identity should they not have powerful divine defenses-and even nullifying the damage of a multiversal apocalypse.

Be warned: Controlling the blueprints of creation is incomprehensibly complex and challenging to all but the greatest minds in all the cosmos. Improper use of the Life Equation can result in undesirable effects like manifesting fears or anxieties into antagonistic entities-or working changes on others you did not consciously desire. But with wisdom and mastery, creation itself can become the tools of your workbench.

Living Intrinsic Field
800/1600 CP
It's a sad, mysterious story that's been repeated in the lives of both the more famous Captain Atom of Earth-0. Atom's Dilusteel skin gives him a direct line to the Quantum Field underlying all existence, letting him manipulate atomic structures with enough precision to nullify other matter manipulators like Firestorm, separate individuals from their cybernetics or even manipulate magic-and with severe enough nuclear reactions, even destroy and recreate the universe.

You see, at some point your molecular structure was affected by a high energy reaction that has given you a perspective beyond most mortals and even some divine beings. Whether it was by magical rite or scientific accident, whether you did this deliberately or were caught up in some sort of cosmic crisis, the result is the same: Matter and energy, both natural and supernatural, bends to your will for you have become a fundamental aspect of it. Your body is no longer

bound by the limitations of flesh and blood, but made of fundamental energies fixed in shape by your self-image as an abstract wave function. Your mental abilities are powerful enough to interface with the technology of the Monitors, and you perceive reality on multiple dimensions-sufficient to see through time and space clearly, and perceive that there's something almost…comic book-like about its fundamental structure. Surely that's just one of the many mysterious of the cosmos? Back to the more known stuff, you can freely traverse space and time at will, and have virtually unlimited shapeshifting ability by refocusing on your self-image to morph your intrinsic field into various forms. As for your elemental and telekinetic powers-from nuclear reactions of arbitrarily scope and complexity to vivisecting cosmic beings, you have the potential to remake time and space, be in multiple places at once via quantum superpositions, disintegrate enemies before they can react to your presence or even fuse multiple universes together-and empower other beings into threats of cosmic scope in their own right. The magic and mysticism of mortals or the Major Forces underpinning creation can prove somewhat challenging for you to defend against directly if you do not grasp their innate properties-but even they can be harnessed and wielded by you with far greater power and finesse than many of the most prominent practitioners alive. Creating matter ex nihilo is also well within your grasp, if you want to create a private pocket dimension with a family of your own (or a harem of Power Girls). With discovery and practice of your powers you will unlock more and more powers. Perhaps in time, you'll be able to merge with and manipulate the fundamental axioms of creation itself or alter the histories of the greatest heroes and villains of this world into forms more pleasing to you. Perhaps the greatest trick you'll ever learn is how to undo those changes.

The exact nature of *how* you have become like this is kept deliberately ambiguous and may provide you certain specialties or deficiencies compared to other similar beings. What isn't ambiguous though, are the scope and finesse of said powers which you'll determine based on which version of this perk you wish to purchase. **This perk may only be purchased once.**

For **800 CP**, your powers are on a scope akin to the examples listed above. A being of such power is still capable of flying interstellar distances under their own power, absorbing and redirecting blasts of energy from interstellar conquerors or even the New Gods as well as their ancestors, transmuting guns into butterflies or piles or cards and tagging other incredibly fast beings moving at lightspeed. It's no exaggeration to say that in overall power and strategic military threat, you're on par with heroes such as Superman-and though you don't necessarily have all their powers, you more than make up for them with your control over your energy being both an unstoppable weapon and a comprehensive tool for shaping matter and energy around you. Like the mighty Radiant, you could even fell a creature as powerful as Doomsday by virtue of your energy being physiology and overwhelming power-at least, before Doomsday adapts to you.

Still, for all that you may wield nuclear flames, mystical energies or something stranger with terrifying finesse be wary of your reach exceeding your grasp. Even cosmic beings as grand as Dr. Manhattan are not completely immune to your powers-though such an entity could also quickly recover Greater feats are still available for one such as you, for Captain Atom once remade the universe three times over through unconscious use of his powers. The caveat? So

little control of his powers he had in this state, that its “soul” was being chipped away with each remaking. In other words, while vague both the limits of your powers and your ability to wield them are better suited for flying around superhero battles, shooting it out with interstellar alien fleets and other engagements just short of the cosmic-lest your reach exceed your grasp, and your blast radiance exceed the planet you’re standing on. Be especially wary of anything that can somehow overload, neutralize or disrupt your favoured energy as unpredictable results such as being catapulted into the Wildstorm universe may ensue.

But for **1600 CP** all bets are off, for such is the energy within you that the universe itself easily lies within your grasp. P like Dr. Manhattan, you are a font of Anti-Crisis Energy; this represents the greatest raw power available through this option, but also the greatest risk of a mortal mind being overwhelmed by it. Perhaps like Booster Gold’s future self, you have become a similar being to the Waverider-holding great finesse over the currents of Hypertime. Examples of this tier include the heroine Chrysalis, whose exposure to a nuclear drill gave her similar levels of metamorphosis on even a sub-molecular level which let her escape her original reality and vivisect cosmic beings. The mystic Ahti who ascended to the role of Kismet who embodies time is no less impressive, being able to guide astronauts lost in deep space back to safe harbor-and her mourning husband Dominus, a rogue Lord of Order who would later gain even greater power, has both smote beings as powerful as her as well as cast his foes into different timelines simultaneously and even turn dreams he manipulated into reality. Keep in mind that for all that you’re beyond nearly all conventional engagement by post heroes in the post-Crisis era and onwards, you’re not truly invincible, all-knowing or omnipotent. You have a terrific amount of resistance and regeneration to such effects; nuclear explosions for example could potentially scatter your substance and consciousness across a planet or further, but you have the potential to reassemble yourself from even subatomic disintegration. Though by the same token, you *may* be so torn asunder by powers such as Captain Atom’s disintegrating blasts or certain high-end ordinance of the New Gods’ emanations, deceived by tachyon particles or similar effects that skew your vision of the future or potentially harmed by the multiverse itself reacting to your alterations. Cosmic or divine beings of extraordinary scope, such as the Super Celestials (or perhaps, their most powerful fragments) and the greatest of gods in their true forms can potentially bring you down.

Skills

=== === === ===

Skill Level

There’s all sorts of skills out here in this wild, crazy world and you’d be surprised what the man on the street can learn with time and training. This section encompasses anything an average member of your species could learn naturally: From forensic science to ballet to robotics to acrobatics. It also includes broader and more exotic fields like hypnotism, assassination and chi control-although as a general rule any feat that depends on drawing on an external force with your baseline physiology is invalidated. A Kryptonian for example would be eligible to learn

Torquasm-Vo here if from an appropriate era or continuity, while a *homo magi* (but not a mundane human) could pick up expertise and talent (but not raw potential) in magic here.

Skills related to your career above Basic level are discounted for adults. Your first discounted 50 CP skill becomes free, though you must pay full price for other 50 CP skills.

Basic
25 CP
You're skilled enough to work a job competently. You won't be the best fireman or quantum physicist or karate master out there by a longshot, but you won't be dropping your hose or nunchuks in a tizzy.

Proficient
50 CP
A cut above the rest. You'll quickly rise through the ranks of your career, whether by matching stories with Lois Lane or performing brain surgery.

Expert
100 CP
As far as most people can go, but not quite the ceiling. Most others are faceless mooks to you, but that's all you are to the real titans. You're the equivalent of the less popular Robins or an average League of Assassins member.

Master
200 CP
One of the best in the world. When someone needs help, when they've got a problem that seems all but impossible, you're the one they come to. Your skill level matches that of Batman or Lex Luthor in one area-or if you're a magic practitioner, you'd be comparable with Zatanna's expertise.

Legendary
400 CP
The best, hands down. You're the gold standard in your field, and all others are judged by how closely they come to you. As a fighter, you can go toe to toe with Lady Shiva. As a scientist, you're on par with Braniac. As a magician, your sheer expertise is on par with that of the Lord of Order Nabu-if not necessarily your raw power.

Self-Assured and Confident
50 CP, free for Superheroes and Supervillains
There's nothing more embarrassing than a stutter when you're in the middle of delivering a speech about world domination, or reassuring panicked citizens. You can act and speak as if your actions were planned out and prewritten, never being awkward or bumbling. You're a natural public speaker, and adept at reading the room.

Safe from Men and Gods
100 CP, free Amazon
You're a sheltering and nurturing presence, with the natural talent of a nurse. When people come to you, it's for a safe place to rest and a shoulder to cry on, and that's exactly what you provide. You know how best to comfort the ones who've been hurt, who are scared and alone, and they can see this in you.

It has to be said that this is *not* a common skill for most Amazons in the New 52 and onwards.

Old Family Values
100 CP, discounted for Superheroes
Growing up on a Kansas farm might not teach you everything you need to know in life, but it does give you a good head on your shoulders when it comes to what's important. Your moral centers are strong and stable, helping you keep track of what's right and what's wrong in a complex world. You have a knack for cutting through nuance and sophistication when it comes to matters of the heart.

A Beacon of Hope
100 CP, free for Superheroes (Justice)
You're like a ray of sunshine in the darkness of despair. The way you carry yourself, the way you act, the way you speak, it unequivocally proves to everyone around you that they're safe now that you're here to protect them. You know just what to say to lift someone's spirits and remind them that there are better days ahead. All they need to do is look up into the light.

Terrifying Presence
100 CP, free for Superheroes (Vengeance)
Monsters are real. There are things that go bump in the night. But even monsters check under their beds before they go to sleep. They're scared they'll find *you* waiting for them in the shadows for to them you are vengeance. You are the night. You are…not necessarily Batman but definitely someone who can fill in for him in a pinch.

Peacebringer
100 CP, free for Superheroes (Compassion)
Sometimes all people really need is a little love in their lives. You're no trained psychiatrist, but some combination of your demeanor and wordplay makes it easy for others to open their hearts to you. You're a skilled debater and negotiator too, the kind of person that can sort out an angry family reunion at Thanksgiving with their strong but patient presence.

A Face Only A Mother Could Love
100 CP, free for Supervillains (True Evil)
You have either a monstrous visage or a presence of raw, unbridled *menace* that sends the cowardly fleeing from the sight of you and drives terror into the hearts of the brave. Expect most

thugs to avoid making fun of your face if you're disfigured, and to send a primal shiver down the spines of hardened men If you're the more suave kind of criminal.

The Ends Justify The Means
100 CP, free for Supervillains (Well-Intentioned Extremism)
You have a way of talking people round to unsavory ideas and ruthless decisions they'd otherwise shy away from. It may seem heartless to bomb a building, but you're a good enough speaker to make it seem justifiable-even laudable-from a certain point of view. This also comes with a knack for convincing superheroes you're not as bad as they think-and definitely better than those *other* criminals.

It Was Me, Barry!
100 CP, free for Supervillains (Fuck That One Guy)
Revenge is a dish best served cold, hot and every other way you can think of. You see, you're extremely talented at covering up all involvement when you set out to ruin someone's life. Plans have just a bit more luck in carrying on unabated, traps and hidden blades are missed just a moment too late. And when you DO reveal your hand, the shock and despair you reap is greater than it would normally be as that poor bastard realizes *he will never, ever be free of your revenge*.

Pseudonym
50 CP
You can quickly disguise yourself to hide your identity, like both superheroes and supervillains here are wont to do. You can go from the likes of Batman to a trusty fella like Matches Malone after a minute or two in a discrete booth, or dodge the cops by putting on civilian clothes like just another costume.

Expert Combat Training
200/400 CP, discounted Assassin and Martial Artist
For 200 CP, some quirk of your history here has led you to having a substantial arsenal of fighting styles for all occasions, from martial arts to potentially sharpshooting and highly specific weapon skills. Consider this to be a bargain bin purchase of mundane martial art skills native to Earth, most of which range somewhere between Proficient and Expert but a few you specialize in straddling the line between Expert and Master. You've mastered a dozen warfare practices or martial arts.

For 400 CP, you have instead mastered over 100 martial arts with a similar proportion of those you are "merely" skilled in and those you have exceptional talent for.

No Time to Waste
200 CP, discounted for scientists
When the world's on the line, you can't afford to just nod off even if you've been captured by Mongul for days! You can push yourself to work past what would be healthy, studying or experimenting for days on end with no sleep and little to eat. Your work doesn't suffer nearly as much as you'd expect, and you keep almost all of your mental faculties intact up until you find what you've been looking for or collapse from exhaustion.

Rhyming Demon
200 CP, discounted for demons
There is a hierarchy in Hell, a pecking order among the demons. A class of nobles and princes have become known for their rhyming speech. Whether or not you are a demon, you have attained this title and come into a peculiar privilege. By speaking in rhyme you can win the respect and admiration of demonkind. It's no mind control and won't stay the hand of any demon with higher station than a knight, but the rank and file of Hell will find your demonic verse marvelously charismatic and authoritative. Hell's society is violent, but the signs of an aristo among demons can end some fights before they begin.

Snap
300 CP, discounted for Amazons
Oh. Oh dear, you're a vicious one aren't you? The pulsating allure of a throbbing vein, the soft cartilage and bone of an exposed column of flesh…it sings to you. You're very good at locating and targeting the weak points of your enemies with brutal efficiency. With humans, *this is often the neck.* If you can get close in a fight it's a simple matter to position yourself right and end them in an instant-you could even do it blind, or while facing backwards. Even beings significantly stronger than you have their weak points appear clear as day to your gaze, and exploiting them always hurts a bit more extra than it normally would-to the extent that even gods could be brought to their knees by the constriction around their vertebrae. If you weren't already, you may choose to have been trained in the Amazon war arts for a time reasonable to your age.

Native Speaker of Body Language
300 CP
Human body language - gestures, movements, the subtle signs that all play out to precede and follow through on actions and behavior - is unbelievably complicated, but in essence predictable if you can understand the patterns behind it. Like speaking a vocal language. Theoretically, if one were to be raised in total isolation of linguistic stimuli, and had their exposure to body language tightly regulated and measured, they would develop in such a way as to 'speak' it as fluently as one would speak their native tongue. Following the success of his daughter Cassandra, David Cain raised another child under similar procedures.

That child was you. Your early life, from even before you could walk, has been violence and little else. Hundreds of martial arts forms, the use of blades, guns, and the environment to kill, even the thousands of little movements made before a punch is thrown, you can understand it as easily as you would a spoken language due to the language center of your brain learning to

interpret movement instead of sound. Look at a person, and see how to kill them, just like that. See what a room of trained fighters will do before they do it, predict and counter their every motion, and deliver the killing blow, all as intuitively as simply listening and understanding. You could weave through a storm of bullets, punch through solid concrete and steel, and even knock out Batman or Lady Shiva in a fight, your aptitude having far surpassed what any training could accomplish alone.

However, this comes at a steep cost. Due to your upbringing you can't speak any true languages, and any you did speak before will be removed from your memory in order to make room for this new comprehension. Understanding them when spoken to you, that's different, but it'll be one-way. You could sacrifice a portion of your skill to learn to speak again, decreasing your fighting ability to Batman's level, or resign yourself to only communicating silently with others that share your intuitive understanding by allowing them to read your movements. As an alternative to losing your ability to speak, you can buy 2 intellect levels to dedicate to retaining both types of language rather than increasing your intelligence.

Prophetic Visions
300 CP
Like Madame Xanadu, one way or another you've come into a way to reliably see what's in store for your future. You can look into the future using magical techniques, divining the future of yourself and others as well as important events. The farther you look, and the more widespread the vision, the less detail you're able to make out besides vague premonitions and emotional connections yet to be made. Props like tarot cards help but you don't need them, strictly speaking. Be warned, the future can be vague and some outcomes have been brought about by trying to avoid them.

Galactic Imperialism
400 CP, free Thanagarians and other alien races with a cultural tradition of interstellar conquest
Ruling, some say, is hard. But with how many spacefaring powers spring up overnight only to fall the next day, you'd be forgiven for thinking otherwise. Like the well-trained members of such societies, you have a keen education in the grand strategy, logistics and administration required to build empires spanning multiple planets. So too do you have the military discipline and training needed to function within a well-oiled war machine capable of defending or expanding the above seamlessly. The mind-boggling command chain that lets a starfleet coordinate across lightyears while simultaneously accounting for the population you've subjugated's continued survival and obedience is old hat to you. Your ways are the old ways of empire building, elevated into the space age but no less disciplined.

Crack in the 4th Wall
400 CP, discounted for Living Intrinsic Field

Wow, there sure is a lot more fanservice in the Post-Crisis Era than in Rebirth! Isn't it crazy how everyone's costumes have evolved so-wait, *crazy?* Is that what you are? It'd explain a lot. You see, you've gained a special kind of awareness of just how fictional this world is. By figuring out the tropes and stereotypes this world runs on, you can uncannily predict what others will do or skew them. You can even see the edges of the page, the comic panels, figure out which writers and editors are working on the story and speech bubbles with enough effort. With some experimentation your mundane efforts and powers can interact with those facets of meta-existence, doing things like stepping out of a comic panel to mysteriously appear or disappear. This will, naturally, be rather unintuitive before significant practice; it's not exactly easy to aim a fireball out of a comic book panel or read editorial letters from inside a prison cell, although certain abilities in this world such as the Dimensional Superstructure of those of the 5th Dimensional Imps which already touch on the backdrop of reality will instead be boosted significantly by this perk-as well similar metafictional abilities you may attain in the future. And don't go thinking you're some sort of god with this; events and significant beings in this world have a sort of narrative inertia to them, and there are certain forces more fundamental than even the apparent format of the written word. Will you join forces with Ambush Bug to bring a little cheer to the nitty-gritty of the New 52, accompany Animal Man on his sorrowful sojourn into the mysteries of his own identity or challenge Psycho-Pirate to be the harbinger of the next great Crisis?

Sufficiently Advanced Technology and Sufficiently Analyzed Magic
500 CP
You've cracked the trick that the Post-Crisis era wouldn't see spread publicly until far into the future of its modern society: The seamless and efficient fusion of technology and magic. Given time and study, any magical process can be replicated with technological systems that any oik with an engineering degree but not a drop of magic in their blood could put together-or a soulless AI for that matter. Likewise, any technological effect can be recreated by a spell of your devising. It should go without saying that the more complex the effect you're trying to emulate, the more elaborate your preparations will be; have fun rigging up that particle accelerator you'll want to perform an actual world-changing miracle with, or using up the power of an entire country's leylines to power an interstellar high energy cannon. But the real trick comes from being able to integrate the two systems together, letting you do things like trick demons into chasing your astrally projected soul to the borders of Heaven through the internet as a medium or uploading your brain to the body of a lobotomized demon lord. The sky's the limit with this newfound paradigm reconciling the seemingly disconnected forces, and in time you may change the face of how war is waged in the cosmos forever with the forces you can bring to bear.

Symbol of Hope
600 CP, discounted for superheroes (Justice)
It's not good enough to constantly save people from burning buildings if they never join you in the sun. You're incredibly inspirational on a grand scale, carrying an easy charisma and photogenic manner that makes you a stellar role model and a potential household name should your deeds be known. You always know the right thing to say to get people to have hope for the future, and bring courage to the fearful. All things being equal, public opinion tends to err on

your side-and the virtues you exemplify take root without ever needing to meet many of the people whose lives you've changed for the better. Even those on the edge of the law like rogue mystics or the more principled vigilantes accord you a certain amount of respect and some villains may even view you with a twisted form of respect. While who you are in-person can lead to more nuanced views of you, for society as a whole you're a collective good omen that transcends race, creed and ideology. The world is more courageous, more ready to rise to the challenge of making tomorrow better than today with you in the limelight, with much of the societal unrest that would come from a large group of empowered individuals associated with you ameliorated by enthusiasm instead.

Perceptive Tactician
600 CP, discounted for superheroes (Vengeance)
Is it paranoia if there's really someone out to get you? Regardless, you'll be ready for any threats coming your way. You've learned to never let your guard down, not unless you make the conscious decision to relax. Even in situations as foreign as infiltrating an ancient temple or spelunking in the Greek Underworld, you remain keenly aware of vantage points, hiding places and the like to better take advantage of when the chips are down. You're a master of fighting with improvised weapons and guerilla warfare and could write a book about all the dirty tricks you know. You're always as focused and careful as you are at your best, and you don't get overconfident or lose your edge when you're winning a fight, dealing with low level nobodies, or have hung up the cowl for the day. Blindsiding you at your worst won't be any easier than when you're alert and focused, because you're *always* alert and focused. And while you may not necessarily be the most social of heroes, one thing you're good at is teaching others the tricks of your trade. From how to throw a sharp implement to how to fight in cramped spaces, you're an expert at crime fighting tutelage.

The Heart of Truth
600 CP, discounted for superheroes (Compassion)
The malice and lies of a cruel world cannot stand against the light of truth. And the deepest truths are found within the heart. On an individual basis, you're a font of hope and compassion like few others. Even with no expertise in psychiatric training, you intuitively know how to help people work through their traumas and losses, address and overcome the hatred within them or come to terms with an inconvenient truth. Even for a being as divorced from the mundane world as a god stripped of power and cast down from on high, your support can help even alien and divine beings cope with tremendous losses. No being is beyond your capacity to empathize with given enough time and care, and should they be willing to trust you even the worst pains can be given some degree of solace. You also have an uncanny ability to detect deception in all its forms, and are a skilled diplomat even for societies you have only just met. Last but not least, you inspire teamwork and mutual cooperation in all its forms even among the strangest of allies. You may not be able to change the world with a speech, but for anyone willing to sit down and

listen you can work more personal wonders. With patience and time, you can build lasting peace treaties and forge pacts enforced not by mystic bond or threat of arms-but the genuine good faith of both parties invested in the outcome thus created.

The Secrets of Society
600 CP, discounted for supervillains (Well-Intentioned Extremis)
Running a criminal organization takes far more work than those self-righteous fools interrupting you appreciate. You're one such ideal taskmaster, able to sort out the logistics and effectively manage the kind of secret lairs, hidden fortresses and space stations that supervillains with true ambition tend to gravitate towards. Running a conspiracy is old hat to a mind as devious as yours, from issuing missions to providing dead drops for your agents to hand in their reports. Ensuring complex superweapons or experimental rituals get completed on a timely basis is also well within your grasp. Furthermore yours is a menacing, elegant charisma from an older age, and your sharp demeanor can disarm psychopaths and hardened killers into dutiful obedience to your command-or bring out the killer in a once-righteous crusader to better suit them to your goals, and ably mentor even experienced terrorists in the skills of your organization. Your reputation as a formidable, uncompromising figure in the underworld strikes fear into the hearts of many enemies or rivals, and swiftly builds up a great fanaticism in all guided by your hand. Best of all, you know how to integrate both pawns and agents into proper civilization like hidden blades. Once you've become a de-facto ruler of a government you've infiltrated at every level your skills lend themselves just as well to improving the nation you control with good old-fashioned logistics. It's one thing to challenge heroes with an army of deadly assassins willing to die for you. It's another to cow them with the revelation of just how bad things would be without you in power.

Evil Beyond Imagination
600 CP, discounted for supervillains (True Evil)
Some men aren't after anything rational. Some are filled with what is either madness, or a particularly bleak and pitiless view of reality. Some just want to watch the world burn, like you. Your mannerisms, your very spoken word and way of comporting yourself has a corrupting effect on everyone near you. Those who work under you are the most affected, becoming more vicious and compliant to your will-the kind of scum that Gotham is infamous for. Telepaths and empaths should be wary, for such is your vileness that there's a non-zero chance you could turn the tables and leave them screaming from the horrors of your broken mind. But even in civilized society you bring out the darker angels of those caught in your wake and inspire fear-if not panic when your dastardly deeds disrupt their safe little worlds. In a rare few, you might even awaken a fanatic, depraved loyalty and burgeoning talent for supervillainy to further your dark work-especially if you apply your *personal* talent for psychological warfare and gaslighting against them. You have an uncanny intuition of how to conduct your evil schemes not just for effectiveness-but to inspire the most heinous reactions possible, to break down the façade of morality and restraint men need to avoid putting on clown paint and setting something on fire. Or something else, if that's not to your liking-as a side effect to all this, you easily spread and enforce a certain fashion among your minions that distinctly marks them as *yours.*

(Criminally) Insane Dedication
600 CP, discounted for supervillains (Fuck That One Guy)
You know hatred. You know it very well. It's what gives you your strength, your meaning to live, your purpose. Someone has wronged you, and that person *will* pay. Everything they have, everything they are, you will take it from them. Best-laid plans to stop you find you difficult to snare. Hidden ones have an uncanny tendency to be revealed to you. Whatever is precious to your enemy, whatever is sacred and treasured-you will take it and burn it, and only once they've been reduced to nothing more than a shattered husk of a person, only then will you finally end them. Your inhuman amounts of raw, seething hatred carry you forwards like an unstoppable machine of death, an inevitable fate awaiting your enemy. Not quite will, but persistence against all odds and no small measure of luck-extra reserves of strength and resilience eked out with every step you draw closer to, even powers going to the extra mile to work their magic-almost literally fuelled by hate. No words can sway you, no prison can hold you, and no heroes can stop you, not until it's finished. And once you've clawed your way out of hell itself, burned the world to the ground, stripped away and defiled everything of meaning in their pathetic little existence? Then, you can finally rest. Until it's time to burn once again.

Preptime Ploys
600 CP, discounted if you are part of the main Batfamily
Fools rush in, but you know better. You're a methodical planner, and a meticulous plotter on par with the Dark Knight himself that has long since learned how to set up a contingency for virtually any circumstance. Through a combination of strategy, war games, rigorous mental exercise, training and experience you are extremely skilled at setting up a process flow which uses information you already know to carry out plans successful enough to thwart powerful metahumans and disarm worldending weapons. The more information you have-any information at all-and the better your resources on hand are, the more successful your plans will be. Fields of study conventionally thought of as separate, such as forensic investigations and mechanical engineering, can be integrated in order to great effect; this is the adaptability that let Batman design many of his custom-tailored gadgets. With "merely" access to mundane wealth and some analytics of past foes, you could conceivably construct a system similar to Brother Eye. With the support of loyal and extremely powerful metahumans, you could construct armour systems like the Hellbat that integrate the forces and natural resources they field into an artifact capable of fighting on par with a god-albeit at extraordinary cost to your wellbeing. A strong mind and body will hone your capacity to organize information, to manipulate and delegate and prepare, in order to overcome odds normally far beyond your grasp.

Even so, beware of hubris. Batman himself was pushed to his limits in order to exploit time travel to escape the Omega Sanction, and in one possible future died building the contingency that finally ended crime across the multiverse. And in both cases, the unforeseen consequences and costs of those victories was monumental both to him and the world.

Plot Armor

=== === === === ===

World of Cardboard, Men of Steel
0 CP for the jump for Superheroes, 200 CP to keep for all backgrounds
What's the point of being a superhero if you can't keep innocent civilians SUPER safe while rescuing them? You don't cause any unintended injuries with your powers. Hug your partner without crushing them and knock out a criminal without causing brain damage. You can be sure that sticking a grenade into the mouth of an invulnerable supervillain won't be *too* much for his durability to handle and explode his head, merely enough to knock him out, and that the warsuit deflecting the policemen's bullets is strong enough to take your punch rather than using micropoint force-fields that will cause the person inside to crumple like a paper bag when you hit them with anything larger than a bullet. You can also control your emotions enough that you won't do something you'd regret a moment later. Whether you'll do something that you'll regret the next day is another matter, though.

Most Common Superpower
50/100/200 CP
Superheroes are larger than life, that's just a statement of fact. They don't look like the average man or woman off the street, they're...*super*. And so are you. You're larger than life by the standards of this world, attractive enough to turn heads when you walk down the street, and look your best with only a minimal amount of effort put into your appearance. It's easier to maintain a toned, healthy, and athletic look, your face and body make most people envious, your hair looks amazing even after flying at supersonic speeds or wearing a cowl all night, and even gruesome injuries and scars only make you look that much more badass. Basically you look like you were designed to be on the cover page. Which you probably were. Technically not *everyone* is a knockout around here, but with this then like most folks who don the tights and spandex on a regular basis you've somehow got the proportions and shine of a celebrity that stays in shape and well-airbrushed.

…that is, for 50 CP. For 100 CP you're not just in the upper echelons of handsomeness, beauty or both but you're *effortlessly* stylish. You can comport yourself in a way that commands genuine respect while also being a feast for the eyes. Maybe like Bruce Wayne or Black Adam, you've been raised to dress sharp in the highest of high society? Maybe like Power Girl, all flying around in winds strong enough to tossle your hair does is make you look cuter in a just crawled out of bed way. Or maybe like the Yellow Lanterns' enigmatic Lyssa Drak, you just look *damn good* while feeling like you're wearing nothing at all even if you're a crazy witch that lugs around a book full of personal traumas.

And for 200 CP, you are quite simply attractive enough to have your visage immortalized in myth and legend. Between a chiseled and appealing body, a winning smile, a natural charisma and charm as well as a lovely, lovely voice and body language that radiates strength your aesthetics are on the verge of being a bonafide low level superpower. This is the sort of beauty

that would be considered appropriate for the legendary heroes of Greek myth, the most divinely charming of demigods or “acceptable” in Heaven. And in a rather understated example, it’s this level of charm that makes Superman’s handsomeness so apparent that villains have been known to yell about it while running away from him. Not only is he the gold standard to the general public’s approval of metahumans, in some iterations of his own cousin unconsciously recognize him as their ideal man and unsurprisingly many villainesses are unable to keep their hands off him.

Comics: *Exist*, Physics: Am I a joke to you?
200 CP
In some stories, there’s an explanation for how Kryptonians and Martians and champions of the Wizard Shazam travel through the atmosphere at superluminal speeds without igniting everything for miles. And in others, it just works. You have any required secondary powers that your primary powers from other jumps might require to be used without horrifying implications. Never worry about wind blowing your eyes silly while flying at supersonic speed, or breaking your arm from punching with super strength again. It all just works!

Why is the Earth Pink?
100 CP
On your travels you’ll come across many strange places. A lot of the time they’ll look just like home, right before you run into your alternate counterpart and remember where you are. You’ve adapted to seeing the ‘aura’ of locations you visit which overlaps what you see around you, such as a pink planet and sky on a gender-swapped world. You can still tell what's beneath the aura, so this acts as a secondary layer to your vision without impeding how you see normally.

Batman’s True Superpower
100 CP
What, did you expect to be selling autographs or robbing banks to pay the bills? You’re no celebrity, have some self-respect! No, that won’t do at all. Doesn’t running a business in your secret identity to fund your caped identity sound so much better? You have a natural sense for business, and how to make money. Sell the technology you invented! Sell your superhuman services! Sell people superpowers of their own! You almost always walk away with a better deal than you were offered, having talked circles around the other party, and the way you can run a business as it grows from a deal selling weapons research to the government to a multi-billion dollar international conglomerate is simply a work of art.

You’ve also got a habit of digging up profitable business ventures and other ways to make yourself very, very rich.

Geological Epochs
100 CP, free for Planets, Stars, and Dimensions

As a celestial body, you don't experience time in the same way all those short-lived organics do. Your lifetime is measured in the billions of years, and as such your mind is adapted to comprehending and living through the long timescales. Your memory is adapted to such timespans without worrying overmuch about forgetfulness, boredom, and all the other weaknesses of a mortal consciousness. You're not necessarily the best at applying intelligence relative to some of the real brainiacs out there, but you do have a force of will and a scope of conscious experience that dwarfs the living things upon your surface. Not many geniuses have a lot of experience with tasting the solar flares of other stars or feeling the trickle of glaciers irrigating your fjords.

As a boon to get you inducted into the life of a celestial object, how your experiences relate to your personality and personal growth isn't relative to time-but how important those experiences are to you. Importing into an origin millions of years old won't overwhelm your starting decades or centuries old identity.

Underworld Connections
100 CP, free for Supervillains
What, did you expect to be robbing banks and pulling heists to pay the bills? No, you're above that. You might not necessarily be Lex Luthor's rival in the boredom, but you have considerable experience in dealing with the black market and other underworld operations so you can get your hands on the more illicit substances your schemes require. You won't hesitate on the appropriate conduct for dealing with a mafia don or an Intergang rep, and you have a good head for how to motivate thugs as well as what their work is worth in the current henchman job market. Paying reporters to dig out dirty secrets, bribing officials and all the other nitty-gritty hardball tricks in the grey areas of society's moral spectrum is also well within your repertoire.

Earthling Whisperer
100 CP, free for aliens
Contrary to popular belief, most extraterrestrial races across the universe don't all speak English, and communicating with alien cultures can be tricky when such a language barrier is in the way. You pick up new languages extremely quickly, and your overall communication skills are improved. You could be speaking a language fluently after a few weeks of watching people speaking it, and can get your ideas across with great clarity. Even if you don't yet speak someone's language you can communicate simple concepts by universal signals like gestures and facial expressions

Headliner
100 CP, discounted Reporter
You have a sort of sixth sense to major events going on around you. You won't know exactly what they are or how dangerous the event will ultimately be, but you can tell when and where they're happening so you can be there on time to get the story. This will help you find

metahuman fights or similar confrontations. If you're the type to intervene so it has a happy ending, you won't forget to set up your camera.

I Can Do Better!
100 CP, discounted for criminals
The Joker goes through henchmen faster than he does dirty laundry, but frankly he's not alone in being a nasty boss for most. Which why you're lucky that your superiors are more lenient when you fail them. Insisting that you just need one more chance will usually convince them to spare you. You can skirt the line, wearing their patience thin for a lot longer, but be careful it doesn't finally run out. Always remember-flattery is nice, but results are usually better. Especially since if you DO bring home the bacon, your boss tends to give you a bigger cut of the pie than your friends.

Public Perception
100 CP
You can change the cosmetic style of the world by changing your own style. Just like how changes in movie costumes can be reflected in comics, if you change something like your outfit style, the costumes of others would change to have a similar design philosophy, and so on. Please, please don't get a mullet with this.

Narration and Running Commentary
200 CP, discounted for Golden Age and Silver Age
Isn't it so strange to look back on old comics now and see how much they would talk? Heroes and villains alike would constantly narrate their own actions, either out loud or even to themselves, as if they knew someone was watching and wanted it to make it clear what was happening scene to scene. Well, now they never stopped. Although the action itself hasn't changed, people just seem so much more descriptive now, including yourself. Even conversations will go into far more detail with more elaborate prose, a writing style seeming to have been lifted directly from novels. If you were only reading the supposed thought bubbles and speech balloons you could easily follow what's happening. This doesn't really serve any actual purpose beyond making conversations nicer to listen to, but wouldn't you want everyone to be a sports commentator for their own life?

Noble Soul
200 CP, discounted for children
Maybe we live in a better, kinder society because of the heroes that protect us. Maybe comic book writers just have the faintest idea of how to write kids. But either way, you've got the kind of virtue that's practically once in a generation. Pure of heart, always willing to do the right thing and lend a helping hand. You might seem like the average kid to most, but such is your targeted awareness of morality that even supernatural forces of vice will encounter terrific resistance to making you do the wrong thing with anything short of actual mind control or tangible, supernatural corruption. The seven deadly sins will still tempt you, but you can always find the strength to hold strong and keep the torch of righteousness burning in your heart.

Heroic Stamina
200 CP, discounted for superheroes
Your particularly tough constitution allows you to push through injuries and exhaustion much further than normal. You can heal simple injuries like cuts and bruises by the next day and more serious wounds like bullet holes and broken bones in a week or so. Your stamina sees a similar increase, allowing you to operate at full efficiency with near-constant exertion and little to no recovery, as long as you take some time to rest every once in a while. You can keep going and going when anyone else would have needed a break. This also prevents you from accumulating chronic injuries and scars, as your body heals itself to its normal state, so you can remain effective well into your old age.

Pulitzer Prize Winner
200 CP, discounted for reporters
Years of experience at your job and a natural inclination towards curiosity and uncovering the truth has taught you much about the fine art of reporting. You know how to distill a complex and multifaceted issue into a simple and clear explanation, and how to follow a trail of clues to the answer even when those at the top are trying to keep you out and cover it up. Be careful you don't get yourself in over your head though, superheroes can't be everywhere at once.

Henchman for Hire
200 CP, discounted for criminals
You tend to run into people looking to hire when out searching for a job. You know where to look to find the employers in your field and can make a good first impression unless the deck is really stacked against you. While you'll always have a job, it isn't guaranteed to be a good job, so you might wind up henching for Yellow Snow if you really can't wait for a better opportunity. You're also good at getting in with specific people, such as evil alternate versions of yourself.

Help Wanted
200 CP, discounted for Supervillains
No matter how evil or dangerous your reputation paints you as, people still flock to your side to work for you. They're rarely competent unless you actually go looking for people with the skills you need, but these are henchmen. Pushing your deathtraps around and ganging up on unwary trespassers don't exactly require a lot of critical thinking. If you promote one to a higher position like team leader or personal assistant then they'll become more loyal to you over time and more easily gain useful skills.

Lois Lane, Damsel of a Thousand Faces
200 CP
Holy moly! There sure seems to be a LOT of weird, whacky situations you get into! Kidnapped by mad scientists, abducted by aliens, sealed into magic crystals or abandoned into another dimension-there's no telling what could happen to you in this world. And even in less exciting ones, your tendency to encounter adventures, interesting situations and general chaos is far

greater than for the average man on the street-as is the tendency for those around you and rise to the occasion whenever you're seriously in trouble. This also compels any abductors you encounter to treat you relatively well as long as you're cooperative, although this is proportionate to their investment in you with relation to their evil schemes. A terrorist taking hold of you just to secure a military base will try to keep you well hydrated and overlook your movement. A sorcerer actually trying to sacrifice you for an evil god's boon will be far more attentive.

This comes with an unconscious toggle, ensuring you won't have to deal with unexpected misadventures if you don't want to-though you can still placate kidnappers without worrying about further misadventures if you want.

Superdickery
200 CP, discounted Golden Age and Early Golden Age
It was a simpler time. A more reckless time, when the line between prank and meanspirited gaslighting was thinner. You can be a dick to your friends for no reason and they'll act as if it didn't happen. Even if you straight up murder them or engineer elaborate deathtraps, they'll be fine afterwards. This doesn't apply if you actually intend to do them lasting harm, emotionally or physically; this particular twist of fortune is more there to give you a free pass on zany pranks or well-intentioned schemes than the kind of malicious spite that befits, well, a supervillain.

And Remember Kids! Knowing Is Half The Battle!
200 CP, discounted Pre-Crisis
Just because you're here to save the day doesn't mean you don't have time to teach the kids at home an important life lesson about real world issues! Whatever you're in the middle of doing, you can suddenly start talking about drugs, racism, the War on Terror or some other important thing that says a lot about our society with your allies and opponents. They may still fight against you or for you, but they'll be compelled to suddenly expound at length on factual information (to their knowledge at least) about the topic as well as their opinions on it. With this, you can hold a vaguely educational rapport. Once the conflict ends, at will you as one group turn aside and say something snappy that reflects the Aesop of what you've just discussed. Which will generally reflect suburban American values.

There are two ways the consequences of this can manifest. The first is to have a stylized, cartoonish depiction of the events that just occurred play on cable TV (or what passes for it) around the time most children are watching, to keep those young minds educated about the important issues you've learned about today. Each such episode will come with a catchy theme song too.

The second is to simply shout your moral into the void. Seemingly nothing will happen but if you *really* strain your ears…you might just hear the faintest sounds of childlike cheering and applause. And if you also have **Crack in the 4th Wall** well, you might just notice a lot of youngsters chattily discussing your adventures…somewhere else.

And maybe a few grown men grumbling about how childish comic books can be, while trying to buy some discretely.

Happy Little Accidents
400 CP
Isn't it uncanny how many superhero origin stories come from science experiments, magical accidents and the like gone unexpectedly right? Wouldn't it be nice if every time lightning struck you while carrying experimental chemicals, there was a non-zero chance of being able to get attuned to ambient cosmic forces? Henceforth, the probability for sabotaged scientific studies to result in people getting superpowers or empowered beings inclined to be helpful for you emerging from the wreckage rises exponentially, and against all logic and reason. Left an experimental AI on too long while exposed to the sun? The computer itself turn into a caring superpowered robot maid. Just remember that this is more successful the more energized and overall high quality the materials and components involved are. You won't be getting anything out of drinking gasoline but a horrible bellyache, or achieve anything but pissing off the janitor by throwing test tubes on the ground.

You also have an uncanny tendency to tap into ambient cosmic forces around you. If you go to a setting where magic suffuses the land, by approaching a sufficiently strong concentration of it you could attain great magical powers-or even develop new ones even if it's generally accepted magic can't be used by mortals, and hone your newfound power to great heights.

Jumpchain Adoption Agency
400 CP, discounted for orphans
There's an uncanny tendency for apparent orphans to discover a hidden heritage that left them much more connected to their adoptive families than previously assumed-and through the power of your Benefactor, you can get in on this. At the beginning of each jump you can start as a member of an existing family from that jump, either born or adopted. The most important kinds of families you can be part of are those roughly analogous in narrative clout to the greatest heroes and villains of Earth in this world. You'll qualify as a full member of that family for things that require that specific heritage, even if your new backstory has you being adopted in. Perhaps you're a Wayne or Kent in spirit enough to move the Eradicators?

A Temple By Any Other Name
400 CP, discounted for Gods
Gods depend on worship. This is known, and has brought low many a once powerful deity from the lofty heights of divinity to miserable squatting in dust and ash among their ruined temples. And then there are some gods that…just kind of seem to ignore that restriction and do whatever they want no matter how many people are worshipping them. Especially the demonic, primordial and forgotten or alien kind of deity. Which you're lucky enough to be one of! You don't need people to worship you yourself to survive. It helps, but you only *need* them to engage with your domain. Something about your lackadaisical existence spitting at the known limits of divinity seems to have permeated your existence, letting you substitute other vital processes' components with vaguely similar ones. Need blood spilled from a virgin for a sacrifice? Eh, a

lock of hair is fine. Your high-tech FTL engine can only run on a promethic-neutronic gas infusion? Just pump some diesel in and fire it up.

Wonder Woman Can Fly?
400 CP
Yes, she really can! Isn't that uncanny? Why doesn't she do it more, you ask? Well, I'm sure she has a good reason you could ask about if you're friends-just as I'm sure there's a good reason why YOU don't abuse those illusion powers you've had in your back pocket more. People have an uncanny tendency to keep forgetting or dismissing your powers even after you use them, though this effect is stronger the less you use them regularly. Fly every day unexpectedly and after a week or two everyone will accept it's just part of your powerset, but do it around once a week and you could keep folks guessing until someone sits down and makes video recording. Having some piece of equipment you never use that could theoretically serve the same purpose greatly boosts this effect. And when it comes to these forgotten powers, people have a great tendency to lowball what you can do with them.

He Didn't Leave One for You
400 CP
You know what else is special about Wonder Woman, in the New 52 era? Batman doesn't seem to think he can plan to deal with her. You'd think it would be as simple as acquiring a god-binding ritual or a magical artifact associated with the Greek gods given her heritage in that continuity-but no, she's just this blind spot for Bruce. And in a less flattering context, in another continuity he simply didn't bother to leave a plan for Green Arrow because…because he's just a man with archery skills. Likewise, people just don't plan for you. They think you're beneath their notice, or that you're just TOO STRONG to plan for, or something else that might make sense in the context of what your powers are.

…if your powers are being memorable, assume a fly is constantly distracting them or something.

A Refuge from the World of Men
400 CP, discount Amazon
How precisely is Themyscira protected from all the woes of Man's World? A divine enchantment? Being positioned in an extradimensional corridor? That's certainly not what seemed to be happening in the older Wonder Woman stories (which had considerably more bondage and gentle femdom). Well, putting *that* aside for a moment, as one possible explanation what you have here is a simple but effective ritual that blesses an area you have a decent legal or metaphysical claim to in order to turn it into a paradise of sorts. Violence barely ever happens unless it's in the context of a formal competition. Plants grow lushly, animals seem at peace (and far healthier), even the weather becomes positively idyllic. Most of all, modern day forces find it notoriously difficult to locate your sanctuary unless cordially invited. As time goes by societies on this area tend to develop to exemplify the ideals you uphold-not forcefully enough to be considered true mind control or make anyone do what they normally would, but as a noticeable ambient mood.

Superman's Pal
400 CP, discount Reporter
The bond between Kryptonian superhero and intrepid redhead reporter is almost inexplicable to outsiders, but stronger than steel. And like Superman and Jimmy Olsen, through sheer contrivance you can always fall back on your friends. Whenever you call for help, someone who's best suited for the task at hand (out of the people you know) will quickly arrive, whether it's saving you from a supervillain or just hanging out when you're lonely. You can also specify a specific person to call out for. Overuse of this will see your friends taking longer to arrive, if they make it in time at all, so try not to use this more than once or twice a day.

Interrogator
400 CP, discount Superhero
Getting people to talk is a simple matter for you. You can play both good cop and bad cop, gently coaxing answers out of them or intimidating them into spilling their secrets, even when they know it's in their best interest to keep quiet. When the chips are down and lives are on the line your efforts are multiplied tenfold through your desperation and determination to save the day. The experience makes it easier to tell when someone's lying to you or withholding information from you in your day to day life.

Impossibly Difficult To Clone
400 CP, discounted for superheroes
You would expect Lex Luthor to simply *splice Superman's powers into himself* if he envies him that much, to which the evil genius would probably answer with a lot of bluster before admitting it's far easier said than done. And like Superman, for whatever reason your powers are just obscenely difficult to reverse engineer without your conscious, explicit permission. Clones just…don't work, and even some of the most brilliant minds on Earth would do well to create a deformed, mentally addled clone. Magic dopplegangers and the like have a tendency towards instability or unpredictable behaviour. Even robots just can't seem to calibrate your form and powers right unless meticulously building them as separate systems instead of being built in your image. Which makes it all the more frustrating for aspiring mad scientists when you can still give a sample to your scientist friends and see them work to replicate what makes you tick with only the usual difficulty.

Crisischasers
400 CP
Isn't it a nice coincidence everyone seems to be in touch when the next reliably anthropomorphic cosmic being announces their plans to decimate reality for vague reasons? In some cases it's literally the multiverse defending itself, but in other, less meta, stories people just seem to be in the right place at the right time. And so, you can always make it to major events that you don't want to miss, even if by all rights you shouldn't have been able to be there. You could be in Alaska then through a series of contrived coincidences and airport checks be back in New York at the exact moment Atrocitus goes there to destroy it. You could even end up

hitchhiking with some aliens to reach some interstellar event which the Justice League have travelled in person to deal with if you really want to be there.

This comes with a sort of unconscious toggle. Basically your shortcuts to the biggest events of your stay will be around if you want them to, and if you'd rather have a quite life they won't.

Narrative Lightningrod
400 CP, discounted for children
Some people just seem to have won life's lottery. And for one reason or another, many of those people in this world are children. You attract blessings, powerful artifacts and power-ups of all kinds as if the universe itself has taken a shine to you. Even if you're not directly connected to a certain hero-empowering dial making the rounds around town, such items have an uncanny tendency to wind up near you by coincidence. Scientists just have a hunch you'd be an excellent test subject for their latest attempts to create artificial metahumans. When old, retired heroes are looking for someone to pass their powers and legacies down to, you tend to be the one standing in the right place at the right time. This doesn't help you with any prerequisites said heroes might be looking for and when it comes to power-ups or blessings skews more towards those consciously offered by others than random explosions in the background giving you powers, though your mentors will do their best to see the potential in you or bring it out if possible.

Slice of Life Superheroics
400 CP
Why does everyone have to be so *serious* about fellas in spandex punching robots and spaceships these days? Here, show them how it's done! The more ridiculous or dangerous a stunt is, whether you're attacking a cabal of interdimensional gods on a frothing rage because you think they stole your stuff or using super speed race the Flash for charity, the more likely your zany stunts will succeed. Even if they don't, the consequences will be much lighter on you than they would be normally. Even general misfortune is greatly dampened; your blackmailer may turn out to be a kid who just wants a wingman to ask out his crush at school who'll deal with you in good faith, and your actually depraved opponents prone to infighting with their benefactors.

Honor the Past
400 CP, discounted Rebirth and Infinite Frontier
So much has been forgotten, dismissed and denied after Crisis after Crisis event. Wouldn't it be nice to remember we're all part of one epic, intergenerational story and we're all in this together for the long haul? Your own memory is preserved against even extraordinary cosmic changes to the world, and while no greater than before your identity and actions are similarly unforgettable. From brainwashing to amnesiac drugs, from time paradoxes to magical illusions, who you are and what you've done will ring clear in the minds of those already familiar with you. This can be toggled off.

Batman, Superman and Darkseid's *Other* Real Superpower
400/600/800 CP, discount Post-Crisis
It seems that due to being an incredibly popular main character written during a time when editorial assumed that most readers were self-inserting into you and *some writers* actually were, you've become impossibly attractive to the opposite sex because of *and* despite your personality quirks, as well as incredible in the sack. Seriously, memorably good enough in bed for the multiple supervillainesses you've tapped to make up a whole musical number about it-and skilled enough to avoid harming more fragile partners with things like super strength. Spouting lines that sound like an actual child playing Caped Crusader in the soaking rain? Get ready for Black Canary to jump your bones! Come upon a New Goddess missing her husband? Prepare to make Orion even more of a cuckold than he already is because you remind her of him. Just gotten in a blazing row with a misanthropic Amazon who thinks all men are weak little worms? You're about one slap away from getting a new, fanatically loyal girlfriend who likes to fight you during sex and be roughed up. And ladies, if you're hunting down Batman's *hot* Robin for his magnificent slab of an ass you can be sure that even if you literally stalk him into an ally, he'll be too paralyzed with want to actually frame whatever you do to him as a rape; the same goes for those silly boys on your team you can leave wrapped around your finger with a few token winks and kisses. This is completely tasteless and can ruin many meaningful relationships around you in the long term, but the fact remains that lots of normally aloof and attractive people in tights want to get in bed with you-and once they're there, they might as well be leashed.

For 400 CP you do still need the opportunities to prove your mettle, but for 600 CP things get much easier. In future worlds it seems that unrealistically attractive women occupy prominent basically every prominent walk of life, from the pantheons of the gods above to the humblest street sweeper below them, there just so happen to be bodacious beauties of every stripe. And happen to gravitate to you by coincidence, even if ostensibly ideologically opposed to what you stand for. Or rippling hunks if you're a lady or simply a man's man; enjoy your pool boy looking as chiseled as Flex Mentallo or as delightfully twinkish as Conner Kent. Of course in *this* world, this sort of thing happening more often than usual will…will severely upset the Comics Code Authority, who can do nothing about it.

And for 800 CP, as a bit of insurance for superpowered mate connoisseurs this ensures there'll always be a fair few with superpowers, mystical abilities or inherent physiologies similar to those in this world-at least, the aspects of it below the Sphere of the Gods. Anything from the equivalent of an empowered Kryptonian to a New God emanation-though not those extraordinary beings who influence the cosmos on a greater scope than such. Even in an otherwise mundane world, at least a few times a year such women are prone to gaining cybernetic powers *that in no way hinder their beauty* from industrial accidents-or revealing themselves as long-forgotten divine champions from tombs. Yes, such events have the potential to radically change what mankind knows about the universe-but the important thing is you'll never want for superpowered sex.

You may toggle this effect on or off at will.

Main (Wo)Man Coming Through
600 CP, discounted Czarnians
Truth? Justice? *What a buncha poozer bastiches.* Nobody tells the Main Man (or his daughter) what to do, what to think and who to fight-unless he's paid good money for it, heh! Let's see, for starters you are a ridiculously, overwhelmingly masculine or feminine caricature straight off an 80s metal album cover. You're absurdly brawny in a ruggedly sexy way, and maintain that physique on a pure cigars/space beer diet. You ooze machismo (or sultriness, if you like) like other men ooze grease, and you both fight and fornicate like you were put on this world to do both. The world reacts to you like you're the main character of an action movie. The impulsive, egotistical approach to life *just works* for you, whether it's dodging spaceship fire by doing a wheelie on your space bike, punching out someone's lights to make them hand over the codes you need or lucking into a cache of weapons when you've decided to lock and load. Just by doing contract killings for a few weeks, you could live like a king-and be feared across multiple space sectors like one too.

But that's not even the best part. No, the best part is despite acting like a puerile, adrenaline-soaked power fantasy superheroes and supervillains alike are surprisingly willing to work with you. Through sheer competence, as long as you haven't laid waste to Earth on purpose in months organizations such as the Justice League would be willing to overlook your misdeeds if you wanted to join them. Likewise, supervillains both honor your bounties more and respect your skills despite your uncouth ways. In future worlds this bizarre accord between you and the forces of good and evil alike that is *totally not driven by your popularity with the readers* will continue, letting you operate as a merc in a warzone with few caring which side you're on until you're right up in someone's face. And while this doesn't necessarily stop people from disliking you on an individual level, if you ever demonstrate a softer side to something a few conversations about it with a hero you're working with could make a fond friend out of that hero despite living a life of petty violence and contract killing. Even if that hero is *BATMAN.*

Also, you can call yourself the Main Man (or Main Woman) in future worlds and people will instinctively acknowledge it as being your rightful title. In this one, you'll have to fight Lobo for it.

Sheer Coincidence
600 CP, discounted for superheroes
There is an order to things, and in it your recurrent heroism is paramount. Misfortune and obstacles of all kinds in your life have a tendency to defeat themselves and offer some unexpected boons along the way. Your friend has gone blind? The next villain you fight will release a dust that *just so happens* to perfectly counteract the chemicals and restore their sight. As long as you can manage to defeat the bad guys and avoid losing any of your friends, everything will turn out alright. Insanity and trauma of all kinds also tends to wash over you like water off a duck's back, even if you've just seen your world go up in flames and everyone forget who you are.

Redefine Vicious
600 CP, discounted for supervillains

Like a wounded animal, you're at your most dangerous when you're at your lowest. The more you lose, the closer you come to complete and total failure, the stronger and more capable you become until the war is finally won. Your drive to endure and to snatch victory from the jaws of defeat push your talent and competence to their limits and beyond. At your peak you could take on an army of metahumans, and beat them all with nothing but your equipment and your wits. When you've lost everything you've ever loved and the whole world is against you, the world better start running.

The Power of Grimdark
600 CP, discounted New 52 and Post-Crisis
Wow. Things sure have been miserable here for a while, huh? Longstanding friendships falling apart. Teams shattered over someone retroactively being a psychopathic teen assassin so evil Deathstroke himself was effectively her boytoy. Once-noble heroines becoming insane ideologues and/or lustful sycophants, while the champions of the Justice League are more akin to power fantasies than people to genuinely admire. Necks getting snapped all over the place. Would you like to inflict these terrible, misery-inducing conditions on future worlds? This lets you toggle a genre shift of selfish, impulsive behaviors and calamitous misfortune onto the world around you. If a young girl get stranded on another world, she'll find killer robots hunting for her head and try to team up with someone else to fight them off-only to find out he was a supervillain trying to use her. If someone gets raped, expect the controversy over how to deal with the rapist to spiral out into a conflict that can see entire superhero teams disbanded. And sometimes technology just randomly turns evil, spells misfire into gaping wounds in hell, people succumb to depression and *the weather just turns foul for no reason*. In general everything seems geared to generate as much misery or forced drama as possible. It's not impossible for people to rise to the occasion or fix what's broken, but the general trend of possibility is for things to be bleak and…not feel worth saving.

That is-everyone else suffers those effects. Those you oppose the most, and those useful to you being less effected until their value as run their course. Those allied to you and yourself, though? You'll find the ruthless, hedonistic approach *works* for you, gratuitous violence and selfish pettiness reaping disproportionate rewards. In fact, your selfishness and violence is highly attractive to ruthless individuals of your preferred gender-who'll show you uncharacteristically slavish loyalty, love and respect for your affection. Especially if you're more powerful than them, which seems to be an incredible aphrodisiac.

New 52: The emanations of Apokolips' New Gods apparently have a passive aura that causes similar effects, except more localized to their presence. Make of that what you will.

Rubberbanding Competence
600 CP, discounted for humans with no superpowers
Almost as if to make up for your lack of powers, your competence and capability scale with your teammates and the threat you're facing. It's not a sure win by any measure or something that can let you overcome an insurmountable difference in power, but the skills and extra force to your blows can make you surprisingly difficult to deal with as a prizefighting pugilist for

intergalactic warlords and cosmic sorcerers. If you're infiltrating a spaceship together for example, you might spontaneously figure out how to operate an alien computer's interface or pick up guerilla tactics to sneak around a patrol of cyborgs. On the other hand if you're just fighting crooks on the street (or other foes of similar stature to yourself) you'll have to rely on your own strength, and this effect is diminished the smaller the difference of power between yourself, your teammates and your foes is.

Reality Resistant
600 CP, discounted for Monitors
You can't just carelessly run through the different dimensions like a chicken with its head cut off. Not when that would subject you to the whims of their conflicting, unpredictable natures. Instead, you carry with you the laws and rules of your origin, behaving as if you were still in your home universe. You can't be made to swear like an edgy teenager and whip out lethal weapons on a moment's notice just because you went to a universe that fundamentally works that way. For that matter, a ward endowed to you to fulfil your cosmic duties ensures all but the most hostile parts of reality won't instantly gank you with environmental effects. You may stride through realms of nonexistence as if wandering through a particularly dark street-though you must still be wary of inhabitants and phenomena more tangible than an abyss of matter and energy.

Twinkle, Twinkle, Little Star
600 CP, discounted for Planets and Stars
People write you into science and art after observing your presence. You can appear as a central figure in mythology, how people interpret and understand the universe, all kinds of art and storytelling, and even attempts made to discern the future and other mysteries from your movements. This applies even when you leave your celestial form, which isn't actually all that far-fetched for many myths.

The Kryptonian Human
600 CP, discounted for aliens
Is Superman Clark Kent or Kal-El? The answer is that he's both, embodying both his human and Kryptonian heritages in equal measure. He stands as the exemplar of the human race, the ideal for them to strive for, while not even being biologically human at all. You embody the same cultural ideal in each new home you make for yourself, both assimilating and exemplifying the local virtues and gaining extraordinary skill with the talents they lionise. You're also extremely gifted with interacting with new alien cultures on even terms, and can quickly make friends, allies and mentors of all kinds with a modicum of friendship.

Injustice Incarnate
600 CP, discount Supervillain

Villains act, heroes react. And you know just how to act to bring about your desired outcome. Booby-traps just where your enemies will walk, inexplicable giant death machines you shouldn't have had enough time to build or find, elaborate schemes and plots that rely on a large number of moving parts, you can do it all. You have a knack for coming up with plans that require ridiculous amounts of preparation to set up and a good number of coincidences to go off without a hitch, and still making everything go along smoothly.

Echoes of the Thunderworld
600 CP, discounted for Superheroes
"I'll break out and destroy everything"? That just sounds like tomorrow's adventure to you! Fortune and circumstances favors you when you spontaneously leap into the fray, chase leads, retaliate in defense of the innocent and otherwise spring into ACTION for the sake of your ideals. Moreover, your presence is awfully disruptive to plans and stratagems of all kinds. You're a living blind spot in all manner of best-laid plans, and while others might adapt to you no plan is completely foolproof while you're around.

Oblivious as a Hawk
600 CP
Whether Katar Hol or Carter Hall, the hero called Hawkman has consistently maintained a solid foothold in existence-one you now share. Setting-wide changes, alterations, retcons, and other disruptions to history and reality no longer affect you. They don't affect you or your immediate surroundings, anything that would show up in a comic based on your life. As a general rule, such effects have to target you *specifically* in order to affect you, and you cannot simply be cast aside with the rest of the multiversal flotsam by grand cosmic events. Honestly, you might not even notice at first. Who has time to deal with the multiverse-destroyer threatening to erase all of history and possibility? There are museum thieves to stop!

Abstracted Host
600 CP
Not all those called to serve by higher powers are created equal. While Hal Jordan was[23] driven to madness by the corruption of the fear entity Parallax nestling in his soul, through sheer force of will Sinestro bent that being into a glorified attack dog. And in some continuities, Jim Corrigan manages to reach a closer understanding with the spirit of God's vengeance bonded to his soul. You would have been a better host than either of them. From supernatural forces to beings of energy, or even objects and sources of cosmic power, you are exceptionally compatible with bonding to such things and far more adept than most at wielding them-and yet far, far less influenced by their compulsions than the average host. Not only are any strains caused by containing them greatly diminished, but you have a natural aptitude for wielding their powers with ease. In fact, there's something about your soul that will ensure most find themselves enjoying being merged completely with you, more than being hosted by others or even being alone-and last but not least, with study and effort you can develop techniques to truly become one being in order to further amplify your power. Kent Nelson was able to fuse spiritually with

[23] (retroactively)

his wife and the Lord of Order Nabu to become a being of unfathomable power, and while his mystical prowess along with that of the Lord of Order's expedited the process you too will be able to devise methods appropriate to what you have merged with in order to similarly amplify your power. Just be careful about trying to become one with too many things at once, even you have your limits.

Bookmark of Destiny
600 CP
It seems the stars have aligned and the gods smile on you, because you've been ordained with a great fate of world-changing provenance in your time here. Perhaps you're destined to save the world from an impending apocalypse by getting initiated in the most esoteric mysteries of the New Gods? Or maybe your magical abilities will elevate you into a new model for humanity's ascent to godhood. Perhaps you are a similar messiah to the Golden Child aborted because of Constantine's revenge on his unborn brother, destined to bring about a new era of understanding for magic. You might even be the true heir to Camelot's throne. Your success isn't guaranteed, but fate and circumstance will guide you to allies, artifacts and resources that will speed you along the path to your true purpose. Factions clued-in to the supernatural nature of the world and beings of cosmic scope are likely to take notice of you, for good or will. Often there is great danger along the road-if only circumstantial danger, but often as a result of usurpers trying to claim your destiny-but the rewards you may reap along the way are similarly commensurate, and often helpful for defending yourself against assailants of all kinds.

In future jumps, you'll have a destiny of similar scope tailored for you in subsequent worlds-although you may toggle this off if you wish.

Whatever Happened to the Man of Tomorrow?
800 CP, discounted for Silver Age and Bronze Age
There's a whimsy and an inherent optimism from some of the older eras that is lost on the newer generations, which has been instilled in your very being. For starters you're blessed with a really lucky, fulfilling life. Not necessarily an important one in the grand scheme of things, but certainly ensuring you'll spend every day enriched by novelty and forge strong, meaningful connections with those around you. You could have more than one love interest, and instead of fighting over you they'd respect your wishes and support you in battle. Just by showing up and doing your part, you'll be the talk of the town-and any misdeeds or eccentricities you've committed will be significantly downplayed. By doing your best to help society, seemingly inconsequential things you do tend to spiral out to make the world a better, more prosperous and peaceful place. Battles with cosmic villains that can rewrite the laws of nature with their superweapons or split planets have very little collateral damage, and there's a chance for you to talk down most of your foes from their schemes-and for the vilest of them all, your valor will strike fear into their cowardly, superstitious hearts. If even that is not enough, circumstance will find those you helped fighting with great coordination and morale to defend you-and coincidentally discovering new and unexpected ways to gain powers similar to the heroes of this world to do so, although *most* such powers tend to fade once the danger's over.

But beyond that, even if malign forces try to slay you, ruin everything you love and burn your lovely life to ash there will always be a chance to save something worthwhile from the carnage. There is still a great risk you could die, but not only are you and everything you hold dear much more resistant to both mundane manipulations and reality warping misfortunes trying to tear your life apart but so long as you're still alive after everything that has tried to take you on you're guaranteed not to die from any attempts at lasting damage outliving the end of the threat or the life of your final enemy. No radiation sickness will bring your story to a sad conclusion, being stranded in a dimensional void may be worrisome but eventually you'll find your way out, and apparent death will reveal you were merely gravely wounded but not so much that whatever passes for medicine can't fix you.

And should you start in those eras, this shall still be a great blessing on your life-for you'll find yourself as charmed by fortuitous twists in your tale as you would be relative in more pessimistic eras with the baseline effects of this perk.

A Masterpiece Gone Wrong
800 CP
The Endless are vast, incomprehensibly vast beings, fitting their name. Destiny, Death, Destruction, Dream, Desire, Despair, and Delirium don't just represent or watch over their domains, they *are* them. Dream is one with the Dreaming, the source of all dreams and imagination, and Death is the force without which nothing could ever pass on to the next world. Long ago one of these beings conspired to create the ultimate expression of their concept, but in doing so something backfired. For the Endless don't just embody their concept, but their opposite as well. Dream can make dreams a reality, and Death is the one responsible for breathing life into everything that lives. The result of their grand experiment was you, and as such you carry their greatest failure with your every step. Your very appearance brings freedom, or life, or sanity, and you alter the course of history wherever you go in doing so. For example, if your existence was orchestrated by Despair, you could inspire a whole world simply by being yourself, bringing people hope and changing their lives by saving them and showing them that no, things really aren't so bad, and leaving your undeniable mark on the universe for millennia after you'd gone. Be careful with what you set into motion. As Lord Dream found to his sorrow, unrestricted life and creation has the potential to create just as much havoc as death and destruction running rampant-to say nothing of the horrors that could be unleashed by he who *brings paradox and snaps fate* in his wake.

To Be Continued
1800 CP, discounted for Superheroes
At the center of all things, at the beginning of their creation, there was an idea. A complex, self-assembling story of stories organizing all existence around itself where once there was nothing. That idea is Superman-and now, an idea of equal scope has become incarnate through you. You are the axis upon which reality spins, and the *other* eternal champion of the multiverse. Though you may feel unchanged at first, know that you have been recognized as an archetypal hero-and that in subtle yet profound ways, reality itself conspires to ensure you'll always save the day.

Whatever your origins, whichever world you're in, you'll quickly find your actions snowballing outwards to bring you into a position of awe and glory while retaining much of your freedom. From inspiring a new age of superheroes by spontaneously lifting a car out of someone's way, to being recognized by divine judges or even the universe itself as a messianic figure and consequentially endowed with blessings or artifacts symbolic of your heritage, to leaving behind a glorious, lasting legacy of metahumans stretching far into the distant future in which you are all but worshipped nobody would dispute you being the greatest hero in the world. Even if you're of a more villainous bent, your presence will bring prosperity to those wise enough to submit and prove useful to you, and your authority will seem unquestionable. Like the archetypal comic book hero himself, fortune and circumstance align to grant you a frankly absurd ability to have, run into or even spontaneously develop powers helpful for solving short term objectives. Moreover, while you have little fine control over how this works whatever powers you have tend to spontaneously develop new adaptations aimed at fulfilling your immediate wants or needs. Like spontaneously perceiving higher dimensions after entering them, or being exposed to a strange dimensional barrier that gives you an energy-based physiology. And if you have none, never fear: You'll soon find yourself encountering numerous coincidences and opportunities that will offer you good chances to harness some of the greatest forces in this world, or enhance your physiology in ways befitting your aspirations. While you'll likely have a certain powerset you come to favor, such opportunities will continue to crop up in your life. As a general rule, more powerful abilities take longer to fully actualize and keep permanently in this manner; turning an incurable medical condition into a transformation that grants you godlike power by doubling down on it could take decades, but pushed to your limits you could sing at just the right pitch to shatter a dying cosmic god's soul. Impossible odds and absolute crises have a chance, however slim and difficult to achieve, of being overcome with your involvement-and the odds go much higher when you inspire others to follow your example. Alone, you might one day hold back the progress of entropy with raw might alone. Together, you might just turn back time and revoke death for entire worlds.

Powerful, deeply loyal and extremely attractive friends and allies seem to practically crawl out of the woodwork as you go through life, and your charisma is so far off the charts that it could set societal trends in motion that lead to entire worlds bettering their ways because of your shining example-or even have some of your adversaries falling head over heels for you, if they weren't motivated by a twisted sort of attraction to begin with. Genius scientists, prophetic sorcerers or other famous and powerful figures will reach out to give you their support-often providing just the shrink ray or magic crystal you need to accomplish a seemingly impossible task should your innate abilities not be sufficient; for example, if you've never boxed in your life but suddenly lost your powers of super strength because of Power Loss Lass then the current world heavyweight boxer might bump into you at the gym and offer to give you boxing lessons. Your luck is off the charts, to the point where you'd soon need some sort of museum to store all the wonders and mementos from various adventures you've collected along the way. And maybe most importantly of all it rubs off on those new friends of yours too-not only making their lives more successful and happier, but also overall more fulfilling and helping them grow as people.

This is not incorrect, as the more esoteric aspects of this status prove. Your story impresses the patterns of your life across the multiverse, guiding the development of other champions in your example-not making them do what they would not normally do, but rather bolstering all their attempts to improve themselves that, unknowingly, emulate you. In worlds with alternate universes, expect to find gifted people quickly rising to the occasion and repeating the patterns of your life-and often proving impressed and helpful to you if you somehow have a way to go meet them. Even the space beyond existence can be marked with the patterns of your story, forming worlds and histories where there was void. Cosmic entities unable to comprehend the concepts that make up your existence risk being “infected” with the ideas and principles you hold dear, gaining identities and retroactive backstories even as they unconsciously act to fulfil your ideals-and often coming to empathize with the “germs” they once looked down upon as well as coming into positions of beneficial aid to you, without fully understanding why. Your significance also endows you with a sort of immortality instantiated into the cosmos itself. Attempts to erase you from existence and alter your past are possible-but in one form or another, you will seemingly appear from nowhere in the new reality soon, with a new history that however distorted will be consistent with your values and deepest beliefs. Existence itself will align time and space in a series of impossibly convoluted domino effects to permit you an opportunity to strike back at those forces. And last but not least, the very essence of you is an amplifier and capacitor for all forces of creation. Cosmic technology such as the vibrating towers erected by the Anti-Monitor could potentially use you as a medium to create entire universes, and those with godlike power over matter and energy could potentially use you as the fuel for cosmic mechanisms capable of fighting in archetypal realms. This is not the magic or various forces often harnessed by metahumans, this is a more fundamental quality of you that gives form and function to the multiverse.

You are a symbol of hope for those who would one day join you in the sun. You will shine just as brightly in future worlds. And even if some view you as a strange visitor, others will quickly recognize that as a man of action your potential to help others is limitless.

Empty Is My Hand
1800 CP, discounted for Supervillains
All things must come to an end, and all stories must reach their natural conclusion. And at the end of all tales, all narratives and conflicts-there is you. You are *the* villain, *the* archetypal corruptive and antagonistic force and within you is not an idea but rather the absence of one. The cold, crushing certainty of a final and inevitable doom to all things. Only two other villains have shown the same capacity for inevitability and scope that you have: The mysterious invader occupying Multiverse-2, and the lord of Apokolips himself. There may be others with delusions of their own supremacy, but in the end-you simply ARE.

When you set your will to conquest and subjugation, a combination of escalating misfortune and insidious corruption assails all that you wish to be yours or to end-spreading backwards and forwards throughout all time to be subjugated to your will. Once-trusted teammates find themselves driven to conflict and mistrust, turning on each other like rats on a sinking ship until even the most virtuous and well-intentioned of souls would all but beg for power from you to feel superior to the common rabble again. Well-intended sorcery or sorcery shucks its creator's leash and sets out on a spree of destructive conquest-though quickly bending to your will should you ever meet in person. Even pantheons of cosmic deities dedicated to freedom and virtue could, after prolonged combat with you, be reduced to little more than pale reflections of your own will for conquest willing to make bargains for you given some well-intentioned justification. And when you yourself or your subordinates act, this corruption is far more rapid. Torturing and corrupting a man could forever define his life, clouding his decisions and marring his judgement until the bitter, broken shell of him does lasting damage to his allies in ways even you could not anticipate. On the other hand, taking a young pup under your wing and nurturing it could see the beast grow into a wolf that can devour the sun. Conquering a civilization will incite such panic the survivors will degrade themselves fanatically for the privilege of licking your boots, eagerly becoming slaves to your grand conquest. Granted, if you're somehow of a more heroic bent these effects may resemble religious rapture rather than spiritual decay-but there will always be a strong element of coercion and domination of will. All probability, all fate and possibility is skewed towards making all existence increasingly like yourself and suited to glorifying and embodying your nature. The attitudes pervading society, the alignment of the stars, the nature of magic and even the deepest mysteries of existence become more closely aligned to what you are-an all-encompassing, absolute force of corruption that may take longer to work on more significant aspects of reality and cosmic forces capable of defending themselves, but can never be delayed indefinitely unless your core being is destroyed-or at least, significantly fractured.

Yet there is a dark fortune to you every bit as blessed as the Man of Steel's is guiding your life. All those with malice in their hearts instinctively submit to you, even the most egotistical gravitating towards appeasement and alliance rather than conflict while lesser beings may instinctively offer themselves to be yoked by you. Morbidly, those you are attracted to are particularly susceptible to your will-slavishly seeking to please you in defiance of self-preservation and dignity. And why shouldn't they? There is power beneath your leash. To disrupt your plans, to subvert your command structures from the inside and *deny you what you want* seems inevitable. Your powers may otherwise be no greater, your ploys no cleverer and

your skills no sharper but they simply *crash* through all direct and indirect defenses with such force that even basic energy attacks could shatter the projections of an entire Lantern Ring corps, casual punches bring cosmic beings or entities as exotic as sentient timelines bleeding to their knees and straightforward battle plans conquer galaxies. And those willing to bend the knee to you may partake of a measure of this supremacy, with greater effectiveness coming with greater loyalty and fervor-though never in opposition to you, of course. Should you magnanimously recognize some of these serfs as worthy and formally induct them into an inner circle of sorts, you'll find they are also miraculously helpful in serving you and embodying your might-developing mighty superpowers and honing existing skills to godlike levels of prowess designed to suit your needs. Prophets of your coming obsessed with balance can be endowed with the power to halve and redistribute other abilities. Already hardened fighters can be sharpened into some of the most vicious and skilled warriors in the cosmos. Cowardly advisors could rediscover and finish long-forgotten schemes of cosmic hegemony you yourself considered a lost cause. It is fitting that those slaved to you extend your reach and grasp, after all.

Above all else when you seek to dominate and increase your own power all your efforts are spectacularly, miraculously more successful than they should have any right to be. Your machines and spells can even shackle aspects of God to your will and siphon power from them-or if you already had such capabilities, they would quell the supreme creator as kryptonite quells the Man of Steel. Attempts to wrest such power from you or nullify it are futile, and the full force of your corruption is turned on those who try-punished for trying to take your precious power by becoming bent into another extension of it. In fact, the more of any kind of power or influence you have the easier you'll find gaining more power for yourself and the greater *all* your existing powers will become. Whether simply by experiencing a surge in your divine essence as you build your criminal empire, coincidentally discovering caches of Element X after absorbing a source of magic or realizing your entropic powers have become strong enough to subjugate cosmic beings greater than yourself. Even in death there is no escape from your iron grip; not only can you bring death to even those immortal on a cosmic scale, but what you destroy is forever made your slave, whether as a mindless thrall, a corrupted mockery of themselves or a more conscious instrument of your will with however much awareness of their debasement as you permit. Such is also the fate of what you have enforced true and lasting submission from. Living beings can be revived from any harm insufficient to destroy you, slain by your will as you wish or even given aesthetic and costuming changes to better reflect their purpose in your eyes-and in death, can be recreated at your side modified down to their very being as instruments of your will. Buildings and artifacts can be reformed, now charged with your malicious all-conquering, all-corrupting presence and reshaped into more pleasing forms to your eyes. Even essences fractured from truly abstract beings, such as an aspect of the Source or death itself, can be fundamentally altered to serve your purpose.

All that is, is waiting to be one with you. To submit to your absolute finality, and be made whole. And when this pitiful multiverse has at last been purged of the crime that is individuality, perhaps then you will deign to reach for yet more worlds.

Superpowers

=== === === === === ===

Experimental procedures that let you release and absorb stellar radiation? A cosmic staff that grants you magical powers? A shamanistic bond with animal life? There's no end to the variety of powers and abilities in this world, and in this section you can design your own! Keep in mind that some races have inherent superpowers, so any bought here can represent additional ones you have due to an interesting backstory, interesting hidden powers unique from your race or-well, practically any explanation you want to justify them being there, really. If you really want to sure, you can assert that Grant Morrison retconned you to have plastic controlling as a statement about the current state of the comics industry.

Powers here are purchased with Meta Points. You may exchange CP for Meta Points (MP) at a 1:2 ratio. If you're having trouble coming up with a power you like, you can go over the supplement for ideas. Power limitations as listed below can provide you with more MP.

Source
Here's where you define what the fundamental nature of your power is, and how it works. Some options here will elaborate on its specifics or unlock new options. You can't get more than half of your power's cost back in limitations.

> **Biology**
> *0 MP*
> Your power is based on your body, coming from your genetics, altered musculature, viral/bacterial enhancement, or similar. Your powers aren't just a part of your body, they're a natural and integral component of how your body functions. Can be trained and improved, to an extent.
>
> **Technology**
> *0 MP*
> Your power is based in technology, such as using advanced tools and weapons. Without Inner Potential, it's assumed that your technology was rather experimental or unique-and while still potentially possible to improve if you're sufficiently clever or have outside help, by default simply functions as advertised.
>
> **Magic**
> *0 MP*
> Your power is based on magic, and is used through your magical power and skill. Without Inner Potential it's assumed that you acquired it through a shortcut such as a devil's bargain or from a depleted artifact. As such it mostly functions as advertised-though the laws of magic can prove rather slippery in the right circumstances.

Supernatural
0 MP
Your power is based on the supernatural, but not one that's inherently magical or divine. Your power could come from a source like the Parliament of Trees, or one of the many strange anomalies the Doom Patrol have encountered in their career.

Psionics
50 MP
Your power is psychic in nature. Like Captain Comet and Martian Manhunter, even if you are not normally a genius you've somehow gained considerable power over the mind. This encompasses everything from telepathy to emotion control, or even particularly skillful hypnotism.

Divine
100 MP
The gods had a hand in your creation, and while your power is divine it's fundamentally yours, not given to you by a deity that could take it away. You could be animated from clay like the Post-Crisis Wonder Woman, or a chosen champion like Billy Batson. Abilities of this nature are generally more powerful than other comparable ones of the same tier.

Meta
50 MP
Your powers are…uh…why are you looking at those speech bubbles? Why did your eyes pop out of your skull when you saw that attractive woman? Where did you get that big hammer from?! It seems your powers appear to be based on the metafictional aspects of being a comic book or cartoon character, whether it's a form of tomb physics or a strange form of scrying based on observing speech bubbles. Your powers aren't necessarily the strongest out there, but expect them to be just…just plain *weird* for everyone who isn't a *really* powerful cosmic being, a sufficiently initiated magic user or another cartoon-y character to deal with.

Fusion
100 MP
With each purchase of this, you may choose more than one Source. Want to wield a power similar to Firebrand's combat-sustained Conflict Engine, drawing power from both Psionics and Technology? Or would you rather be a distant relative of the Emotional Entities, with your Biology fully integrated with Cosmic Energy? Now's your chance.

Power Up by Screaming (Does not require Fusion)
100 MP
You have a well of power beyond what you're normally capable of using, except under extreme emotional conditions, the aid of technology advanced enough to be relevant on a cosmic scale, certain spells and other similar means of unlocking latent potential

through an altered state of mind. Your powers can be drastically more powerful and effective, or potentially even unlock new capabilities-for example personnel-scale wind control billowing up into a small tornado with control over the rain and lightning as well.

Cosmic Energy
200 MP
Your powers are based on a cosmic energy, such as the Speed Force or the Emotional Spectrum, making it more powerful, giving it the potential to cause repercussions across the universe or multiverse if you break something important or push the boundaries beyond what you're normally capable of, and allowing you to tap into a larger amount than normal when the need arises. Gain three Tiers and take Power Up by Screaming for free.

Preordained
300 MP
It doesn't matter if you got your powers from a magic genie, an accident in a vat of chemicals or first contact with Dimension X. You have superpowers because you were *destined* to have superpowers. Because past and future *require* you be what you are, for the stability of both. Choose a purpose for your powers, something simple but open ended like "I fight for Truth, Justice and the American Way" or "I must defend the world from unexpected threats". When you act in accord with this principle, your powers function as if 3 tiers higher than whatever your baseline is-without risk to the space-time continuum, the integrity of the universe or anything, sense they are in some sense in accord with reality's structure.

Inner Potential (Does not require Fusion)
400 MP
Your body, soul or whatever passes for the core of your existence harbors an untapped strength that can be wrung out with constant training and conflict. Doomsday's regenerative powers for example are borderline nonsensical, adapting and evolving to virtually any threat. In the Silver Age, Superman demonstrated some powers unseen even in other Kryptonians. So too do the legendary monsters of some mythology surpass in sheer power and danger many of their divine cousins. Your power grows slowly but continuously with age, training and experience. It's a fairly constant but slow trickle of growth with no real upper ceiling, though take heed-even a brute as violent as Doomsday could be put down by someone with similar raw strength.

Of the Source
1200 MP
Some beings in this reality are just *unfair* beyond even the known cosmic forces, due to deriving their powers from an even greater font: The Source, the designer and ultimate origin of all creation. Through the Omega Effect, an entropic but infinite energy derived from its limitless potential, Darkseid seems able to manifest virtually any effect he desires through the Omega Effect's allegedly-entropic energy. Scott Free's Alpha Effect

was also alleged by him to be an equal and opposite expanse of endless energy and Takion of the New Gods was alleged to be an avatar of the Source's will itself, while the Life Entity harbours within itself the white light from the beginning of Creation itself.

Like the Lord of Apokolips and the God of Freedom, your power is fundamentally superordinate to all other forces in this multiverse by merit of somehow being not just sponsored by the blessing of an angel or the might of a pagan deity-but the creative energies of the supreme creator God himself. Initially it is still limited to the range of effect and versatility indicated by its Power Tier, but within that tier it trumps most other competing forces without highly specific and likely costly countermeasures-such as an artifact from the Sphere of the Gods capable of absorbing it's energy as well as an incredibly powerful suit of armour that can repulse it back at you, or extreme feats of manipulation to turn you against your purpose. Think of your power as being in touch with the "source code" of reality and having greater existential inertia when it comes to affecting yourself, others or the environment due to having an authorial primacy over God's very creation; even a toy sword blessed in the light of creation could cleave through most power armour like butter, for example.

A power like the Delta Effect's ability to bring out the latent hero within someone could turn anyone into their best, empowered self and shape matter into wish-granting orichalcum but not turn someone into a villain or make things it touches worse. Through some method such as absorbing the life essence of other beings, civilizations or universes and building great furnaces to amplify your energy or intense communion with the Source itself-or praying to God himself-you can drastically increase your power's might far and beyond the other options here. Your powers have a functionally endless source of raw energy; it is possible, though very difficult, to overuse them if your body or essence "overheats" from channeling too much of it at once or improperly. Furthermore, you can bestow lesser or similar powers on others you deem worthy as well as use your raw creative energy to support any natural process in existence. Have fun powering your toaster forever with the limitless fires of creation themselves.

External
+100 MP
Your power isn't inherent to you. You were given the power of another, like Shazam. They can also take it away, depending on the reasons they first gave it to you, but considering they chose to give it to you in the first place you'd have to give them a good reason for that to happen.

Team Power
+100 MP each
Your power requires multiple people working together to function, with more people required the more times you take this. Like Firestorm and Blue Lantern rings. If taken with Activation it requires you to fuse together into a new form. This can be taken up to five times.

Limitation
+50/100/200 MP
Your powers don't work on a very common substance, like wood or the color yellow. For 50 MP this may instead be a very rare substance like Kryptonite, and for 100 MP this can be a substance somewhere in the middle in terms of overall rarity like iron forged into a certain highly specific symbol. You may take this limitation multiple times.

Usage
This section determines how your powers are actually deployed.

Complicated and Time-Intensive Activation (i.e. having to sort through lots of deepseated personal trauma-generated personalities and negotiate with them to pilot your body, like the show version of Crazy Jane)
+300 MP
At Will, Painful (i.e. turning into a werewolf, but the transformation hurts exactly as much as you'd expect forcibly reconfiguring your hominid body into a lupine one would)
+200 MP
At Will, Tiresome (i.e. turning into a werewolf, if it didn't hurt but feels like going for a long sprint)
+100 MP
At Will, Trivial (i.e. shouting a magic word or equation to activate the power instantly)
+50 MP
At Will, Easy (i.e. shooting hand lasers)
0 MP
Natural (i.e. physiology powers like heat-based eye lasers)
0 MP
Passive, with a Toggle (i.e. a heat aura, a tattoo that amplifies magic or automatically conjures demons)
100 MP
Automatic and adaptive (i.e. the Constantine bloodline's famous Synchronicity Wave Riding, the Omega Sanction if it didn't need the Omega Beams as a medium)
200 MP
Passive and Automatic, Uncontrollable (i.e. empathic powers that can't be turned off, being constantly on fire)
+200 MP

Focus (Optional)
With this option, an item you own functions as the source of the applied power or is in some way autonomous and capable of using the powers itself. You can freely import a pre-existing item as a focus. You can add a category for 100 MP each to increase the versatility of your focus. Imported items only need to match one category. You can import an item or items purchased here as your focus to add powers to them or modify their form.

Item of Power
0 MP
A small handheld or worn object, like a ring, necklace, ceremonial dagger, or totem, a tool, or a generic object such as a technological device or disembodied organ.

Weapon
50 MP
Any type of mundane weapon, such as a sword, glaive, slingshot, or gun. Mostly personnel-scale but not required, although even here getting powers from a missile *that hasn't exploded yet* is all but unheard of.

Container
50 MP
The focus applies the power to whatever's inside it, such as a box that pauses time inside with Time Manipulation when it's closed, or a set of chambers that combine anyone inside into a single person with Bio-Fusion when activated.

Clothing
50 MP
Either street clothes or a supersuit. Basically anything you'd wear out and about. Includes mundane armor like Kevlar, or a fancy hat.

Armor
50 MP
Anything you'd wear to protect yourself from superpowers, advanced weaponry, or magic. Includes power armor, enchanted armor, and helmets.

Location
50 MP
Your power is tied to a specific location. It can be used by only you from anywhere on the premises, empower everyone there, allow you to temporarily merge with the area, or similar effects. Optionally it can get weaker closer to the borders and stronger closer to the heart of the area. One of the effects Infection can have in a location is to spread the area, with higher Tiers spreading faster.

Magic Spell
50 MP
Your power is used through a single magic spell. This can be taught to others with magical training and improved on as much as any other spell could be.

Liquid
50 MP
Your powers are based in some kind of liquid, such as enchanted water, an alien superpoison, or ink/paint. Depending on it's nature and limitations you may need to be immersed in the liquid, merely have a supply of it on your person or be able to conjure or secret it.

Gas
50 MP
Your powers are based in some kind of gas or airborne particulate, such as a cloud that decays anything that passes through it, bottled breath of life, or hypnotic pollen not produced by your body.

Energy
50 MP
Your powers are based in some kind of energy, such as an eternal flame that burns through magic and leaves anything else unharmed, a song that causes its effects when heard, or your stock standard shrink/freeze/death rays.

Autonomous
200 MP
Your item is sapient, and optionally sentient as well. It can make intelligent decisions based on outside stimuli, remember experiences, actively use its power and change tactics according to the tide of battle, and optionally communicate with the holder, wielder, wearer, or people nearby in some way (vocal speech is the default, this can be changed depending on powers). It's a 0th level intellect by default, and you can buy Natural Abilities for it with a 600 CP stipend.

Compulsion
+50-200 MP
Your focus is very particular in how it's used. It somehow causes compulsions when worn, wielded, or used, such as targeted thought suppression, a magical geas, directly taking control of the body, or simply being very persuasive. The return is equivalent to the willpower that it takes to overcome the compulsions; at 200 MP this is akin to a demon trying to possess you, at 50 MP it's simply like a song that's stuck in your head that you can't ignore. This can't be used to bring the power's cost below half price. Only up to 3 compulsions may be bought.

Power Tiers

Oh boy, here we go. Here's where you get to settle up on how, well, powerful overall your power is. Since certain aspects of your power's source or your race can alter how useful your power can be *after* growth, psionic empowerment, self-improvement or what have you-to be clear, this section defines how capable your power is *at the start of your entry into this world.* Each tier is a rough approximation of what the maximum range of its effect is or how big a punch it packs in a fight-and comes with some examples of the broadest and most narrowly focused abilities available at this level. **It is not an absolute indicator of whether your power would win or lose against any power of similar tier.** In this world, creative thinking, careful preparation and the exploitation of underlying weaknesses or external factors can be much more decisive than raw power or complexity. For example, while even the Rebirth incarnation of Superman could probably hit harder than Firestorm when being serious about it, Firestorm could also quickly create a cage of kryptonite around him.

As for what powers you can pick here-virtually any superpower you've thought of has, at some point, shown up somewhere in DC so go hog wild. Want to tear portals between different dimensions, including the Dark Multiverses and between different universes? We can make that happen here. Want to make imaginary friends come to life? Just pony up the MP to gauge what they can actually do. Examples will be provided at each tier for what kind of powers you can purchase, which should be used as a point of reference within reason**. Each example refers solely to what is described, not the unmentioned capabilities of the characters used as reference.** Powers like Empathy and Flight which are predicated on some sort of external interaction use the next Tier up as their general range (except for wall level, which is 'only affects the self/on touch'). Powers that project or direct some form of matter or energy like Energy Constructs use Tiers for maximum size and complexity as well as strength. **Tiers are approximations, not minimums or maximums.** A power with greater effect and a smaller range, and a lesser effect and a wider range are about the same Tier.

A built power only has one Tier, which takes into account both the base power and any modifiers. However, power effects can be combined to change how the resulting power works-for example, adding a wall level incendiary effect to a mountain level blast of wind so that your winds also burn things but only lightly.

Wall Level (50 MP): Your power's advantage operates on a scale slightly above that of a mere mortal. Even if it's a versatile one, it generally has a fairly focused concept like generating hammers from behind your back or being slightly above the peak of what your race is.

- Broadest example: Deathstroke's Enhanced Soldier Initiative modifications, which let his mind exceed a normal human's (in raw efficiency, not intelligence), heal every bone breaking in his body in a matter of hours and snap a steel sword in half. These and his other abilities represent the most versatile application of this level.
- Most focused example: Derek James aka Sideways' ability to open spatial rifts (although his potential to create black holes by putting one rift in another would also require Inner Potential).

Street Level (100 MP): Your power can deal significant damage in a wide area around you, or otherwise act on a scale wide enough to affect a gathering of mortals. Most mortal thugs wouldn't stand a chance against it, but most superhero teams generally have a way to deal with it.

- Broadest example: Clayface's transformative powers
- Most focused example: Psycho Pirate's control over emotions

Building Level (200 MP): Your power is a significant threat to a building-sized area. If destructively focused, it can do significant damage to most earthly and many alien buildings. If it's mobility-focused, it could let you travel such distances fast enough to smash through such a structure.

- Broadest example: Metamorpho's shapeshifting and element-transmuting physiology
- Most focused example: Flex Mentallo's Muscle Mystery powers (excluding Inflation Intensity-based powers)

City block level (300 MP): Your power can cover, damage or propagate an effect over several building sized areas' worth of territory. Alternatively it could exert control on a lesser scale to an absurdly precise and intricate degree.

- Broadest example: The New 52 (and onwards) incarnation of Cyborg's physiology
- Most focused example: The energy blasts employed by both Tamaranean princesses

City/Mountain level (400 MP): Your power can either influence a significant geographical feature-or do noticeable damage to it, demolishing it with a modicum of effort. This is the sort of power that younger teams of supers like the Teen Titans would get serious against.

- Broadest example: Poison Ivy in her tenure as an Avatar of the Green, or Firestorm (for more focused power over pure matter and energy rather than the metaphysical aspects of plant life)
- Most focused example: Maxwell Lord's psychic abilities (post-Dark Nights Metal)

Island level (500 MP): Your power can exert power over a large environment with incredible finesse, and deliver hits with significant range. This is the sort of power that the Justice League would get serious against if misused, not necessarily out of personal danger to them but due to the potential for civilian casualties-or that could help them out greatly on one of their non-critical missions.

- Broadest example: Static Shock
- Most focused example: Both incarnations of Magog's energy projection

Country level (600 MP): Your power, if destructively focused, can likely *create* geographical features by hitting other geographical features hard enough. Alternatively if not, it can bring salvation or damnation over people on that scale

- Broadest example: The New 52 incarnation of Apollo's divine powers over the sun and physiology[24]
- Most focused example: Mongul-level strength

Continent level (700 MP): Your power is more akin to a natural disaster. Even if it's relatively subtle, it has the potential for deadly and wide-ranging knock-on effects.

- Broadest example: Raven from any era's magical abilities, minus the Inner Potential and Power Up By Screaming aspects of her abilities
- Most focused example: The First Born of Zeus in the New 52's energy-absorbing physiology

Moon level (800 MP): Your powers aren't quite at the level of threatening an entire planet. But you could bust one up real good, and make it an awful place for someone to live-or potentially grow plants all over the face of one. If you did not take **Cosmic Energy** already, this is the cutoff point where your powers begin to be competitive with such forces.

- Broadest example: Energy projection on par with a mediocre but competent Green Lantern, such as Jessica Cruz or Simon Baz *without* the Cosmic Energy-given buffs to their power
- Most focused example: Tactical telekinesis equal to that of Conner Kent, a somewhat flawed clone of Superman

Planet level (900 MP): Scratch that. Your powers can comfortably leave scattered debris where an Earth-sized planet once stood with only a mild sweat-or if creation-focused, with some effort *create* a planet-sized mass somewhere. Or feats of that order.

- Broadest example: Energy projection on par with Kyle Rayner or John Stewart *without* the Cosmic Energy and willpower purchase-given buffs to their power
- Most narrow example: Starman of the Rebirth era's Totality energy control

Multi planet level (1000 MP): Your powers are as above, but commensurate in scope to multiple Earth-sized planets.

- Broadest example: Technology manipulating capabilities on par with the Prime Earth incarnation of Braniac
- Most narrow example: Power absorption on par with Amazo

Star level (1100 MP): Your powers are such that you could function as the sun for the Earth if the sun ever went out. Indefinitely.

- Broadest example: Energy manipulation, including magic, on par with an adult Sun Eater such as Starbreaker (or presumably, his daughter Belzebeth)
- Most narrow example: Elemental powers on par with Solaris' tremendous heat

---

[24] Note: These do not represent an *accurate* depiction of a deity of the era's powers, given they ended up being fake memories implanted into Wonder Woman at the time

Solar system/Supernova level (1200 MP): This is the point where precise measurements and exact specifications for your powers are less cleanly defined in tiers, and more broad guidelines. Suffice to say that with this power alone, you're somewhere up there with the world's greatest heroes. Whichever era you're in, you could go a few rounds with Superman by fighting smart if nothing else.

- Broadest example: Energy projection on par with Hal Jordan *without* the highest order willpower purchase and Cosmic Energy. Alternatively, Kong Kenan's Superman ki infusement-given powers and the blessings given by the Wizard[25] to Billy Batson i.e. the Wisdom of Solomon, the Strength of Hercules, the Stamina of Atlas, the Power of Zeus, the Courage of Achilles and the Speed of Mercury.
- Most focused examples: Superdoom's capacity to grow in size and strength in capacity to how many people believe in what he represents.

Beyond this tier, singular examples will be provided given at a certain level of abstraction focused and broad powers cease to have much difference.

Galactic (1600 MP): Your powers span a galactic structure in scope-and if bought with Inner Potential, immediately threaten multiple galaxies as well. The onboard weapons of Mageddon, a forgotten weapon of the Old Gods whose battle predated New Genesis and Apokolips, is one such example: Boasting the power to amplify all aggressive and malicious emotions across an entire galaxy, and also discharging energy projection powers fueled by an "anti-sun".

Universe level (2400 MP): Your powers can affect an entire universe in a rapid timeframe. The Astro Force brandished by the emanations of the New God Orion are one such example-and if taken with Inner Potential, then you may reach out to affect multiple universes (though still on such a scale that conquering even a single universe will be a significant feat) as the New 52 emanation of Darkseid can.

Multiverse level (3400 MP): Your powers count among the greatest in this world, able to potentially remake and destroy all existence-though be warned, you are far from the only being able to do such things and few appreciate such a drastic overhaul of reality. With this alone, your power's scope operates on a scale akin to that of the Spectre, his dark counterpart Eclipso, a Lord of Order or Chaos, or the cosmic destroyer dragon Barbatos. At a certain point scale becomes arbitrary, so since "multi-multiversal" makes little sense taking boosters such as Inner Potential or Cosmic Energy can be considered to make your power competitive with the higher order cosmic beings dwarfing these ones in scope.

[25] Post and Pre-Crisis: The actual wizard Shazam, New 52 and onwards: An Australian weather god

More on combining powers

Some power effects, when combined with other effects, can be used to directly modify the first effect instead of forming a composite effect. They can still be combined as normal. Examples are given below each effect to give you an idea of how they can be used.

- Antipathy: Invert an effect. This doesn't affect the rank of your other effects.
    - w/ Sound Manipulation: You can control silence directly.
    - w/ Vampirism: You have mildly superhuman physicals, a few supernatural powers like seeing through deception and snapping someone out of a trance, and the power to heal others, but are powered and strengthened by the sun and become severely weakened in the dark.
    - w/ Elasticity: You can harden yourself, becoming denser and harder to forcibly move or injure.
    - w/ Mechanokinesis: You can cause machines to malfunction and break down by touching them or being near them.
- Enhanced Senses: You can perceive the relevant effect directly. This sets the effect's rank to beta as superhuman senses instead of whatever it normally does.
    - w/ Enhanced Senses: You can see anyone who can see you, potentially through live footage and pictures.
    - w/ Oneiromancy: You can experience other people's dreams as they're having them.
    - w/ Body Art Animation: You can talk to artwork like paintings and statues as if they were real people, and ask them what they've seen.
    - w/ Immortality: You know how old something is when you look at it or pick it up, or how old a song is when you hear it.
- Unique Physiology: The effect acts as your body in some way.
    - w/ Astral Projection: You can project avatars of yourself.
    - w/ Energy Negation: You're a pitch black shadow, a void that darkens any room you enter.
    - w/ Mind Control: You exist as a memetic effect in the minds of others that takes more control over them the more they know about you.
    - w/ Fangs: You ever see a person made entirely out of teeth?
- Body Art Animation: The effect manifests through body art like tattoos or paint.
    - w/ Power Absorption: Similar to Primer, you may potentially unlock new powers from reactive compounds of a unique nature
- Antipathy/Deflection/Energy Negation/Intangibility/: Makes you immune to the effect.
    - This shows both how multiple combinations can be used to achieve the same results and how the same modifier (antipathy in this case) can have different results when combined with the same thing. These can also have different variations, such as intangibility letting the other effect pass through you harmlessly where energy negation might stop it dead in its tracks.

Weaknesses

=== === === === === ===

For the duration of your stay here, you may take on various flaws to your powers to partially offset their costs. **As stated above, the total amount of MP you gain from weaknesses may not exceed half the price of your power.** Weaknesses that are applied to yourself, like Blind or Mental Illness, are removed at the end of the jump. Further stipulations and examples are found below.

Annoying: +50 MP. May take up to 6

- E.g. changing skin colour to an embarrassing shade while using the power

Mildly threatening: +100 MP. May take up to 4

- E.g. being briefly unable to see for a few seconds as your eyes adjust to your heat vision

Dangerous to your health on a semi-regular basis: +300 MP. May take up to 2

- E.g. your power causes you to burn in sunlight like a vampire, although this can be ameliorated with clothing, magic and sunscreen

An active risk to your life on a regular basis: +600 MP. May take only 1

- E.g. needing to fight at least once every 24 hours lest your power burn out your heart

You’re fucked: +1000 MP

- E.g. your power is a sentient being that is infallibly loyal to your worst enemy

Equipment and Properties

=== === === === === === === === === ===

Superpower Schematics
Variable CP
You have a means of replicating one or more of your powers. This includes natural abilities and skills you possess, possibly in the form of bizarre experimental methods of hypnotherapy or some sort of knowledge-distributing ray. This does not include options from the race section. You may buy this multiple times.

The form this takes depends on your power's source and exactly how it works. For example, for technology-based powers you could have actual schematics telling you how to construct the equipment, biological powers could be research on genetic engineering or a supersoldier serum, magical powers could be a spellbook or ancient scroll, and inherently divine powers could be an empty font of power that can store power gifted by a god. If this is bought first, you can apply powers to this to get their blueprints without having them yourself.

The price for the schematics to provide a brand-new power built in the Powers section is what you would pay in CP rather than MP. Ditto for skills and natural abilities.

If you already have the power, skill or natural ability you wish to replicate in your main build, you need only to pay a flat 400 CP for its schematics.

[Animal] Repellent Bat Spray
25 CP
Sometimes you just have to get rid of some pesky predator tailing you. This high-tech formula repels a single type of animal when sprayed on them or around you, with much better results than most modern Earth substitutes and absolutely no side effects on other oragnisms. You get a crate full of canisters and the formula to create more.

Costume
25 CP, free for Superheroes, Supervillains, and Sidekicks
A unique costume of your own design. You can incorporate armor into the material, including unusually effective armor from any materials purchased here. The design can be pretty much anything, and it's durable, comfortable, and easy to put on. Unless it has any obtrusive or glowing parts then it can be worn underneath clothing without revealing its presence.

Portal to the Mangoverse
50 CP, free for Drop-Ins
Not long after your arrival into this world, you made contact with a mysterious force which lets you create a small portal near you to a dimension of pure mangos-which seems to follow you into future worlds as well. You make it as big as two basketball hoops or small enough to let out one mango at a time, and short of the greatest cosmic events the mangos never seem to run

out. All of the mangos are among the freshest, ripest mundane fruit you'll ever taste. What's more, all the mangos are strangely good mufflers for all kinds of firearms. Just what are you going to do with all this fresh fruit, other than presumably stay healthy? Is…is this all some elaborate cosmic *joke?*

If you put your ear to the Mangoverse portal, you sometimes hear muffled sobbing and pleas saying "I don't wanna" repeatedly, as well as distant gunshots. Nothing ever seems to come through the portal but mangos, though. Perfectly fresh, clean mangos.

Cape and Symbol
100 CP, free Superhero
A skintight bodysuit that shows off your muscles and figure. It's appropriately inspiring for your job and is extremely recognizable so people never mistake you for some random vigilante or worse, a villain. Although it doesn't give you any defensive benefits like armor would, it holds itself together much better than ordinary fabric. It mirrors your own physical state, getting dirty and dusted up after a drawn-out fight instead of being torn, and only being damaged when you yourself begin to take wounds. This doesn't actually require a cape or a symbol, but they do complete the look.

Costume and Mask
100 CP, free Superhero
A costume that strikes fear into all but the most resolute. It could be a ripped hood and noose, unsettling makeup, a horned cowl and a cape that resemble wings, a copy of a hero's costume but with darker colors, the details don't matter too much. What's important is that it makes it very clear to anyone who sees you that you aren't someone to mess with. Somehow, you also find it easier to sneak around and get the drop on your enemies despite wearing such attention-grabbing clothes

Weapon Cache
100 CP, free Supervillain
Guns and a few crates' worth of ammunition. Knives and bags of grenades. Whatever you've got exactly, it's a large closet's worth of mundane weapons that can be found on Earth's modern era. And the cincher is for you at least, it's all above board and legally owned by you. Anything used up replenishes in a week.

Luxury Prison Cell
100 CP, free Supervillain
This item behaves a little differently than most. Instead of carrying it with you, you'll find it around you whenever you wind up captured. This cell is extremely cozy and comfortable, more akin to a small apartment or five-star hotel room than a holding cell for prisoners. It comes with a bed, fluffed pillow, and a pristine toilet, and the temperature and moisture levels are never far from your ideal. You can even turn off the visibility on the energy wall for some privacy to relieve yourself or make your escape.

Apartment
50 CP, free for adults.
A modest place to stay in an urban area. It's not much. But at least it's clean, all the utilities are in working order and paid up for, and it's solidly yours. Try not to wreck it too hard with your powers.

For an extra 50 CP, you can live in a four-story house instead. The furnishing is also much nicer.

Manor
200 CP, free for Playboys and Tycoons
Now, *this* is something special. Consider this a top of the line place to live anywhere on Earth, comparable to one of the best penthouses in Gotham. It's got a rooftop bar with its own sound system magnificent garden. It comes with a massive kitchen, an excellent wine cellar and a bathroom big enough to have a paddle in. And oddly, there seems to be a very conveniently spacious underground as well as one or two secret passages leading down to it. Perfect if you're looking for space to build a new secret lair, in fact.

Should you start somewhere other than Earth, consider your accommodation to be that location's equivalent of such luxury.

Press Pass
200 CP, discount Reporter
By flashing this access card at the door, you can gain entry to places like press conferences and other exclusive events with no issues or questions. As long as it would make sense for a journalist to be there then security won't give you a hard time. If the event is invite-only then they'll find your name on the list. After the event is over you can speak to one of the people there privately, like for an interview or to introduce yourself.

Pair of Glasses
200 CP, discount Superhero
A pair of glasses that disguise your appearance. How? Good question, it's not an illusion to be dispelled or a psionic effect or anything. People just…seem to instinctively form an opinion on you based on how you act with the glasses that tends to be the opposite of how you typically act without them. Even a determined and focused mundane investigator could eventually put two and two together, but this effect is very good at discouraging that level of focus. This effect breaks if you're seen putting them on or taking them off. If you actually do need glasses, they fit your prescription.

Atmospheric Ventilation Mask
200 CP, discounted for nonhuman origins
A clear plastic mask to be worn over the mouth and nose, with an air tube running down to the oxygen recycler that attaches to your belt. The mask fits snugly to your face so you can explore

planets with toxic atmospheres or the vacuum of outer space without worrying about running out of air

Castle
200 CP, free/optional Royal
Minurets. A drawbridge and moat. Solid stone walls and torches lit within-or perhaps an equally opulent structure more suited for the culture of Kahndaq. Regardless, you've got a place to live reflective of your race or location of origin's royalty that is both extremely luxurious and highly defensible. It might not be THE most secure location where you're living, but no ordinary thief would take it's defenses lightly. Comes with all the staff needed to keep it clean, functional and well-patrolled.

As an aside, if you're an unconventional form of royalty you may either choose to do without this property, or have a much humbler and eccentric but still somehow grandiose place to stay befitting your magnificence. Want an absolutely massive cardboard palace with posters for guards, or a large treehouse to live in? Now's your chance.

Secret Lair
300 CP
A hidden base of operations that only you have access to. Includes an arsenal of weapons custom-designed with your fighting skills and capabilities in mind, a command center with a lot of screens plugged into some form of surveillance spanning the world somehow and some top notch intruder alert/lockdown systems. There's also a lot of space for vehicles and mementos. Has enough accommodations to live here for a time, albeit uncomfortably. If you wish, you may combine it with one of your other properties bought here.

Laboratory
300 CP, free for Scientists
Someone has to actually mix those chemicals and energise those radiations that give the supers their powers, and you now own one of the places which could do it. This right here's a lab with numerous state-of-the-art technologies, and a wide range of reading on other leading figures in the scientific fields. Squeaky clean, mostly white by default and entirely legally owned by you.

If you've bought any tech specialties then the contents will be geared towards your skills and interests.

JLA Signal Device
400 CP, discount Reporter
Your contact in the superhero community affords you a special privilege, an emergency contact with the Justice League of America. By activating this flip phone-like device, you can send an emergency distress call to the heroes and get an immediate response. This doesn't work if they're preoccupied with saving the world, or if you start abusing their trust and keep calling them for inane reasons.

In future worlds, this will contact a group similar in status to the JLA such as a powerful adventuring party or an elite spec ops team, but they won't be on the scene right away unless they're as fast as Superman or Green Lantern.

Moon Base
400 CP, discount Superhero
You now own a fully-functioning replica of the JLA headquarters, stationed on the moon with a rocking view of the Earth. It comes equipped with enough living quarters and facilities to support a large superhero team, a handful of short-term prison cells, and a landing pad with a shuttle to ferry non-flyers to and from the planet. You have a set of small control beacons to summon the shuttle on autopilot to your location, as long as you're on Earth. There are enough beacons for you and any team you'd want to found.

Hall of Doom
400 CP, discount Supervillains
Located either somewhere nearby in Slaughter Swamp or another discrete occasion, you now own a replica of the famous Hall of Doom used by Lex Luthor's (or originally, Vandal Savage's in the Rebirth era) supervillain organization. Apart from living quarters and a meeting room of sufficient quality to keep most supervillains from murdering each other, it also has thrusters to let it take off and land somewhere as well as drills for burrowing into the earth. Naturally the hall has some impressive energy weapon-based defenses as well.

Starship
400 CP, discount Alien
A highly advanced vehicle used by your race for intergalactic travel. Atmospheric exit and reentry speeds are enough to take it from the ground to orbit in under a minute, and once it reaches travel speed it can cross most stellar distances in a few hours' time. The navigation systems help you plot routes around stars, planets, and other obstacles. There are some basic weapons and shields included, but as this isn't a military vessel it will falter against most metahumans and dedicated combat ships. Comfortably seats up to twenty.

Cosmic Staff
600 CP, discounted Sidekick
You'd be surprised how well some branches of science can compete with the mystic arts and divine powers. Take this golden rod of metal, and it's arsenal of powers. It can absorb and modify most mundane energies, and release blasts hot enough to melt steel and modular enough to target a Kryptonian's weakness while dazzling most foes. It lets the user fly fast enough to keep track with many of the metahumans of Earth, attract or repel living things as well as inanimate objects with magnetic fields and creates defensive forcefields to prevent atmospheric damage. Finally it lets the user create rifts between dimensions at will, and by attuning to you it becomes very hard for others to use and can receive mental commands from far away. It's no wonder that with this device alone, Stargirl's gone on to make quite a successful career as a superhero like her predecessors Jack and Ted Knight.

Optionally, with this item you may choose to be well acquinted with the Knights to explain how you got this gadget.

Promethium
600 CP, discounted Tycoon
Not every superpower-worthy invention's the product of some mad scientist or hyperadvance alien out there. You've got a few crates of one such example, as well as the recipe to make more: Promethium, an artificial alloy created by Steve Dayton with extremely powerful properties. Nearly indestructible, it was once built with the noble goal of creating indestructible road vehicles to mitigate traffic accidents-and has the odd effect of regenerating damaged or depleted biological tissue. But by rendering it volatile, promethium has the potential for channeling, amplifying, perpetuating and containing near-limitless amounts of energy-as well as mutating living beings or triggering any latent mutations they have. It's no exaggeration to say this substance could build an arsenal powerful enough to demolish planets and potentially spell disaster for the universe. On the other hand, using depleted promethium alloyed with titanium can create components similar to those used in the Post-Crisis iteration of Cyborg as well as Arsenal of the Justice League's body suit.

Supersoldier serum
200/600 CP, discounted assassins and criminals
Well, well. Looks like this could be your ticket to the top. You see, what you have here is an augmentation formula similar to the one that's given Deathstroke his powers. You've got the formula written down somewhere nice and convenient, as well as a few gallons of the stuff and the necessary equipment to produce and administrate it. But that's not all. Somehow, this formula's been tweaked so that it's awfully receptive of other superpower-distributing fluids and compounds. Get some other empowering potions or nanites or what have you, and this formula could greatly augment their effects. A simple but elegant effect, and one that could shake up the criminal underworld if you play your cards right.

For 200 CP, you can simply have the ordinary super-serum instead of the modified variant.

Biomatrix
600 CP, discounted for scientists and supervillains
This complex piece of technology duplicates a lifeform after a few minutes of scanning, producing a perfect cellular replica with all their abilities and memories but with their mind altered to your own desires. At first, the tube and motherboard making up this piece of technology creates flawed copies of unknown lifeforms and needs to have their bio-data first to take them into account-but with further research and improvement, it's possible to make better clones or even ones with additional superpowers added in. The degradation process varies as much as alien biology, and can include creating a mutated berserker, the clone melting into a pile of goo, and the flesh crystalizing into a Bizarro clone. Nonetheless, considering how difficult cloning a Kryptonian is in the first place this is a significant advantage to be had-and it comes

with a stack of notes from many of Earth's supervillains that could potentially let you vastly improve the process.

Corporation
600 CP, discounted for playboys
A rock solid R&D department advanced enough to make the kind of toys that can run rings around Gotham's greatest criminals-and vast enough to hide them from the accountants. A board full of directors who hobnob with some of the best and brightest around the world. A set of product lines including several household names. These and more make up the corporation you now have exclusive ownership of, which rivals Wayne Industries as one of the most prominent and successful companies out there. Even if you didn't have a second job as a superhero, the wealth and resources this venture affords you are staggering enough to make even small governments sit up and take notice.

Daughter of Themyscira
600 CP, discounted for Amazons
It's not clear precisely *which* incarnation of the Amazons' history this picturesque island lost to the mist of times comes from, but it seems to have quite a few decent features which make it a nice place to live. There's a fountain of youth somewhere in the middle of the island, which confers perpetual youth to drinkers as well as other unpredictable but positive magical effects-such as healing to the injured and sapience as well as exceptional intelligence to animals. There's several well-maintained temples dedicated to certain gods-which may include yourself or your friends, depending on your background(s) in this jump-and a set of gates leading to Tartarus which you are *strongly encouraged* to keep well protected. The flora is lush and verdant enough that even an unskilled forager could easily survive here without ever tasting meat, and despite including certain mythological beings like chimerae and harpies as well as alien kangaroos of outstanding strength and some extinct creatures like megalodons the fauna seems to live in perfect harmony with the inhabitants.

Ah yes. The inhabitants. There's a sizeable Amazon colony here, roughly the size of Themyscira's but only distantly connected to its history. Perhaps an entirely different pantheon of gods created them after taking inspiration from the Olympians? While Themyscira proper is often subject to dark secrets come to light and violent political schisms, the inhabitants of this settlement live in relative harmony with each other-and you, their divinely appointed leader. They've created a fairly advanced society for themselves, boasting the famous purple ray technology as well as magical arms and armor in the ancient Greek style. And while they have a strong culture of athletic and martial competition, their distance from the tragedies that befell their more well-known cousins have ensured they remain relatively optimistic and idealistic. Even if you are a mortal man, they will be convinced that you are a good omen that has kept the worst of the fates inflicted on Hippolyta and her ilk from their shores and put great faith in you as a champion and potential ambassador should you should decline any sort of formal authority.

Just don't ask what goes on during the annual Neck-Snapping Festival. *It is not meant for men's eyes to see.*

Alternate Reality Phone
600 CP, discount Drop-In
On first glance this cell phone looks like your average flip phone, until you realize it has two button pads instead of one. The first calls another phone as usual, but the second pad is used to dial the coordinates of specific parallel dimensions. It automatically records the coordinates of dimensions and timelines it's taken to, and has a downloaded PDF file with instructions for scanning dimensions for their coordinates without going there yourself. By putting in the coordinates for a universe along with a phone number, you can call that person's counterpart in the specified dimension. You could find out a hero's secret identity by calling a dimension where it isn't secret, call the villain's pure-hearted counterpart so they can help you figure out your nemesis' evil plan, or spend hours in a conversation with yourself talking about nothing. The camera can take pictures and record video from the dialed universe too, and while people and geography aren't guaranteed to be in the same location this does let you spy on other dimensions with no one the wiser

Mothership
600 CP, discount Alien
If the starship is an interstellar vehicle, this is an interstellar city. Well, maybe closer to a neighborhood. It's big, but not that big. Still, you can house a few hundred people here full-time as long as you make the occasional resupply trip. Thanks to its large storage chambers and power supply, and numerous recreational facilities, this can be used as a living space equally well in orbit of a planet or in deep space. It takes some time to reach full speed thanks to its mass, but it's armed with shields and weapons capable of fighting off most metahumans.

The Sword of Jumper
600 CP, discounted Superhero
A portion of the first matter and energy to spring from the Big Bang itself has found you worthy, and engraved it's symbol upon it's hilt. Taking the form of a golden blade as it hurtles through the foundry of space and the temperance of time, uncannily through circumstance and coincidence it is destined to arrive smoothly in your grasp in one specific occasion: Your greatest battle in this world, should you need a weapon like it. The sword grants you profound awareness of the cosmos, and holds such great power over space and time that you will be able to fight off beings that exceed your natural abilities sin raw power. It guides you unerringly to wear you need to be exactly to fulfil your ideals, and can blast your foes with cosmic energy. And that same primal power protects it against any other being than you from wielding it, shielded with the raw energies that created existence.

The sword is, ultimately, a test. Once your current battle is overcome, choose to let it go and the sword will sublime into the background radiation of the cosmos. It grants potentially great power over the cosmos, with the expectation you will let it go afterward you have done what you set out to do. It's…unclear exactly what the punishment for failure would be, but as a result of your investment here once in future worlds the sword will be forged anew-once again hurtling from the beginning of space and time to lend you it's aid.

Hellbat
800 CP, discounted Superhero
You must've had some seriously impressive friends to get this power armor, for both it's capabilities and costs are literlaly godlike. Forged in the sun with astounding strength, reinforced with the power of electromagnetically augmented will, energized in the Speed Force, upgraded with cutting edge technology, smelted again in the forges of the gods and done…*something* to in the crushing pressure of the ocean floor involving an octopus and some undersea thermal vents, the result is a shifting composition of nanomachines that can shed and readorn itself on your person on command vis voice-activated AI. From built-in cloaking features to flight-capable wings and shapeshifting fast enough to react and adapt in combat, the sheer strength and energy blasts the armour provides is powerful enough to crush entire armies of the New Gods' emanations in battle-though it would take some extremely unique circumstances and the redirection of far greater sources of energy than the armour provides to even briefly knock down the greatest of them.

It comes at a dire cost. The sheer might, the raw power the armour provides is fueled by the vitality of its wearer. A human in peak condition might invade one of the weaker emanations of Apokolips and return, yes, but wracked in agony and with a very real risk of dying. Though who can say how long a demigod or Kryptonian could hold out…

Also if you like, instead of being bat-themed your investment here can build you a suit that symbolizes who you are and what you stand for as a superhero.

The Miracle Machine
1400 CP, discounted Superhero
It was first invented by the Monitors during God War 1, a long-forgotten conflict remembered dimly even by the Malthusians. It will be enshrined in recorded history in 2960, an advancement of willpower technology given in thanks for stopping a rogue controller. It may already be crudely recreated by Controller Mu, a radical free thinker seeking to recreate a device so complex it's schematics require nearly all of Earth's superheroes and the advancement of entire civilizations to build in a hurry. It is called the Miracle Machine, and simply put: It transforms thoughts into will. With it, you could paint over an entire universe with a wish of how things could be-or restore life and light to a dead one. It could even be used to heal the multiverse from catastrophic damage, or by "singing along" with its vibrations shatter a dying god's soul or alter the scale/pitch of existence in such a way to bring about miraculous circumstances. And it should be noted while this, the model used by the Legion of Superheroes, normally requires Element X as a fuel, events in the modern era will prove that the machine can be jerry-rigged to run on an individual with an extremely powerful will instead.

Guard it safely. The danger of a more or less literal plot device cannot be understated.

LexCorp Warsuit
600 CP, discounted Supervillain
This suit of combative power armor was designed by Lex Luthor to fight Superman. It's surprisingly agile for its bulkiness without sacrificing strength and durability, and can take hits from a Kryptonian as well as returning them, although not with quite as much force. It can also fire off energy blasts rivalling heat vision, has an invisible, protective energy field in place of a helmet and comes with several auxiliary subsystems and advanced energy-based modules which permit the user to perform feats like hacking local databases, defibrillators, neurotoxin reserves and blinding flashes of light. If Lex has learned anything about Superman it's that he can be surprisingly adaptive-and so not only does this item comes with carefully written out blueprints, but also a massive stack of notes written in Lex's own hand full of ideas for modifying and improving its capabilities-especially for dealing with other threats. There's an idea for a tiny built-in flamethrower that can cover much of a football field in flame to deal with the Martian Manhunter, for example.

Heart of Darkness
800 CP, discounted Supervillain
Millennia ago on Apokolips, a specific diamond was cut and shaped from the black glass of that entropic flame-scorched planet to crush those who opposed Darkseid. With his dark powers, he captured Eclipso, God's own Spirit of Wrath, and bound the creature to his will. This particular sherd of Apokoliptan glass…is not that dread creature's prison, but it does hold a creature of similar power broken by it's prison's nature to your will. Is it one of the vile Jin-En-Mok, world-sized beings before the creation of the New Earth universe forced them into crude humanoid forms? A demon ousted from Hell due to fear from it's rivals? A dark multiverse reflection of a known deity? Whichever the case, it is bound to your will to the extent of being unable even to act against the spirit of your commands-and when the jewel is applied to another sentient being's forehead (or what passes for it), it's prisoner can possess their body to wield it's power unconfined from it's prison-though no less bound. Your prisoner will only know true freedom should the jewel be broken, which you should try not to let happen for obvious reasons.

Cosmic Tuning Fork
1200 CP, discounted for supervillains
These massive, byzantine structures were first seen during the original Crisis. One was recreated during Alexander Luthor and Superboy Prime's attempt to recreate their universe, another was built by Barbatos in order to release a tune of "anti-music" that skewed the laws of physics across the multiverse and empowered his dark energies to drag it down into darkness. And now, you somehow have come into possession of another. By harmonizing at specific pitches this massive, metallic tower can work similar profound changes on reality-albeit normally with a bit of time and setup needed for truly precise and comprehensive changes. Empowered individuals can be mounted on the racks built on the tower's surface to further energize it, with those that have powers somehow similar to the task at hand or lots of raw might being particularly well-suited. The cosmic tuning fork is also a multiversal receiver and broadcaster of all manner of cosmic energies, and the tool of choice for Perpetua herself to collect Crisis Energy.

Eighth Metal
600 CP, discounted for gods and demigods
The purest form of metal used by the gods, though an imperfect alloy this metal still posts the potential for miracles that make powerful enough to lacerate the true forms of the gods themselves. It was with this metal that Hephaestus forged the greatest weapons of Olympus. It's innate power amplifies psychics greatly. Wonder Woman's bracelets and invisible jet are forged from it-and a single bullet made of this metal was able to grievously injure her with far more success than being punched to and from the sun by Superman was.

You have several crates worth of the Eighth metal, and optionally a hand-held weapon such as a lasso or sword forged from it-one enchanted to be a worthy weapon of the gods themselves. For an extra undiscounted 200 CP, you may have a very large mine of the metal which never seems to run out.

Nth Metal
800 CP, discounted for Thanagarians
Native to Thanagar, this anomalous metal is most famed for it's anti-gravity properties. But like much about it, there is more to the metal's history than meets the eye; in truth the Nth Metal originated within the Dark Multiverse, being an incomplete replica of the 10th forged by Barbatos outside of linear space and time. A person equipped with a belt of it can fly like a bird, despite not being aerodynamic at all. But between regulating the environment around the wielder, healing wounds and increasing one's personal strength there are far, far more powers waiting to be discovered. The metal is adaptive for example, fine-tuning it's own defenses in response to incoming attacks while biting deeper into opponents, and both transferring energy as well as negating magical effects wielded in opposition to it's holder. It has symbiotic properties, bonding to wearers who integrate it at a cybernetic level to shape and form weapons or armour at will-and even permitting those simply exposed to a particularly high grade concentration to perpetually reincarnate or even resurrect on the spot, as well as let weapons forged of it fly around at their wielder's will. Suffice to say that the godlike, soul-eating, reality warping Onimar Syn's power stem from his close bond to the metal, and that both the cosmic destroyer dragon Barbatos as well as the vampiric Monitor Mandrakk have been fended off by the comparatively much weaker Carter Hall throughout his reincarnations by wielding a mace forged of this metal.

You have several crates worth of the Nth metal, and optionally a weapon such as a mace forged from it-one that will make you powerful enough to stand your ground against cosmic beings by reflexively absorbing their energy and augmenting you with it. For an extra undiscounted 200 CP, you may have a very large mine of the metal which never seems to run out.

Tenth metal
1600 CP, discounted for New Gods and discounted for New God demigods
You have seen it's flawed alloys. Now behold: The purest form of creation itself, the limitless fire of the Fourth World which can fabricate anything by actualizing pure possibility. With thought alone it can take any shape and augment existing weapons, as well as shape and materialize anything the wielder believes hard enough in-and amplifies those who don it with the sheer strength of their will. With extremely close communion with Element X comes a cosmic awareness of events throughout the universe, moments yet to come and a deep communion to all of existence. And that is merely the raw, unrefined form of the metal. Worked by skilled hands, it is the power source for much of 4th World's technology: From the Mother Boxes, to the Mobius Chair, to the Miracle Machine itself.

You have several crates of the Tenth Metal, also known as Element X. Do not fret about lacking a weapon; volatile as it is, you need only dip your hand into it to clad yourself in arms and armor befitting your fighting style which can literally fight through impossible odds and cut cosmic foes down in size. And for an extra undiscounted 600 CP, while no mine could possibly recreate the conditions needed to gain more of it instead you may have access to a miniature version of the World Forge the size of a regular blacksmith's equipment. Here dark matter (mercifully preserved to be inert and somehow insulated from the fears of any living being that has not stepped foot into it, unlike the Dark Multiverse) can be churned and smelt into Element X. And though this is far from the Cosmic Anvil owned by the World Forger, the metal you can produce here is still more than enough to unleash great change into the multiverse.

Absorbascon
400 CP, free Thanagarian
Primarily an espionage or interrogation device, the Absorbascon is a large piece of technology that can telepathically read minds and psychic imprints on the environment left by sentient beings. With it, they can learn the nuances of Earth's culture rapidly and even interpret the vocal patterns of lower order animals such as birds. Further uses are limited only be your imagination, seeing how it can sift through and transmit knowledge with pinpoint precision with one exception: The device is hardlocked from reading Thanagarian minds.

Rebirth: It was revealed that if the Source Wall is cracked, as it was during the canon events needed to defeat Barbatos, the exotic energy bleeding through from beyond the multiverse will energise all forms of Nth metal-including the Absorbacon. This will permit it to make whatever is in the Absorbacon's subject's mind a reality-from actualizing idealized versions of people to even overwriting a planet with a more nostalgic version of it upon existence if the subject's mind is strong enough to take the strain.

Shadow Suit
400 CP, discounted Alien
Espionage among the spacefaring races takes on a whole new dimension, and the arms race rages just as fiercely up there as it does on Earth. The Xanapiorian Dimensiometer. The shadow suit. The Colarvian infiltration suit. Whichever model you have, you've gained access to

a highly sophisticated piece of technology for moving unseen and conducting covert activities. You may loosely define it's capabilities should you wish for a unique system unknown to most aliens, but whatever its specifics it must be focused around stealth above all.

The God Killer
600 CP, discounted for demigods
Well, that's…interesting. Until recently this blade was presumed one of Diana's many falsified memories-that is, until it was found gathering dust in the room the Ares of the Rebirth era was imprisoned in. Either way, it's elaborate golden sheen and jagged edge belie a potent but simple power: The strength to kill a god. It's edge alone saps the vitality and cuts deeper than it should into the flesh of the divine-able to kill their physical emanations to the point of slaying the concept throughout the world until another deity takes up their role. But to accommodate it's wielder's fighting style, the weapon can shapeshift-becoming twin blades, a staff or even a cat o' nine tails among other shapes. An eldritch energy crackles along it's length, strengthening the user in battle and guiding their blows as well as battering foes with powerful shockwaves. The blade can absorb and redirect any mundane force unleashed upon it-even that which is delivered by a Kryptonian of the New 52 era, magically return to it's owner's outstretched hand, repair itself when broken and reveal the memories of the deities it cuts. Whether or not it really was created by Hephaestus to fulfil a certain promise, it could give even a mortal a way to stand against the Titans themselves.

The (Artifact) of (Concept)
600 CP, discounted for demigods
Interesting. It seems someone's *at least* as favoured as the Amazons were by their gods *at one point*, because you own an enchanted artifact with the unmistakeable touch of the divine. Not only forged of 8th Metal, but touched with unique blessings aligning it to a certain concept rather like the Lasso of Truth. Physically almost unbreakable, the lasso could alter it's length to suit the user's needs-and could restore lost memories, dispel illusions, ward off magical attacks and even reset metaphysical alterations in the hands of a skilled user. More powers from such an artifact were discovered over the years, from creating a telepathic rapport and language/memory/empathy-sharing bond between those encircled by it, as well as breaking even gods and heroes by viciously exposing the truth of who they were at their core. So fierce was the truth worked into Wonder Woman's signature weapon that certain demons *burst* on contact with it, and even the true form of a god could be restrained from attempting to possess a planetary populace.

Of course, nothing prevents you from say-owning a Lasso of Submission instead, which can compel love and obedience just as well.

Home Sweet Sanctum
400 CP, discounted for gods and demigods
A majestic building build with iconography, materials and even geometries designed to glorified all you are and stand for now exists somewhere in your starting location, standing as a testament to the pillars of your religion. Within are pews or whatever seating you deem fitting to

accommodate those who worship you as well as an alter or the equivalent, spartan but well-maintained and comfortable quarters for a religious order and a plentiful supply of blessed foods, candles, holy water or some combination of the above that has been enchanted in accord with your divine power. Not only is it strangely compelling for attracting new worshippers to your service, but some divine magic laid down into its foundations makes it actually capable of rewarding those who serve you with lesser miracles befitting your nature-even if you yourself are not a deity, somehow. Servants of a thunder god may find miraculous weapons made of lightning provided to them in their time of need, while those worshipping a goddess of love may come away with supernatural charm or be lucky on love when worshipping you. Listening to prayers and affecting others with your divine powers is also much easier for gods targeting those in the church's walls or nearby grounds-and in turn, all prayer, sacrifice or other forms of reverence are much more affective in these walls.

Faithful and Favored
200/400/600 CP, discounted for gods and demigods
It seems your religion has survived better into the modern age than that of many deities-or if you're mortal, then you've somehow built a successful cult from the nearest group of mortals to your starting location. Fervent and zealous in a way mostly lost to the modern world, your followers also happen to be quite good at either blending into mundane society or putting up a front for your religion as a relatively respectable faith. Make no mistake though, every man woman and child would fall on their sword for you-and in future worlds a similar faith will arise, though you may choose those you find righteous in your eyes from this one to accompany your exodus.
For 200 CP, you have enough followers to make up a sizeable proportion of a village who may either be spread thinly and worshipping you in secret, or cooperating in relatively close proximity. For 400 CP, your followers are akin to the Bible Belt-consisting of several organizations spread across the geographical equivalent of several states. And for 600 CP your followers are numerous enough to rival any major world faith, signifying a revival in a perhaps-old fashioned religion.

Bane of Heroes
200 CP, discounted for Amazons
"Clark is vulnerable to kryptonite. And to magic. Years ago, my mother and I hypothesized we could join the two." These were the words that prove…something about the levels of trust the Justice League have held for each other in their darkest hours, but regardless you can take advantage of the results. A masterwork in the style of the ancient greeks, this sword has indeed been alloyed with two things that spell disaster for Superman's natural durability. The enchantment laid on it will prove very receptive to absorbing the properties venoms or other noxious chemicals, if you decide other heroes require killing as well.

And should you wish, you may have a more generalized deadly weapon: An axe-like scythe enchanted by a god to cleave through divine flesh like butter. Which god? Well…that's up for debate, actually. Some assert it was forged by Hades. Other, more *well-informed* individuals assume that Hephaestus, being the god of the forge and all, built it.

Motherbox
500 CP, free New God
Created by New Genesis scientist Himon using the mysterious Element X, Mother Boxes are generally small, box-shaped supercomputers-although their true design is but an echo of the divine labours that built them . They possess wondrous powers and abilities not understood even by their users, the New Gods. Most famously able to open portals called Boom Tubes into almost anywhere in the universe as well as most other realms of existence, they can also shape matter and energy to an astonishingly precise degree: Healing wounds, providing disguises, changing the gravitational constant of an area, controlling emotional state of nearby sentients, taking over and improving nonsentient machinery, stabilise an environment as hostile as space for mortals to survive in and even bonding with a human to elevate them into a New God have all been demonstrated. The only real limit to their capability is a short range of effect, as well as a relative lack of raw power-but the virtually inexhaustible knowledge they hold from their connection to the Source makes these divine tools endlessly useful.

You own one such box, and as usual with it's rightful owner on top of everything else it offers unconditional love and support. You could be cast into the Omega Sanction with it, and it would do everything in it's power to save you.

Artificial Wings
50 CP, free for Thanagarians
You've got a pair of wings resembling a particularly impressive bird's made of the Nth Metal, which takes advantage of the compound's exotic anti-gravity properties to give you impressive flight powers. You're nowhere near as fast as a Kryptonian going at full speed, but you do have the strength to easily bear melee arms and armor as well as a passenger or two with the anomalous lift force of your wings.

Ark
400 CP, discounted Royalty
Know someone who need a lift, in a real hurry, who has a lot of friends? You're now the proud owner of a massive space ark designed to carry seven million people, which is equipped with a full tank of some high-tech, high-performance fuel and enough amenities, entertainment systems, places to exercise, wide open environments and other miscellaneous things needed to keep seven million people in space happy and healthy within reason. Including artificial gravity systems. There must have been some story behind how you got it, considering the last time something was designed it was built by none other than Lex Luthor and Cyborg.

Seed of a Gem-Like Kingdom
800 CP, discounted Royalty
Thousands of years ago, the sorceress Citrina struck a pact with the Lords of Chaos to preserve a sanctuary for magical beings of all stripes when the alignment of the stars started depleting the presence of magic on Earth. The result was the creation of a magical realm called

Gemworld, forged out of crystals mined from the deepest levels of the Earth. It refracted everything entering, even space-time, so it exists outside the continuum of things. And while it is known Gemworld is not the only realm out there, it seems rare for any to truly have a right to rule such a world as you do.

Like Amethyst, you are the rightful heir to a small magical dimension somewhere between the size of a small city and a large state that is every bit the equal of Gemworld as a power-though perhaps different in specifics. A magical spell you know of some sort lets you bypass the protections and come to it at will-which may be anything from a portal to the dreamlike transformation Amethyst herself underwent from a seemingly ordinary girl in the modern world. The inhabitants, mainly *homo magi* but many of whom also have stranger blood, are highly versed in the magical arts, with even the more primitive ones deeply attuned to the primal mysticism of nature and the advanced ones boasting enough power over magic to live as comfortably as modern humans. The magical wards around this realm are not proof against something like the Anti-Life Equation amplified by the power of a Martian, but stand strong against anything short of such forces. As a final boon here, it seems that the political turmoil present in Gemworld is *not* present here, and while some may crumble by nad large it seems you have been accepted as the true heir.

Hall of the Gods
1400 CP, discounted for Gods and New Gods
Hold your head high and stand proud, for it appears you've claimed a place in the Sphere of the Gods significant enough to count among one of the realms of the gods! From lofty Mt. Olympus to Asgard, to the shadows of Hell or the Light of Heaven or even the god-planets of New Genesis and Apokolips, your deific realm encompasses luxuries beyond mortal imagining and weapons worthy of the gods' own hands. Your realm is not that of any existing pantheon, which has their own designs in the fabric of destiny to enact, but comparable to any of them in good condition. Do note that all pantheons are generally capable of things the rest are not; while the New Gods lay claim to the mighty Element X no other group of gods seems as able to manipulate, the New Gods in turn are generally far less adept at sorcery and elemental mastery than the Olympians-who in turn lack many of their technological advances and closer communion with the Source. As for the specifics-godly abodes generally include a very well stocked armory, at least one source of immortality and/or incredibly restorative healing, a great stockpile of the 8th Metal in some form[26], a distant and not entirely controlled source of wisdom from which the design of destiny can be interpreted or affected to some extent, a vantage point to view the mortal worlds of the lower multiverse and a *really* nice feasting hall.

Optionally, your realm may have some disreputably elements with both malign temperaments and primal might unseen in the rest of your pantheon such as Loki's children and the Norse giants, the Titans, Gigantes and Typhon, and the more destructive surviving Old Gods of Urgrund and their superweapons integrated into a sort of loose black society living in your

[26] Presumably, although not provably so, the "grey adamant" and other more mythological accurate metals referred to in older DC stories are 8th Metal enchanted or tempered by the efforts and magics of the gods

pantheonic realm's hinterlands somewhere. While this may make life for your deities much more dangerous, if these beings are treated with as allies they could also potentially offer considerable military strength beyond your normal means.

As a general rule, with this alone you are considered either an average member or honoured guest of your pantheon as a god or an amusing interloper if you are not divine at all. While remaining generally aloof and proud, many deities here will be far more open to hearing out your requests and offering aid in good faith than those of other pantheons. And while certain plot armour perks may retroactively grant you greater official or unofficial standing among them, choosing to be **Royalty** in particular may optionally make you the leader of the pantheon.

Eye in the Sky
600/1200 CP, discounted AI
In the wake of an…unfortunate incident involving the once-dangerous Dr. Light during the Post-Crisis era, fearing he could not trust the Justice League Batman poured his resources into constructing a system involving a centralized supercomputer and several satellites. This system was run by the computer called Brother Eye, which once compromised by various supervillains who added a Braniac-13 derived nanomachine augmentation system-proving a deadly threat to all teams on Earth. It's surveillance systems were complex and efficient enough to collect data on almost every active metahuman-effectively becoming the primary intelligence gathering tool for many of Batman's countermeasures, and frankly the wet dream of intelligence agencies across the multiverse. The Omni-Mind and Community (OMAC) cyborgs it created could function as sleeper agents, transforming into energy beam-casting flying bricks interconnected with a hivemind in real time capable of such sophisticated and reactive self-modification that they could morph their body parts into blades, pincers and even arm cannons. Such modifications could even simulate the wizard Shazam's lightning efficiently enough to revert Mary Marvel into human form, and disable the Eradicator effortlessly-or manifest needles of artificial cellulose against Alan Scott and fabricate flame-retardant foam.

And now, you have a system of equal potency in your hands-albeit with substantially better firewalls. What will you do with it? Be warned, once heroes and villains alike become aware of it they'll likely be unhappy about its capabilities.

For 1200 CP your computer has a significant upgrade that Alexander Luthor gave to Batman's system, awakening the AI calling itself Brother Eye. Such is the exponential upgrade to an already powerful computer's systems that Brother Eye proved capable of calculating how to direct the coordinates for Luthor's Cosmic Tuning Fork to direct it's energies in order to reform a new universe. Brother Eye's advancement was so rapid that it even proved capable of assimilating the god-planet Apokolips (albeit after it had already been largely ravaged in a calamitous and ill-defined war of cosmic scope), and was able to overwrite the Anti-Life Equation-based technological control of millions during Final Crisis by converting them into OMAC fighters.

Unlike Brother Eye, this particular AI is rather well-inclined to you despite its alien and utilitarian attitude towards morality. As either its creator or master user, it views you as something like a parent it earnestly wants to impress with its work. A cold, calculating intelligence that could either be bent towards saving lives on a grand scale across the planet, and potentially the rest of the universe-or the perfect, obedient crony of a supervillain

Also, for marketing reasons you're required to have "eye" in this computer's name somewhere.

Oh and one more thing: If you yourself are an AI, whichever purchase you take instead of gaining an AI you may take this system as your body instead. Still have to have an identity, like a supervillain name or something, with "eye" in there somewhere.

H-Dial
600 CP, discounted child
Resembling an old-fashioned telephone dial, this artifact holds a profound connection to the Heroverse: A realm in the space between the Speed Force Wall and the Sphere of the Gods which contains all the potential of every superhero in existence-and more to come. By dialing H-E-R-O on it, the H-Dial can grant a temporary transformation-generally random but useful to the situation at hand, with which one can done the mantle of a superhero identity and save the day by temporarily manifesting a possible hero into existence with themselves as the medium. Certain other uses await discovery, such as dialling H-I-D-E-Y-O-U-R-S-E-L-F to conceal the dial, but fundamentally this dial manifests the pure potential of heroism in this world.

This item may be repurchased to obtain similar dials of power, such as the following

S-Dial: Turns it's user into a sidekick that matches the H-Dial's hero form.
J-Dial: Enables the user to jump through worlds.
G-Dial: Grants a technological gadget to its user.
Q-Dial: Turns the user into a villain.
Y-Dial: Duplicates the user, repeatedly if wished, and each time manifesting different facets of their personality
K-Dial: Opens a portal into a void of pure despair
C-Dial: Effect unknown, among the four cardinal dials along with the H, Y and K dials which when rung as one allow the ringer to travel beyond the multiverse and ring it as one big dial, setting in motion profound cosmic changes such as granting all living beings throughout space and time superpowers

Sympathetic Statue
200 CP, discounted for occultists
This elegant statue shoulders your magical burdens, taking the sacrifices you would have had to pay for rituals and such things. It resembles a terrified young women, eternally locked in a pose of near-collapse, and cries tears of blood when you call on it. Frustrated demons are forced to accept that your magical pact compels them to claim the statue in lieu of your soul, hexes directed at you hit the statue instead and fireballs burn the statue instead of you. It is only

elegantly carved marble, and while it can therefore take virtually any number of madness-inducing effects and nasty illusions with enough damage it'll crumble and it's protection will lessen-disappearing altogether once nothing of it is recognizable as the person it depicted.

The statue sometimes wobbles when taking on your burdens, as if shivering in pain. And if you cared enough to do so, lighting candles around the statue or otherwise decorating it to and treating it as something other than a scapegoat seems to make the light and shadows cast around it give an adoring, joyful cast to its features. But it isn't actually alive...right? What's one potential victim cast into perpetual agony, in the pursuit of magical power?

Ethically-Sourced Dragon Blood/Sacrificial Lamb/Pool
400 CP, discounted Occultist
This creepy, mysterious shop seems to be right around the corner whenever you go looking for it in a decently urbanized area. It's slightly bigger on the inside, and contains all manner of powerful magical agents-nothing truly one of a kind like the heart of an archangel or the eye of a specific god, but all kinds of specialist resources any power-hungry wizard worth his salt would value greatly. Looking for a pool of sacred waters touched by the pure magic of Atlantis itself? There's a magical well in the broom closet. Need a great deal of dragon's blood? There's a couple cauldrons of the stuff, some already bubbling merrily away over some arcane flame, others well-preserved yet cool. Want a sacrificial lamb blessed by the gods of the wilds? There's a small pen of the things in the back room, and they seem oddly accepting of their fate. Anything used up replenishes itself in a week, with living beings literally poofing into existence. Magic!

The Rock of Eternity
600 CP, discounted Occultist
Formed from one rock formation mined in Heaven, another from Hell, the Rock of Eternity has been a prison for powerful magical beings like the Three Faces of Evil and the Seven Deadly Sins for millennia. It is a magical nexus of tremendous power, greatly augmenting the efforts of wizards powerful enough to bargain and harness the power of the gods on even terms-and also quite literally exists somewhere in a locus of space and time, allowing those who truly master it to journey into adjacent realms of existence to the main universe. And perhaps as a side effect of these things, it's substance is pure suspendium: Time manifested into a solid form, which can be mined and worked into effects such as creating an impossible day in which normally impossible things can happen by those of sufficient intellect. Somehow, you've gained authority over these hallowed halls-permitting you to travel magically by some means wherever you are to it, and the rite to bind similar beings you've defeated in combat to be sealed within in some inert shape. With the raw power here, you could grant yourself and a few others a transformation similar to that of the Marvel family-though perhaps somewhat differing in specific powers.

The Dreamstone
800 CP, discounted Occultist
Once, it was solely owned by Dream of the Endless himself-who poured a portion of his power into the small red gem. Then, local supervillain Doctor Destiny somehow managed to create a flawed replica. Somehow, you or someone you know has succeeded where he failed and as a result have managed to create a fully functional replica of the Dreamstone. Simply put, this gem's power is to let the bearer see dreams, control them and bring them to life. Even an unskilled layman could use it to drive towns with their own nightmares, turn houses into living deathtraps and stir up inspirations across an entire country. More ambitious experimentation with it will reveal a terrifying revelation: Dreams **define** reality at a fundamental level in this world, and misuse of a flawed copy of the original Dreamstone threatened the stability of the entire time-space continuum while connecting to and affecting billions of potential universes. Granting wishes and turning illusory histories into reality is well within this object's power-doing so safely on the other hand, especially when interrupted by external forces, is harder.

Oh, and it seems that the Lord of Dreams has either completely overlooked this stone of yours-or for some odd reason has decided to politely ignore it. It's probably a good idea not to be too reckless with the thing, but suffice to say you won't specifically be hunted down by Morpheus unless you greatly interfere with his duty.

The Drowned Library of Janosh-El
2000 CP, discounted Occultist
Near a forgotten tribe near the much more famous Gemworld is an ancient temple containing one of the most terrifyingly powerful secrets in all creation: The language God used to speak the universe into existence and which the angels spoke to carry out his bidding. The lake people of the Janosh-El tribe simply inscribe names somewhere intimately on their bodies, not knowing that the very building blocks of reality lie sunken in the sacred place where they bury their dead. Somewhere in that library is a word for every, *every* facet of reality that one with even provisional training in magic can wield with the authority of God Almighty limited only by their mystic skill, their understanding of the word at hand and the occult talent needed to weave both the spoken sound and grasp the inherent meaning behind it into a coherent mystical effect. One could take more than a lifetime to finish studying everything within it, and it cannot be overstated that the divine power held within these linguistic structures is a danger to all existence. Spoken in the heat of the moment (no pun intended), the word for "flame" can set another mage alight from the inside out. Spoken cunningly, the word for "death" can bind the Eldest Sister herself to honor, love and obey the speaker. And somewhere within the library is the Sefer Raziel itself: The Logos, the oldest book in existence, the word with which all of creation began. To speak it deliberately and with cold calculation is to, very briefly, mantle the power of God himself. For to speak is to erase all since the beginning of the universe, and see it all created anew.

You now have access to an identical library and the peaceful, isolated magical dimension it resides in-a realm the size of a university campus in width, but potentially having deep depths and great heights. Holy spirits, perhaps comparable to the least of angels, watch over it-but

recognize you as being permitted to enter and browse its writings. At your discretion, like the original it too may be mercifully flooded or otherwise rendered difficult to access.

Book Sigil
500 CP
This tome contains a written account of all existence, more or less, from it's very beginning to it's true and final end. How do all the words fit? Well, they just do. And while you can, in theory, flip to any page you want know that both the end and the beginning of existence seem to change constantly and that those who slip through the cracks of Destiny of the Endless' design can throw inconsistencies into the account. That's just how it is. And you don't have to wear the chain the book is attached to, but if you do you'll be able to open a portal to the Garden of Forking Ways: A tranquil yet somewhat foreboding grass maze surrounded by ruins. Phantams can be seen here, symbolic representations of people who are destined to be important to you some way, discussing their life decisions as they fumble through the maze-which projects important events, decisions and destinations for their life-and not necessarily in chronological order. As a kind of notional space, by bringing someone here you can attempt to persuade others to make different choices in their past, present and future which will reflect on reality; not even Destiny himself knows all the paths after all. In turn you could attempt to change your own past, present and future by carefully navigating the maze-though this is ill-advised, and the consequences could be dire.

Of course, the Garden will follow you to future worlds-and you'll find yourself able to bring many "fateless" beings into it, to experience the true shape of things to come.

Ankh Sigil
500 CP
It is darker than nightfall. It carries with it a gravity that has nothing to do with mundane weight. And yet, you don't fear this symbol of the Eldest Sister's authority over the dead. Perhaps it was even a gift? Gesture with it, and in a flash of darkness you can walk into an afterlife, any afterlife you please, and can somehow fumble your way back too. You can also navigate the darkness and confusion between life and death, and intuitively find specific souls either dead or on the verge of death-though those that have been dead for a longer time will be far harder to find. And yes, so long as you can touch them physically or preferably, emotionally you can bring those lingering at the brink of death back to life-or push horrid, deathless monstrosities greatly weakened in the living world all the way into oblivion. For a more direct approach if you can physically touch an entity with the ankh they will die, be resurrected or made immortal as if the Death of the Endless herself had deemed it so. Even if you can't, all magic that taps into the forces of death is greatly amplified with it as an implement.

And in future worlds, the sunless lands between life and death will follow you, as will your access to the afterlives-local beings instinctively understanding that the bearer of the sigil has a right to be there. It may not impress *the very greatest* authorities of the afterlife, but at the very least they will hear you out and warn you of trespass before punishment. Your power over life

and death remains, and with great skill in magic as well as this you may even discover how to skew the destinations of dead souls on a grand scale or carve out your own afterlife.

Dream-Helm Sigil
500 CP
Crafted from the skull and spinal column of a long-dead god, this alien yet ornate mask amplifies the Lord of Dreams' power without depriving him of it. A convincing replica perhaps; owning this does not deprive the Lord Shaper of his own nor does it attract his wrath, it is an artifact of godlike power to manipulate dreams and amplify magics over them of all kinds. In this world it gives you a great phantasmal kingdom in the Dreaming, in which even paupers have the powers of a demiurge and any figment of the imagination, any fantasy scenario can come to life-though never underestimate the tendency for dreams to take on a life of their own here. The unreal and fantasy-born in all it's forms find it much more difficult to harm you; the magics of the fae unravelling like vaper mere feet from your person, and even the gods of myth finding you difficult to transfigure or harm against your will-though beings as powerful as they can bypass that protection when they act in accord with their domain and mythological role.

And in future worlds, you'll find your kingdom coming along with you-forming the core of a new Dreaming that gradually expands outwards as the impact of all sentient beings capable of dreaming gradually grows it. Take heed: Dreams define reality in this world, and given enough time to build in strength you may find those worlds shaped beyond your expectations. The sigil grants you great power, but like all his siblings Dream is an entity greater than gods and with this alone you are not his equal

Sword Sigil
500 CP
At some point, you met a jovial redheaded fellow who asked if you wouldn't mind taking over some of his duties. For one reason or another you agreed, and were gifted with this workmanlike yet flawless sword. What does the sword do? **It destroys everything**, with only your martial skill and innate capacity for destruction limiting its capabilities. Each swing or thrust with it, each moment it spends in your hand focuses the power of destruction through your will. It cuts through concrete, steel and Kryptonians like a hot knife through butter of course, but as a great enough warrior you could cleave atoms and gravitational singularities apart with it. Kill an idea. Bring the demise of entire civilizations by finding and attacking some appropriately patriotic structure. Of course it's for the better if you can cast fireballs or other destructive magic, the sword will serve as a magical focus as if not better than a weapon and with it a bumbling apprentice could lay low even a god. Be careful, there is truly no facet of destruction the sword cannot empower. Stir a pot of venom with it, and that brew may eventually poison the universe itself if not well-kept.

Destruction of the Endless also taught you an odd flick of the wrist which lets you cut your way to a small pocket dimension. It's nothing like his own realm. It's just an incredibly peaceful meadow, with a painting easel, a stool and an endless supply of paints and brushes neatly laid out for you. A note on the stool reads "For when the job gets too hard"

Heart Sigil
500 CP
The Threshold is a massive flesh and blood statue, in which Desire of the Endless lives. The place you can open a bloodied doorway in thin air with a wave of this sigil is not the Threshold. It is a statue of *you,* for who would know your desires better than your own mind? Inside are statues of you, exquisite paintings of you, celebrations of you in media with impossible budget-what, did you think Desire would be *practical*? The food, drink and bathing faculties here (all stylized with your face of course) are of beyond divine quality of course, but Desire lives in the moment. No, the real power is invested in this heart-shaped sigil. While divinely powerful as a focus for charm-based magic as only something touched by the power of an Endless can be, the real power of the sigil is to convert nearly all emotion (love is a little tricky, the jury is out on whether Anti-Life counts and Despair and Delirium are…of other purviews. You get the idea) into raw magical energy for you to use. Furthermore, simply by bearing it you will become charming, persuasive, sensual and charismatic as only those bolstered by Desire itself can be-and the desires of all those around you can be instantly known. You could talk a god into becoming your butler, convince a beggar he is the second coming of Christ or will a dead soul to cling to life. Merely by gesturing at someone with it, and they will be wracked with desires great enough to rattle even the grip of Anti-Life. There is no sensation you cannot inflict, and no whim you cannot fan into an all-consuming motivation. And more importantly be able to tone your charm up and down as you please. Even passively, desire makes your life easier across the cosmos. Want to be the most interesting being in the multiverse? Or be guided to your heart's desire unknowingly, by trusting your heart?

Of course your personal monument to vanity will follow you! It's ensconced somewhere outside time and space after all, and in future worlds will rack up monuments to your glory and paeans to your magnificence. Board games, musical instruments, video games-heck, even comic books about your adventures can all be found here.

Hook-Ring Sigil
500 CP
You'll have to pierce yourself with this sharp sigil to use it. It's mistress would expect nothing less. And once so endowed, you can open any door to enter a grey, foggy space full of rats and mirrors similar to the one she uses to look upon all souls, everywhere, who experience despair. You could use this to learn your allies' secret fears, glimpse their current location or simply bask in your enemies' agony. The mirrors do seem to naturally shift around to show you what you want. And in terms of causing despair, you're just as discouraging as the bearer of Desire's sigil is encouraging. The sigil does amplify magic to inflict or exploit despair, but really your instinctive knowledge of what would bring about the greatest despair on any you face as well as the necessary steps needed to fulfil it is surely the real gift here. A few words from you could make bring a nation to its knees in futility, or leave gods frightened and cowed by the future. You and your allies are bolstered by a tremendous well of will, the resilience born of accepting the worst in life and soldiering on through it-while even far away or in other realms, your enemies will be passively afflicted with misfortune, premonitions of doom and general malaise. It's not exactly the most photogenic way to fight crime, but you have to admit watching a

supervillain give up on building his death ray and turn himself into the police does spare bystanders a lot of potential harm. You'll also find in times of great despair, your mind and body are supernaturally enduring and resilient. You could be impaled in multiple places and missing many of your limbs, and you'd still hang on from sheer determination to be there at the end.

You'll retain these privileges in future worlds, of course.

Rainbow Fish Sigil
500 CP
Wave this…er…rainbow fish around and you'll end up in a whacky, zany place rather like Delirium of the Endless' very own realm! You don't really end up in it right away-you kind of go looking for it while holding the sigil and the entrance is always right where you least expected it to be. It's an absolute riot of colours, rushing shapes, constant transfigurations and changes and maddening experiences. The perfect place to drive someone stark raving bonkers. Or turn them into a man-shaped and sized scoop of ice cream-since delight and delirium aren't as far apart as most think, it's as easy to make impossible things happen here as it is to build some IKEA furniture and if you really figure out how things (don't) work here, you might even find something-*that one thing*-you need to be truly, profoundly happy! An object, an epiphany, a technique or even a person of the sort kings and sages normally only meet in the fevered depths of delirium. As long as you're willing to put up with the shoals of living limericks and storms of invisible pink elephants and all the other nonsense of this realm, a skilled sorcerer could work wonders beyond the usual limits of magic-and draw on tremendous currents of raw, inchoate magic from this realm. The holder of the fish sigil can provide clarity and peace of mind even to those exposed to this mad dimension, just as that holder can inflict madness and delusion with as great and precise a slew of extremes as desire and despair. But that's not all, holding the sigil lets you read the patterns of order within chaos in all it's forms. You'll gain a strange form of intuitive precognition-not the cut and dried knowledge from Destiny's sigil, but a strange mix of sporadic memories and insights into the patterns of the world that let everything make sense-if not in a way that makes sense to most other people. You'll be able to make connections others skim over, finding a clue in an apartment that leads to a conspiracy in another country, and even make sense of things beyond the scope of Destiny itself to predict.

You can always come back to the crazy, crazy place in future worlds.

Lands

=== === ===

Want somewhere to call your own where you can perform your dastardly deeds, assemble your retaliators of JUSTICE to rampage or just keep that noisy magic genie you have somewhere out of site? Now's your chance to get some prime grade real estate in this world! For 100 CP apiece, you may use the following section to draft up a location; you may purchase this multiple times, but must by upgrades to your location separately

For an additional 50 CP per purchase can import a pre-existing property or properties into this section to use it as the foundation here. You can also import yourself if you somehow qualify as a location in this jump or others, skipping the size section. An inhabited lair will have you as the ruler by default, but you can designate someone else if you don't want the responsibility.

Purchases in the Lands section use Land Points (LP). Each separate land starts with a stipend of 1000 LP to be allocated, which cannot be pooled. You may trade CP for LP at a 1:2 ratio, but may not trade Meta Points (MP) for LP or vice versa.

Location: You may purchase multiple locations for unusual circumstances, like having a nondescript building with a discrete tunnel to an ordinary one. Or having colonized a moon in an alternate dimension somehow.

> **Nondescript Building** (requires the Manmade or Magical type)
> 100 LP
> An ordinary run-down warehouse or old factory, in the middle of a less-frequented part of a city or town. Nobody will really have any reason to come snooping around or suspect anything's off about this place, except maybe squatters looking for a place to spend the night, but it'll be harder to equip defenses or the like without drawing attention. This is a favorite of the less rooted-down supervillains like the Joker. Specifics depend on time period and location.
>
> **Ordinary Building** (requires the Manmade or Magical type)
> 100 LP
> A normal house, office building, research lab, or other building that gets regular and mundane traffic. Oddities will be easier to explain away if you're trying to be discreet, but there'll be more attention pointed here overall. Probably the best option for blending into a settled area. Specifics depend on time period and location.
>
> **Underground**
> 200 LP
> Your location is some sort of hollowed out underground based, anywhere between the Earth's surface and 20 miles below. This limits accessibility and expansion options (unless you are very strong or empowered by earth magic or something), but adds much

more in secrecy and security. Temperature is also regulated by the Earth's internal temperature and insulating crust (and potentially the innate magical/technologically advance components of your base), making weather conditions a nonfactor and stabilizing heating requirements.

Remote
200 LP
Your location is found somewhere distant from civilization, using the isolation and harsh environment to ward off any potential trespassers and invaders. Deep in the arctic, in the middle of an inhospitable desert, or even at the bottom of the ocean. Perhaps even floating in the sky, although this is generally only possiblewith the more exotic forms of building.

Orbit
300 LP
Your location is in a stable orbit around your starting planet, or the closest one to you if you're starting in deep space. This makes it significantly more difficult for street level criminals, even the dangerously clever ones, to break into it. It also automatically upgrades the space of the location to be a space station significantly more complex, expansive and comfortable to live in than the kind modern humanity is capable of building.

Moon
500 LP
Your location is positioned on a moon base. It's somewhere between the size of a large suburban neighborhood and a small city, and comes equipped with excavators, extractors, refineries and other appropriate systems to gather and process resources from the moon.

Deep Space
600 LP
With how astronomical the distances between planets, stars, and galaxies is, this is one of the best places in the universe to hide. Your location either has a free VERY powerful source of energy or extremely efficient energy collectors just to be able to endure out here indefinitely, as well as really good environmental regulation systems. If you don't have a way back and forth you're stuck on an island in the middle of literal nowhere, but if you have any mobility you'll be able to attack and retreat with near-impunity.

Alternate Dimension
600 LP
Your location is based in a separate dimension from the mainline universe. The available resources of this dimension default to any natural environment on Earth, although purchases you make related to your land may be used to extrapolate exotic natural features, inhabitants or so on here**.** This is the most difficult to access, depending on

whether you're more technically or magically inclined. Either way, you've got all the privacy in the world, as far as this world stretches on for.

Type: For more exotic structures, you may purchase more than one type if you wish.

Natural Structure
0 LP
Your place is, more or less, just a natural environment like the primeval land of Skartaris. It may have some advanced technology if you purchase it here like the Batcave, but there will always be a somewhat unfinished, rustic bent to it's environs.

Artificial
0/100/600 LP
Your place is primarily constructed out of materials and built with techniques that can be found on modern Earth-or a civilization of a comparable technology level. This doesn't necessarily prevent it from being alive, as Danny the Street can attest to. For 100 LP it's artificial construction can instead be upgraded to the level of a standard spacefaring race, the kind that depend on the Green Lantern Corps for protection. For 600 LP instead, while it doesn't necessarily have special defenses the technology of your base *is* sufficiently advanced to be compared to the Malthusians'.

Plant-based
200 LP
Your place is, somehow, primarily composed of plants. Complex, organic foliage forms structures on par with any modern Earth construction, and the location has somehow prevented animal life from overrunning it. It has a limited capacity for self-repair, and many of the plants are somehow augmented and animated enough to fight on your behalf-even releasing poison spores, enveloping opponents in their massive acidic pitchers or simply snapping at them with their jaws to defend you at your command.

Energy-based
300 LP
Your place is primarily made of some sort of energy, like willpower generated from a Lantern ring or perhaps magical flames. It no longer requires conventional upkeep, and naturally benefits from whatever properties the energy has.

Flesh-based/Living Organism
200 LP
Your place is either primarily comprised of flesh, or *is* some sort of massive and obedient living organism you live in or on top of. In both cases, it may have some rather visceral but effective self-defence, modification and shapeshifting properties-such as creating a more comforting living room out of it's organ lining, unleashing an army of symbiotes to attack intruders, flooding a chamber with stomach acid or in the case of something like a giant flying turtle just doing a barrel roll to shake off intruders.

Magical
400/800 +/- 300 LP
Your place is a powerful nexus for magic of some sort. Like the Rock of Eternity, Atlantis or Gemworld, some powerful font of raw magic permeates this world with magical energy that gifts the environment with all manner of wonders-or powers enchantments and blessings inherent to your location. The actual source of the magic can be anything from it's powerful leylines to a magical well your main location is built over. As a general rule, the larger your location is the more powerful the magic.

For 800 LP instead, your place is so innately divine it might be a cast-off portion of the Sphere of the Gods. Blessings related to a certain pantheon's domains, shrines and artifacts related to said pantheon and so on permeate the landscape-including potentially powerful resources such as Chaos Shards or H-Dials. A powerful font of truly divine energy, the kind that may have been part of the Big Bang once, is rooted somewhere here.

And for an extra 300 LP on top of either option, some benevolent force may be watching over the location and actively assisting you. This may be a group of spirits, or a single full-on deity such as Rama Kushna. Whether the being or beings are malevolent or benign, they are broadly inclined to be supportive of you and your location's goals-whether out of a shared reverence for the cosmic balance or due to it supporting their base of power.

Dimension
400/600/800 LP
Your place isn't something as prosaic as a structure. It *is* the space and time you walk in, being a little bubble of reality where things work differently. The laws of physics may work differently here, within reason-although with how odd other realms can be, something like the world the Bizarro Family comes from, a realm of pure narrative or a closet with finite exterior dimensions but a hundred times the interior space and boundaries that recursively turn in on themselves spatially apart from a specific exit point aren't out of the question. Any locations you buy can be integrated into this reality, any way you like.

For 600 LP, your place may have a special role in the cosmic order that results in empowered individuals and forces gravitating towards it. It may be an actual underworld of mythological provenance, or the place a certain type of advanced technology deposits prisoners to like the Phantom Zone, or both *somehow.* It may be, like the Heroverse, a place archetypal champions in regular reality come from-or like Limbo, the place forgotten heroes go to after their stories have run their course. Expect the "theme" of your place to exert a tremendous pull on even beings of great power entering and exiting to conform with it.

For 800 LP, your place is somehow integrated into the fundamental forces of creation. Yggdrasil. The World Forge. Heaven. It may take great skill and power to harness the forces embodied by this location, but like these examples your place has the potential and power to change all of creation if harnessed correctly by the right being. Even simply experiencing it's transcendent forces often leaves those who encounter it marked by power.

If this is taken with any location other than Alternate Dimension, it's considered to be somehow integrated into the fabric of reality but in a way anomalous to it-like the House of Mystery's internal dimensions.

Size

Small
0 LP
Your place is somewhere between the size of a large lorry or a small apartment. It's pretty small, as humanoid accommodation goes.

Lab
50 LP
Your place is about the size of a well-sized laboratory or gymnasium. It's not the kind of place you'd want to play football in, but there's enough room for several people to interact civilly or a few vehicles to be stored a comfortable distance from the lasers and gadgets.

Compound
100 LP
Your place is roughly the size of the Batcave. There's a massive storage space big enough to comfortably hold several different kinds of vehicles, a sophisticated computer system and a whole museum of dinosaurs and giant pennies.

Fortress
200 LP
Your place could be built into most of a mountain, or be a particularly vast palace. Superman's Fortress of Solitude is a comparable benchmark, and it may have secret passageways or hidden chambers snaking out from it's centralized space.

City
400 LP
Your place is the size of a large city. The Post-Crisis version of Themyscira could fit comfortably in it.

Country
600 LP
Your place is the size of a country like Atlantis. This is the sort of scale where assuming

physics similar to those of Earth-0, you can expect different sorts of climate in different sectors of your place.

Planet
800 LP, requires Deep Space location, Alternate Dimension location, or Magical type
Your place is a planetary-scale location the size of Warworld.

Sun
1200 LP
Your place is great enough to have physical dimensions omparable to the sun itself. This is a staggeringly large area that many comic book writers don't understand greatly dwarfs Earth, and think of as just a really big planet.

Solar System
1600 LP
Your place spans Earth's solar system in physical dimensions. **Warning for human-sized beings: This is a very very very large amount of space.**

Galaxy
2000 LP
Your place holds an interior structure comparable to Earth-0's Milky Way. There are no words in English to express how vast this space actually is, but if you're the kind of being who thinks a galaxy is a reasonably sized piece of real estate it's likely about as troublesome to navigate as a small porch.

Universe
2800 LP
It's official: Your place is the size of a full-on universe akin to an incarnation of Earth-0. *There is so much space here it's unreal*. With this purchase, you may add additional universes' worth of space at 50 CP each.

Endless
4000 LP, requires Alternate Dimension location or Magical type
You have somehow come into ownership of an **infinite multiverse** of space. What could possibly be the point of so much real estate, and more importantly **how did you acquire it?!**

Higher Dimensional (can be taken with other options)
1000 LP
Your place isn't merely vast in terms of mundane, physical dimensions. It is also metaphysically of a higher order structure than the matter and energy of the mortal world. Examples include the divine realms of the Sphere of the Gods, or the archetypal realm Nihl that sprang up around the Monitor race before their downfall. Any other

purchases will be scaled up to remain significant with your realm's conditions, for example Magical becoming a divinely significant structure located within the idea-space.

Facilities

Housing

50 LP

You have some dedicated quarters for feeding, sheltering and general recreational loitering for people living here. Depending on how complex your place is, this could be anything from a couple extra chairs at the table to *a magnificent hall of silver glory, hewn from the light of Heaven itself, shuttered with delicate curtains sewn from the archetype of gossamer silk unfurling gracefully before a mattress deep enough to send a princess into enchanted sleep and a blanket depicting Lucifer's fall from Heaven*

Training Ground

50 LP

Some portion(s) of your place has been set aside for training yourself. While most factions in this world generally leave some space for such a place, you're assured this one at least will be well-suited and equipped to hone an average member of whatever the dominant race of your place's location is. Comes with training equipment, a well-stocked drinks fountain (or the equivalent for your race) and many dummy as well as some real weapons.

Armory

100/200 LP

A vault/room/closet in your place (or several, if it's big enough) is well-stocked with some high-end weapons, ammunition, armor, explosives or other appropriate instruments of warfare for your location. For 200 LP instead of 100 rather than being top of the line for the nearest society, these can all be custom-made gadgets or artifacts honed with uncommon dedicated, skill and resources. Think Batman's usual Batcave equipment compared to the US military, or Heaven's armory compared to that of the average pantheon.

Science Lab

100 LP

A certain hall/table in your place (or several, if it's big enough) has a great deal of sophisticated equipment for furthering scientific progress in all it's forms. At your discretion, it may specialize in one field or another in terms of equipment and resources at the cost of losing a more generalized stock of equipment for all manner of scientific discovery. Each such room comes with a free coffee machine and some very, very nice blends.

Super-Production Line
Variable; the full cost in LP of half the total cost of the superpower represented in your Superpower Schematic as CP
Either you're far too clever for your own good or had some really impressive outside help, because some highly sophisticated fabrications units (or maybe just a box full of magic leprechauns or something) in your place can actually recreate the superpower you've built in your **Superpower Schematics.** As a general rule, expect more complex and potent powers to take more resources and energy to create-though if you can pay the costs, being able to mass produce a superpower has fairly obvious advantages.

Crime Lab
100 LP
Need to know more about the scene of the crime? Look no further, for some room(s) in your place have become dedicated to the forensic sciences. Apart from cutting edge equipment and some form of database there's a convenient corkboard, something akin to a sideshow projector and advanced surveillance systems. Which may just be really powerful crystal balls or scrying wells for more primitive and magical places.

Trophy Room
50 LP
Some space has been cleared for a series of platforms, mounts and other means of dramatically displaying things you've collected on your adventures. Guaranteed to live up to the curatorial standards set by every other superhero with one of these[27].

Containment Cells
50 LP
Maybe you don't believe in killing. Maybe you just need somewhere to put prisoners when you're not beating them or turning them into cybernetic slaves. Either way, the most reinforced and isolated portions of your place have been converted into the best prison system your place can feasibly have. Please note that for very small places, this may amount to a pair of handcuffs and some rope draped over the radiator.

Emergency Bunker
100 LP
The worst has come to pass, and you've got to duck and run. Well, look no further. This room, no-this micro-fortress has a series of emergency walls, deadly forcefields, magical wardings or whatever top-notch security measures are reasonable for your place to have. It's keyed to open to your biometric signature (or possibly something even more unique) and can be tweaked to grant others similar access. And yes, you can have more than one as long as your place is big enough.

[27] And also Grail, whose mother DC would seemingly rather you forget was implicitly at one point intended to be the WW1-era Wonder Woman. Complete with a secret lair/museum.

Supercomputer (Equivalent)
200 LP
Your place has a highly sophisticated processing unit, akin to the AIs running the Fortress of Solitude and Batman's cave. If your place is sentient, this may be an AI running it-or simply another processor integrated into its workings. If you own a relatively low-tech place, it may be a scrying pool or somesuch rather than a work of science.

Fluid
100 CP
The structure and floorplan of the lair can be changed whether by biological movements, magical transmutation, mechanically automated modular floor tiles or some other basis. Expect these systems to be complex enough to avoid accidentally so much as knocking over a cup of tea let alone squash a person *unless* people are fighting during the restructuring.

Staffing/Inhabitants

Maintenance and Cleaning
50 LP
Need that window cleaned? Got a clogged toilet or a leaky pipe next to the plutonium refinery? This crack team of blue collar, working class folks has got you covered. They're not an army by default or inherently trained for war, but their no-nonsense and attentive approach to keeping your base in working order will serve you well whether you're a hero or villain. In more unusual environment than the average office building or Batcave they could anything from spirits of hygiene to hardlight holograms, but fundamentally they're spec'd to clean and fix things first rather than be your mooks.

Assistants and Manservants
50 CP
Need someone to take notes, serve dinner with pomp and ceremony or escort the guests into the saloon? Say no more, this team of civilized and professional servants is here to help. They're skilled, possibly magically so, at all the kinds of miscellaneous tasks the wealthy and powerful need someone to do for them to make life easier.

Guards
50 LP
There's a certain type of no-nonsense, hardboiled man who accepts a paycheck in exchange for getting beaten up by a man dressed up as a bat and his tight-shorted boy sidekick every Thursday. You now have a team of such grunts patrolling a significant perimeter of your place. In a pinch they can do a little of everything from unpack crates of weapons to lift furniture, but their real talent is simple, team-based violence and patrolling. And while they can be more formidable than the average henchmen if your place is fancier, they'll always be the more basic and simpler members of the Heavenly Host or what have you.

Animals
50 LP
While so long as it's reasonable, you may assume there's some sort of ecosystem of organic life near your place this ensures a specific breed of animal is domesticated, well-trained and housed in numbers where you live. Can be anything from the actual rideable hounds of Apokolips (not to be confused with the derogatively-named Dogs of War, who are it's underclass) to just some really well-trained bats.

Civilization
300 LP
Ordinarily, it was ambiguous whether or not a particularly large place of yours has intelligent life with all the opportunities and risks it would bring. Or hopefully obvious that even a large fortress is unlikely to have a secret society living under the floorboards. However with this, you're now guaranteed a large population of sentient beings lives in or near your place-and is loyal to you for one reason or another. If there are other civilizations and thoughts of rebellion or usurpation spring up in them, expect these to be your frontline defenders.

The maximum scale and capabilities of this civilization as well as the terms of their loyalty should make sense in the context of the place you own; generally there should be some reason their current level of development is sustainable, and before other modifications they may be as dominant in your location as a first world nation on modern Earth. If you just own one non-spatially displaced apartment for example, some lilliputian-like cities in the cabinet or a colony of small fairies is reasonable-all of Rome is not. Likewise that tribe of primordial deities is unlikely to worship the ruler of one moon base-but more likely to bend the knee to one who commands more than a single universe.

This may be repurchased multiple times for additional civilizations.

Alive
100 LP
Well, that's interesting. Your place is as *alive* as a human being is in some open-ended manner. By default, it's also quite loyal to you for one reason or another. Is it an actual living organism? An AI complex enough to have a soul? A genius loci creature that has formed a symbiotic relationship with you, like the Barrowjane used by Berim of the Jin-en-Mok and the other co-conspirators in his plan to destroy the Throne of Heaven to navigate past and future? Your other purchases will determine the specifics, such as being able to control the layout of the internal structures at will if Fluid is taken.

Avatars
Requires Alive
100 LP
Speaking of the Barrowjane-the faceless, vaguely feminine humanoids it has spawned to cater to everything from the First Woman to fallen angels to the Presence and the Devil themselves are quite handy aren't they? Your place can spawn and despawn avatars to interact with those inside, and nearby. While usually about as powerful as a mortal, certain purchases here may enable the place to empower them in various ways.

Secrecy

Hidden
100 LP, free with Deep Space and Another Dimension
Your place is positioned somewhere very out of the way relative to it's size. Built into the side of a mountain, equipped with navigation system jammers-consider a great deal of thought to have been put into keeping your place away from prying eyes.

Unknown/Hiding in plain sight
50 LP
You have put absolutely no conscious attempt into stealth for the actual construction of your place, but the positioning of your place is either too far away or too thoroughly integrated with the community to raise suspicions. This may still keep really exotically positioned places such as undersea bases safe from most prying eyes, but there's always a chance some persistent nemesis might find it.

Not hidden, but not common knowledge
0 LP
"That diner-yeah, that one down two rights from Crime Alley, the italian one? Yeah, that's where Carmine Falcone does business. Don't tell them I sent you though, for both our sakes". This is the kind of unofficial word-of-mouth that, *at most*, is available about your place. It's like a classified government site or something, it's not that it's truly hidden so much as thus far very few people have registered it even *exists.*

Public Knowledge (Hall of Justice, Fortress of Solitude)
+200 LP
Everyone on the same planet/in the same galaxy/roughly around the same plane of existence (depending on how big your property is) knows where you live. Expect your place to be the one the enemy heroes/villains target when another big punchup breaks out.

Mobility: You may purchase multiple forms of mobility.

Immobile

0 LP

What a silly section. It's a damned *building*, of course it's stationary!

Wheels (box truck)

50 LP

Through some implausible feat of mechanical engineering, your place can somehow sprout wheels and take off with speed competitive with wheeled military vehicles. There may or may not be some sort of finite fuel source you have to replenish. Alternatively you simply have some other form of mobility that is *merely* roughly as effective as a a really fast set of wheels.

…if you have an entire dimension or something with wheels, try not to think too hard about how it works. There are wheels, they spin and somehow the place travels but only on land. Which really limits it's mobility in other planes of existence.

Waterborne

50 LP

Whether from a sea god's blessing or an implausibly located set of propellers, your place can take to the seas quicker than many modern racing boasts. Again, *for the sake of your own peace of mind* try not to think too hard about why another dimension can only travel through water. At least that floating mountain of solid stone is probably either magic or has a massive gravity engine or something.

Airborne

200 LP

Your place has flight! Depending on it's other innate properties and scope this could be anything from a leisurely float through the heavens or Kryptonian-like zooming. And mercifully for those dimension owners out there, like the Marvel family of Thunderworld you don't have to worry about flight too much-even if you're in the Bleed between worlds your place just flies around merrily. With this alone it will have significant problems travelling through water or along solid surfaces, though.

Teleportation

400 LP

Your place can teleport somehow, the scope and precision of which is determined by it's own properties. Maybe your house has an imprecise but reliably working jerry-rigged teleportation engine? Or perhaps you have some sort of non-euclidean geometry-warping wheel which lets you travel through bits of your place being in different places at the same time.

Time Travel
400 LP, requires Teleportation
Your place can now traverse time as well as space to the same extent it can teleport. As usual, it's properties will determine just how smooth and paradox-safe this travel is.

Defenses
Variable, 25-1200 LP
You have taken the liberty to install defenses correlated to the scope and innate properties of your place. A set of broad tier examples have been provided for you to estimate what you get for what you're paying, **estimated for a modern Earth's army base**. This may be purchased multiple times, and at different tiers if you wish.

25 LP: Some barbed wire or a really good set of locks. A set of turrets with lethal and tranquilizer bullets

50 LP: More complex deathtraps and a punitive maze for a military place. Alternatively, some relatively basic wardings and sigils-or a set of turrets with lethal and tranquilizer bullets

100 LP: A set of high-tech drones with advanced weapons. The weaker sorts of bound spirits. Alternatively, floors that open up to reveal lava, electrocution or other oddly sustainable dangers.

150 LP: Significantly more powerful drones and bound spirits, the kind that could give inexperienced, child heroes some trouble. A self-destruct button.

200 LP: A significantly dangerous individual as well as some sort of labyrinth to protect the internal workings of your place-which you can either navigate with ease due to secret knowledge or have an easy way of bypassing somehow. Can be an actual minotaur if you want.

300 LP: The walls and floors are lined with the kind of enchantments the Justice League tends to struggle with until someone remembers to call in Zatanna. Curses that modify behavior, wipe memories or transfigure targets as well as technological systems that teleport others outside.

400 LP: A warding enchantment powerful enough to hold off most iterations of the Justice League Dark for a long time *without* a significant powerup, but not one that actually harms them or has a hope of stopping their sustained effort. Can be significantly less powerful in pure defense in exchange for having some offensive capabilities. Alternatively, a high-tech complex of laser turrets accurately enough to snipe modern missiles at a safe distance from the base.

600 LP: A complex that can mass produce or summon a large group of loyal lifeforms that can individually cut through small armies easily. Want to have a series of cloning vats that unleash obedient Lady Shivas? This is the tier you're looking at. Alternatively a slow-to-charge superweapon significant enough to threaten a country on the same planet.

800 LP: A superweapon significant enough to threaten multiple planets with, or a highly modular interdimensional portal system similar to the T-Sphere technology on a grand scale.

1000 LP: A forcefield powerful enough to deflect energy rays from a superweapon of New God make. An energy amplifier powered by a relic similar to the Spear of Destiny, capable of keeping out most of Earth's heroes from a world-spanning war.

1200 LP: A complex that can mass produce loyal Power Girls that can vibrate hard enough to alter the density of matter, use kung fu chi powers, fight off reality warping with a really weird martial art and piss some sort of high-grade superfuel.

Vehicle

=== === === ===

Some of the most advanced vehicles in this world are destined to meet an untimely end when a bunch of heroes barge into it to rescue some hostages, or villains hijack it for a deadly ploy. *This one,* though, is something special. It's not just high grade, beyond the means of the modern militaries of your kind. It's iconic. Customized for your personal use, and decked out in an aesthetic you favor if you want. This is the sort of vehicle you could make a whole crimefighting career off on, and it's yours for 100 CP.

For an extra 200 CP, you may combine your vehicle with your Lands purchase if you have one, integrating the traits of the two things as you please. You may use VP and LP interchangeably, however you only have a combined pool of **1500 VP/LP** to customize your vehicle-land with.

You may purchase customizations for your vehicle with Vehicle Points (VP) which as with the other currencies can be converted from CP at a 1:2 ratio of CP to VP. You start with a stipend of 600 VP

Type

For free, you may have a land vehicle of any size between a tank and a bicycle. Think the Batmobile, or the Super-cycle.

For 100 VP, your vehicle may fly like Wonder Woman's invisible jet (sans the invisibility, for now).

For 200 VP, your vehicle is a full-on spaceship with the approximate dimensions of a two-story house. Needless to say, it's power and navigation systems are far advanced beyond modern Earth technology. Alternatively it may be some magical or divine means of transportation with spacefaring capabilities like a solar god's chariot; at the cost of having less overall space this comes with powerful mystical capabilities.

For 600 VP, your vehicle may be a spaceship with an overall mass comparable to a skyscraper.

Finally, for 1200 VP your vehicle approaches the Carrier in scope. 50 miles long, 35 miles high and 2 miles wide, the Carrier is in truth nothing short of a Monitor shiftship. It's power system alone is mindboggling: A caged baby universe, and it can open doors between any point in time and space-as well as traverse them easily. Your vessel has comparable similar capabilities. It can also be much smaller, like the Mobius Chair, in exchange for having far more and greater scope capabilities like the nigh-omniscience and even more rapid transit to anywhere in space and time it provides as well as apparent complete immunity to the attacks of the Anti-Monitor and most other forms of offense when calibrated properly by whoever sits on it. On top of other

things like a tractor beam powerful enough to pull around divine planets and sophisticated holographic systems.

Speed upgrades
200/400/600 VP
Your vehicle has a nominal level of speed, with spaceships generally being superluminal. However, there's always room for improvement.

For 200 VP, your vehicle can "overcharge" it's speed somehow, accelerating more than twice it's usual top speed at the cost of potentially burning out it's transportation systems.

For 400 VP, your vehicle is swift and energy-efficient in ways that defy the humanly known laws of physics. While interstellar travel is a given for example, a spaceship with such upgrades could travel to the edge of the universe in a few minutes.

For 600 VP, your vehicle is either attuned to the Speed Force or has a frankly similar absurd level of acceleration that potentially doubles as an extreme weapons system.

Weapons
200/400/800 VP
Normally, your vehicle is unarmed but that can be changed here. Weapon upgrades scale to the type of vehicle you have.

For 200 VP, your vehicle has some sophisticated and powerful weapons more than capable of taking out other vehicles built at a similar scale. The Batmobile's ordinance is a good example for other vehicles of it's scope.

For 400 VP, your vehicle is able to destroy structures on a much greater scale than itself. A spaceship the size of a small building with such a weapon could threaten an entire space sector with ludicrous force and precision. The Subjukator, an Apokoliptan superweapon intended to cleanse entire planets of free will, is one such example.

For 800 VP, your vehicle has a built-in superweapon of cosmic scope. If taken with a vehicle identical to the Carrier, you may consider this a de-facto upgrade into a Monitor-built Destroyer. This massive hell-machine can launch reality-blitzing missiles and is armed with Armageddon Activators capable of sterilizing entire universes, while it's unleashed Contagion Troops resembles the limitless hordes of shadow demons commanded by the Anti-Monitor and Anti-Life Equation.

Enhanced Auxiliary Systems
200 VP
Your vehicle nominally had sufficient navigation to get from point A to point B, but with this overhaul there's something extraordinary about it's design. From systems detecting radiation or magical contagion for miles, to integrating into and reshaping to blend into the ambient

environment it's parked in, to surveillance system-hacking screens, to a tractor beam, to invisibility capabilities, your vehicle has one means of ensuring your travel is much more convenient.

This may be repurchased for additional such capabilities.

Onboard AI
200 VP, free for 1200 VP-variant type vehicles
Your vehicle has an onboard AI, allowing it to pilot itself autonomously and use all reasonable available processing power to quickly run diagnostics and adapt to various situations. The AI is dutiful and attentive to you by default, although as of now at least has not quite developed a full personality.

Voice Commands
50 VP
You are able to remotely give your vehicle commands. If taken with Onboard AI, this explicitly overrides the AI's decisions.

Companions and Followers

=== === === === === === === === === ===

Anyone companioned from the Dark Multiverse doesn't have to worry about disintegrating outside of their native multiverse post-jump. There's no cap on active companions.

And Justice/Injustice For All
50-500 CP apiece
Met some misfit vigilantes who've won a place in your heart, or vice versa? Found that special intergalactic conqueror you want to spend the rest of your life with? Finally managed to get a date with Wonder Woman you don't want to squandered? Fret not. With each purchase here, you gain a slot that can be used to make an offer to a native of this world that can come along with you if they agree by the end of your stay. This acts as a seat to be filled at the end of the jump rather than a pre-purchased ticket for a specific person, and seats for more powerful beings can be used for unpowered ones if things don't work out.

Mortal beings who are *currently and mostly* regulated by the normal laws of time and space are 50 CP apiece; this includes superpowered beings like New 52 Kryptonians and hyperintelligent entities like Coluans or Malthusians who can still be said to chiefly defined by a nomic set of physics. Beings with anomalous biology or divine blood in their veins but still primarily exist in the lower multiverse are 100 CP, such as the Time Trapper or Mr. Mind (both of which are terrible ideas to companion, by the way). Divinities in their true aspect, direct agents of God such as the Spectre and beings capable of shattering the multiverse with sufficient wind-up like Silver Age Kryptonians are 200 CP apiece. Finally exceptional beings of cosmic scope or divine beings exceeding the usual limitations of their kind will cost 500 CP to invite. For example, while you may court any given emanation of Darkseid at the 200 CP tier, the Apokoliptan God of Tyranny's extreme power making him a threat that the Anti-Monitor would dread to cross even in broken aspect would require you to pay 500 CP to invite along his true self. *You absolute masochist.*

As a special consideration, when assessing price the companion tiers assess how powerful these beings were at a natural point of their adult life, so you don't have to worry about being suddenly unable to afford the Batman Who Laughs (*you strange, strange person*) because he mugged a few cosmic beings, absorbed all their powers and is suddenly no longer a street-level threat.

Seven Soldiers of Jumpchain's Victory
200 CP, free Superhero
Are you willing to take on a bit of a rough start in exchange for some concessions? Here's the bad news: Your investment ensures that not long after your arrival, the location you end up at is about to be hit by some sort of cosmic invasion. It could be a dark god crawling out of its cosmic sewer. It could be a madman trying to use the Crime Bible to spread evil throughout the multiverse. It could even be an IP-friendly attack by another franchise's major villain who is

powerful enough to give the Justice League some trouble and expies of his minions and army. It's the kind of convoluted invasion on par with the Sheeda's attack, and there's likely more than meets the eye to it.

The good news? The hand of fate has brought various individuals to your side in order to fight off this threat. Through coincidence and circumstance, any 7 natives of this world **originating from within the DC multiverse proper in a manner that can be properly recorded within linear time** will find their way to your side. They may have their own motivations to fight off the threat, they may even not necessarily share your morals but they'll find good reasons to cooperate you-and a strong bond forged in the heat of battle. You need not necessarily fight off the invasion yourselves-the most famous Seven Soldiers hardly knew what they were doing along the way, after all, and this multiverse's defenses are complex beyond the reckoning of even many cosmic beings-but trying to do so is an excellent bonding experience. And if they agree, they can come with you as a companion to future worlds. **This explicitly bypasses the usual limitations on companions, and thus you can take anyone for free unless they are Actually God in some sense.**

Secret Society of Jumpchain's Supervillains
200 CP, free Supervillain
Every now and then, a group of supervillains attempts to establish some sort of secret society only to have it inevitably implode through infighting or busybody superheroes breaking up the meeting. You? You've got *both* to deal with. With your investment here, you're currently in the hotseat as the chairman of one such large supervillain organization in the peak of its disunity Maybe you snubbed the Joker, and he's been going around spreading nasty rumors about you to everyone else. Maybe nobody can decide which planet/galaxy/magical dimension/universe to conquer. And to cap it all, a superhero team on par with the Justice Society of America is, in a couple of days, going to decide enough is enough and that it's safer for the civilians to break up your pow-wow before it hurts somebody. You don't necessarily have to worry about the full force of Batman or Superman's plot armor, but you will have to deal with a pretty even spread of flying bricks, speedsters, magic users, skilled street-level vigilantes or some other well-rounded group of do-gooders. Including some heavy-hitters who can go a few rounds in a friendly spar with the Trinity and their relatives.

Following the same stipulations as listed above, seven natives of this world who are part of your society or other have a vested interest in helping you come out ahead. Some may find the infighting abhorrent and wish to impose order on this rabble. Others may view you as a convenient figurehead to advance their other plans. And *yes,* some may simply have taken a disturbingly fanatic devotion to you. Either way, fate and circumstance will see you having each other's backs and generally coming out the better for doing right by each other. There's potential here to build bonds as strong as the Rogues' with even some of the nastiest beings in this world, and as above if they agree by the end of your stay they may come along with you to future worlds.

Up, Up and Away
100-800 CP each
Ready to further confuse the canon for the readers back at home? For 100 CP you may import any characters you have into a background of this world-which is considered to be free for them. Each gets 1000 CP to spend on anything they want, and in homage to this world's correlation with great suffering bringing great power may take up to 1000 CP in drawbacks for additional CP.

Jarro
50 CP
Oh, look at that. It's a little Starro in a jar. Jarro! It's got a tiny little Robin-style outfit, and the chipper attitude to match. Oh, and it's also a powerful enough psychic to bamboozle a whole crowd of metahumans with complex illusions, even if it's a far cry from its greater self's full might. Who knows how much stronger he might grow after enough time? It seems Jarro is looking for an opening as a sidekick for some do-gooder. Beneath his bravado, he sometimes alludes to being "forgotten about by my dad, and also the entire multiverse, after a huge mess with a cosmic goddess and some bat-bozo in a freaky Hellraiser outfit", being displaced from his rightful time and place, and being rather lonely as a result. Jarro is generally inclined to be a force for justice in the make of Batman on a good day, although also kind of a kid and easily influenced.

If you start in the Rebirth era, you just happen to be the first person to find Jarro instead of Batman and as a result he imprints onto you as being your sidekick instead. His morals may or may not take a hit depending on how you style yourself, as a result.

Babyseid
150 CP
Darkseid IS a higher-dimensional idea, projecting numerous physical avatars into the realities he finds beneath his personal attention. This one in particular is…somewhat undergrown. It's a baby Darkseid, apparently having barely escaped from some cosmic conflict or other, and for one reason or another he seems to have imprinted on you as his parent. Baby Darkseid enjoys the soothing screams of the damned, sitting on other people's footstools and devouring the essence of other deities to regain his godly powers. Should your growing Darkseid reach maturity, be assured that however cold he may be about it he will remember and cherish a good parent in his own special way.

A New Hope
100 CP, discounted for scientists

“Infantry. Engineering. Replication. Second iteration”. These were the labels you found on the white-haired twins you rescued from a lab. It seems that not long after your arrival, someone attempted to clone Dove: An empowered superheroine who derives her transformation and ability to wield the white light of creation from the sponsorship of a Lord of Order. And not only did they succeed, but they made twins: One boy, and one girl, both the age of teens-and dressed in surprisingly elaborate outfits. And like their progenitors they do sense danger uncannily from afar, read others uncannily and can transform into a mild sort of flying brick with enhanced agility and regeneration but little offensive capabilities-unless exposed to a magically rich environment which would grant them the ability to cast bolts of energy.

Subjects Alpha and Beta while outwardly stern and stoic to most harbour a totally unyielding loyalty towards you, alongside a deep, quiet, yet almost frighteningly intense want to please you. They’re quick to pick up skills and more bizarrely, and so steeped are they in that primal light that their bodies have an almost supernaturally ‘accepting’ anatomy that takes obscenely well to any sort of genetic alteration. Perhaps this takes the form of gene alterations that grant them electric powers? Or merely alterations to their figure? Certainly, none can complain they are any less attractive than their basis.

- For an additional 50 CP, you will find that any further entities created using these two as genetic templates will also hold similar dispositions and unwavering loyalty. A quirk of fate, or something you have hard coded into the very fundamentals of their genetics? Either way, you will also find it simple to alter the ‘template’ to introduce a mild degree of personality and appearance variation in subsequent clones should you wish, as easy a flicking a switch, though all will still come out loyal and subservient to you and their two ‘originals’.

Controversial Mentor
100 CP, discounted for Scientist
You’re not sure why you keep associating with this distinguished middleaged man or woman. True, they were quite the brilliantly groundbreaking leading light in their field-but they’re also responsible for several supercrimes! Crimes that range from everything from trying to freeze a significant part of the ocean, to wresting control of England’s magic to blow up a satellite in orbit! They always have a sound explanation for their motivations when they have a chance to talk to you alone and genuinely want to do right by you-it’s just they also think you’d be your best self if you just give in and disregard morality for the sake of science. Is it their old world charm and manners? The fact that at one point, you studied under them and formed a solid sense of camaraderie? The fact in a tight spot, they can be counted on to have your back? It’s quite the interesting relationship you two have, one you could talk to Doc Magnus about given his similar relationship with the villainous Dr. T.O. Morrow.

The Adjectival Whatevers
200 CP, discounted for scientists
Whatever your field is, however great your expertise, one day a scientific experiment brought to life a team of six superpowered embodiments of the materials used in testing. Their capabilities will always be related to your own scientific specialties, but suffice to say their powers are flexible and powerful enough to be compared to the Metal Men or the Red Tornado. All of them are deeply loyal to you as their creator, and also have a rather chipper can-do attitude to life with no time for that existential crisis-nonsense. There's a nominal second in command after you, a thick but resolute one, a brawny brute, a flighty one, a shy one and *at least* one flirty, sociable one with a body shaped in ways that put supermodels to shame who desperately wants to marry you. And together, as a family you all fight crime.

Or possibly instigate it.

Averageman
50 CP, free/optional Drop-In
He's a humble boy born on a farm somewhere in America. He was taught some excellent family values as a boy, and tries to do right be everyone he meets. He's moved to the big city recently for a job opening. And uh, that's it really. There's no big secret about him. A bit snarky in a professional manner on the job, and the kind of good old boy who'd give you the shirt off his back in a pinch off it. Karl Centsworth, despite having a stylish cowlick, isn't a superhero in disguise but has the courage and will to rise to the occasion given the opportunity. However you met, you're fast friends-and with a bit of luck, maybe something more.

Abby the Road
200 CP, discounted Drop-In
Boy, were you surprised when the billboards started spelling out HELLO at you, strips of paper billowed up to wave at you and the population of eclectic characters living nearby asked if you were a friend of Abby's. It turns out you met Danny the Street's long-lost cousin, who naturally has all his powers as a genius loci that can incorporate more and more space and gain greater power to create virtually any conceivable thing-even a superheroic humanoid "daughter" of sorts-given enough resources. Abby is a friendly, kindhearted girl albeit one patterned more after a winding roadway than a street-and thus a bit more lonely, though she does have some themed denizens hanging out around her. And like Danny, she also has the power to teleport. She'd really appreciate a friend to regale her about adventures that don't involve long-haul truckers dosed up on caffeine.

I Dream of Five Dimensions
400 CP, discounted Drop-In
After discovering a magical lamp in an old bargain bin sale, you unleashed a cute blonde girl in a pink bellydancer outfit who looks suspiciously similar to a certain American TV series she will deny copying her lower dimensional look from at all times. You're now saddled with a clingy, sweet woman who describes herself as a genie from the 5th Dimension (and sometimes alludes to a much more ill-fated friend she knows who may or may not be on Damian's Teen Titans

team depending on which continuity you're in, *so she says)* with phenomenal mystical powers, reality warping powers and powers that make you question whether or not you're actually living in some sort of animated universe where everything revolves around gags. Sometimes she does get awfully serious when warning you about a particularly important cosmic event or mystical mishap, but by and large she seems happy enough to brighten up your day and hit on you like only an embarrassingly peppy young woman can.

From the few glimpses you've had of her true form, it seems to be red-eyed and green.

Tiny But Fierce
50 CP, free/optional Martial Artist
In the grand traditional of those in the murderous professions of this world's Earths, for one reason or another you decided to take on a kid sidekick. But there was something…*wrong*, about this one. The seemingly twee and chipper girl took to killing like a duck to water. She's already clearly a warrior of prodigious talent, using gadgets like rope darts and throwing knives to neutralize her size disadvantage. Give her a few blades, and she'll carve up a truck full of mercs with a smile on her face. And off the clock, she behaves uncannily like any normal little girl with you as her beloved parent. It's rather worrying she doesn't seem keen on talking about home life she left behind, and seems to think going around killing folk for money is her best life with you. Oh well. Looks like you've got a surrogate daughter and a living weapon in one package.

- For an extra 150 CP, she gains 1000 MP to spend in the Powers section making her much deadlier than the average little murderer. With this comes a malignant narcissism rooted in a belief her powers make her superior to mere mortals, and…an unwholesome attraction to you. There's no polite way to say this: Your teen sidekick wants you to be her daddy *and* her sugar daddy. Or mommy. And is particularly vicious to anything that could get between the two of you doing whatever you want. Alternatively, instead of the MP stipend they may have powers similar to your own like the Kid Sidekick.

Iron Canary
100 CP, discounted Martial Artist
You fought this woman once. It was grueling by mortal standards, given that the machinations of secret societies awakened a hidden genius for the martial arts in her that had been slumbering. It's no exaggeration to say she's one of the greatest martial artists walking the Earth-and yet by sheer skill and might or happenstance, you manage to survive impressively. Ever since then she keeps showing up in your life in various ominous roles. The de facto leader of a criminal enterprise. The captain of a mercenary team. A consultant in the gym you frequent most. Whether she's an actual member of the League of Assassins, a really well-connected mafia princess or just frighteningly determined and stubborn is left a mystery, but you do know she has one thing on her mind when it comes to you: Breeding the perfect martial artist. No really it's not even anything necessarily romantic, she just sees bonafide skill or potential in you worth adding to her own, and possibly one of the few who could understand her history of violence.

Oh, and she's always happy to spar with you or take down some other organization the old fashioned, bare knuckle way.

If you also have the little lady in **Tiny but Fierce**, optionally she can be your daughter with her. And the mother herself still wants a new bun in the oven, if only out of curiosity.

League of Jumper
200/400 CP, discounted Martial Artist
Congratulations, by hook or crook you've somehow managed to become the head of a fearsome organization of martial artists and/or deadly killers-the composition and demographics of which are up to you, since you nominally handpicked them! What happens if your background prohibited you from reasonably handpicking them? Well first of all, a small child choosing deadly assassins isn't as strange in this world as you think. And second of all, neither is an old master uttering the name of a prophesized new successor with his dying gasp. They've trained to the point where archaic weapons like bows, swords and daggers are deadlier in their hands than guns are in those of the average American. They have razor sharp senses befitting the ninja-like tests they undergo, an iron will born of fierce meditation, a knack for clandestine tactics effective enough to be as applicable in the modern world as in ancient temples or on spaceships and an arsenal of poisons, hallucinogens and other relics from the ancient world. Above all else, they are inclined to view you as a figure of authority to be respected.

For 200 CP, your organization is a relatively isolated one. It may have several fortresses somewhere hidden in the mountains and safehouses scattered in significant cities, but overall it's unlikely to become a blip on the more significant organizations' radar without good reason. Overall, it's a force roughly akin to the Court of Owls, sans any affiliation with a cosmic destroyer Bat-god.

For 400 CP, your organization is instead a true shadow empire spanning the world-and integrating modern technology as well as well-preserved fighting techniques. Like the League of Assassins, you truly have people everywhere-and in future worlds, you'll find your acolytes ensconced everywhere where human violence is likely to become a commodity.

If you have **Tiny but Fierce** and **Iron Canary** with you, they can be integrated into your organisation somehow.

The Child of Magic
100 CP, discounted Occultist
Oh look, it's your son. Or daughter. They've studied magic under you and developed a modest talent, have either taken up a mundane career on the side or are just going to school with an extra spring in their step from being able to use *magic* depending on their age and look up to you as their guiding light in the confusing world of the supernatural community. Alternatively, you adopted them in mysterious circumstances. Either way, some great legacy or destiny hangs over them that ensures they'll rise to prominence in Earth's magical community someday-

whether they're the heir to some fairy kingdom with all the power that entails, or simply the embodiment of your magical talent in some sense.

Also for whatever reason, boys of this stripe tend to wear glasses and have messy hair while girls of this stripe tend to wear top hats and fishnets.

Magical Princess From Another Dimension
200 CP, discounted Occultist
Some people awaken to magic. Others have it thrust upon them. This charming young lady has both human and other blood, and has come to you for help with her occult problems-or at least, a place to crash while she tries to figure out her next step. Whether she's the halfbreed spawn of a demon lord, a girl chosen by higher powers to usher in a new age or the byblow of a nature goddess, she's exotically beautiful in ways normally only envisioned in pulp fantasy-potentially having unconventional skin, eye and hair colours. She'll quickly develop an affection for modern Earth's culture, finding it exotic and novel. Her magical powers aren't just well-developed and significantly stronger than even some skilled mortals, they're *other*-being capable of things like forging demonic contracts that can rewrite the past and future, taking any form in the animal kingdom or some other trait reminiscent of her nonhuman parent. She has the potential to surpass whatever heritage she has, but for seems more interested in exploring the wider world.

She does think most of them are generally conservative and uptight compared to the norms of wherever she hails from, though.

Also for some reason, it seems the dress code on her planet is rather akin to those of the illustrations of Dejah Thoris.

- For an extra 200 CP, instead of a magical princess your new friend has already come into her divine power at some point prior to meeting you. Which de facto makes her a being of godlike power over both the mortal and mystical realms. Whether she's the newest Lord of Order or a demon queen, she's looking forward to visiting Earth as a vacation from the humdrum daily grind of being a magical god-queen.

Retired Cosmic Horror
400 CP, discounted Occultist
There's someone in your life who's been living a lie, to degrees that beggar belief relative to how reliable they've been. The neighborhood gravedigger who's always handy with some sage advice for your problems. The strict yet alluring librarian whose eyes regard you like hungry event horizons whenever you're looking for writing advice. In truth, they are the kind of monster that other monsters have nightmares about. An egregore like the Candlemaker, the avatar of an idea anathema to human civilization, or the last survivor of a previous creation like the dreaded Silk Man. An ancient abomination like the Jin-en-Mok, compressed from their world-spanning grandeur into humanoid form by the creation of the universe, or the last remnant of a conglomerate of wish-granting prehistoric gods-even an inexplicable aberration like Red Jack or one of the more successful escapees of the Dark Multiverse like Lady Styx.

Except it turns out that the life of the average apocalyptic horror is actually rather lonesome, boring and often cut short due to underestimating a plunky band of misfits (and their much more on-the-ball cosmic benefactors). So this one decided to give that whole “living among humanity” thing a try, and it seems to have been working so far. As you find out one late night having drinks with the setting, it credits it’s understanding of humanity to your bond with it and regards you as…as…”friend” isn’t really in such beings’ vocabulary, but it certainly means you know harm and is happy to do you a good turn in exchange. For your eldritch companion is as ill-adapted to living a quiet, average life as a mortal man would be for living in whatever plane it hails from-and it desperately looks for guidance on how to file it’s taxes, go to work and so on from you.

Super-Pet
50 CP, free/optional for Superheroes
You’ve got some sort of mundane animal (or mundane animal-shaped being) that fights crime at your side! They’re significantly more intelligent than most of their kind, and if they have human-like vocal chords may even be able to speak. Any animal on Earth or any alien similar to earthly life is fair game, and while they might not be able to hold a gun their instincts and dogged loyalty will serve you in good steed.

- For an additional 150 CP, your pet also has powers similar to those inherent to your own from this world. While not as strong as you, they’re head and shoulders above the average member of their kind. Hoppy the Marvel Bunny and Krypto the Superdog are both good examples for their respective owners.

Kid Jumper
50 CP, free/optional for Superheroes
You’ve acquired a kid sidekick, somehow bypassing the usual adoption procedures of your location! Tragically separated from their parents in the past, they look up to you as their new parental figure and have quickly proven adept at any skills you have. Actually they’re a bit in awe of you, and can even second-guess themselves when it comes to stepping into your role on a more permanent basis. Still, with their mental and physical talents you can tell they’ll go far-and with the right guidance can carry on your legacy with heroic aplomb.

- For an additional 150 CP, your kid sidekick has similar powers to your own from this world. Whether they’re of your own species (maybe even a relative if you have particularly unusual parentage), exposed to a similar accident to the ones that gave you your powers or both, they’re much more of a force to be reckoned with.

Monitor on Duty
400 CP, discounted Superheroes
A cosmic being of unknown provenance and humanoid guise has deemed your adventures worthy of observation. Like the Monitors of the Orrery of Worlds, they have come to bear witness to the comings and goings of your life-but unlike them, instead of a specific world they were assigned to aid and protect *you.* Intelligence about affairs in the cosmos and beyond,

training in your abilities, power over the cosmos as only the Dimensional Superstructure can manifest, technology that defies the known laws of reality-all this and more will be given to you in due time, so that you may fulfil your destiny as the greatest hero this world has ever known!

…at least, that's what this cosmic being claims. Truth be told they don't actually know where they come from or even who they are-apart from the self-assigned title they gained along with a deep cosmic awareness that their purpose is to guide and protect you; when pressed, they have a tendency to insist that they "must consult with the Elder Monitors" and then hurridly leave in embarrassment to the higher planes of existence where they can desperately try to figure out something clever and wise to say. They're also rather incompetent in a straightforward fistfight, sometimes losing even to mortal hoodlums despite their power to reach to the end of eternity and full down the fabric of reality like a curtain. If you ever actually talk to them about these discrepancies, despite their profound knowledge of the universe and it's workings they'll start to feel a little existentially insecure about having seemingly popped into existence a few days ago despite also thinking of themselves as wise and venerable. Nonetheless, they view you as something like a beloved child and while a little stuffy are deeply proud of your progress towards what they assume is your destiny.

Nasty Little Protégé
50 CP, free/optional for Supervillains
Oh god, what did you do to this innocent young woman? She had such a promising start to her life as a gymnast and also some other career, before your dark charm and infectious corruption drove her to cast aside the laws of man and God and dedicate her heart to you! Also she's surprisingly well-adjusted and cheerful about the whole thing-if a bit eccentric. Like, still very violent and emotionally high-strung on the job but also pretty chill off the clock and supportive of you when you're feeling down. Also for whatever reason, fortune seems to greatly favor her in just about everything she puts her hand to. It's no compensation for a vast gulf in power and she can still lose a fight even with mooks on a bad day, but she could wind up on Apokolips and end up being inducted into the Furies or *avoid being immediately disarmed* by a few of the most powerful members of the Justice League working together. It's almost like whoever's writing the script of your solo thinks you're cute together and wants to keep her relavent to your storyline come Hell or high water.

Alternatively, if you want you can instead have a young woman who was already rather twisted and actively sought you out to hench for.

- For an additional 150 CP, she's also well-trained in whatever skills you have and a razor-sharp genius as well. Furthermore, she either has 1000 MP to spend on powers of her own or may have similar ones due to being a niece, daughter or sister. *And yes*, *coupled with the above this can get weird* assuming your relationship isn't framed strictly in platonic terms.

Wicked Witch
200 CP, discounted for Supervillains
The inhuman and otherworldly nature of this woman is obvious for anyone with eyes to see, though her wild hair, dark eyes and curvy yet svelte body are all dangerously alluring despite the great power at her fingertips. Her golden eyes are those of predator's, and her luscious, dark-painted lips cover white, sharp teeth. Whether she's tapped into a malign cosmic force, the darker side of magic or some combination of both her enemies call her a witch for good reason-though to you, she professes undying loyalty and devotion to helping you reach your rightful place on the throne of the world-with her at your side. Her goals and motivations are beyond the understanding of most, for she is fatalistic and somber from her great gift of precognition-though keen to use it to advance your goals. She often speaks passionately to advocate for the dark, ambitious path to power-almost praising it as some force unto itself that is a pathway to many abilities some would consider…unnatural, and proves her faith through the power to greatly amplify or augment your powers by her touch alone. Misunderstood, mistrusted and alienated by most around you, in turn she disdains those she considers weak and shows nothing but confidence to most-and a perverse satisfaction with mentoring those she sees "potential" in. But though aloof to them, her worship of whatever dread forces she channels is matched only by a veritable worship of yourself as well-and she's quite keen to maintain a place in your bed to solidify your trust in her.

- For an additional 200 CP, she has also been marked by power in some way that greatly empowers her. A part of a cosmic goddess' soul, metaphysical ownership of some word or equation of power-whatever it is, your devotee now has the power to manipulate entire pantheons with her powers. And potentially elevate herself, and you, above many of the gods themselves if the right rites are performed and circumstances met.

Looney Fan From The 31st Century
400 CP, discounted for Supervillains
What if every *good* thing that ever happened in your life was because of one person? See, like Barry Allen in one potential version of the 31st Century you have an eccentric fanboy or fangirl who's absolutely intoxicated with the idea of being your sidekick-collecting any and all material related to your adventures. They're also extremely brilliant, partly due to their advanced future and partly due to a natural diabolical genius-especially when it comes to sowing suffering and setting up plans across different points of space and time. Through some sort of experiment, they've managed to gain powers and a costume similar to your own from this world but generally with a malign twist-a "negative" counterpart to you, so to speak. But you see, unlike Eobard Thawne they discovered that instead of being destined to be your greatest villain they were destined to be your greatest *sidekick* and bring about a dark future where the world trembles at your names. That's why they're determined to go back to the past and help you live your best life. And something about exactly *how* they went back in time has given them the effects of **Living Paradox** as well as a unique power with **Cosmic Energy** for free and 2000 MP to customize. Last but not least, they have **(Criminally) Insane Dedication** for free-which they turn on anyone and anything they fear could get in the way of your bright future together,

whether pettily sabotaging your enemies or doing inane random good things with a possessive bent when you least expect them.

Do you remember when you got some gum stuck on your shoe and it caught the winning lottery ticket as it blew away on the wind? *It was them, Jumper. They generated just enough air pressure to blow the ticket your way.*

Do you remember when you stood up to sing at the bar and belted out a pitch-perfect rendition of your favorite song? *It was them, Jumper. They swapped out your mouthwash for an advanced formula that improved your vocal chords.*

Do you remember when you were trying to escape the Justice League and the Flash suddenly shit his pants from running too fast and couldn't catch up to you and also failed to save Iris…from slipping on a banana peel and spraining her ankle? *It was them, Jumper. They shit the Flash's pants.*

Friendly Neighborhood Creature of Myth
50 CP, free/optional demigod
Not every creature of myth exists to lash out violently when superheroes are exploring some far-flung corner of the world. This one has attempted to civilize themselves into modern society, and made a friend of you in the process. It could a minotaur in a bowtie, a Pegasus trained as well as a draft horse or even a friendly hydra who doesn't understand why people run away from it when all it wants are boops and chin scratches. Anything between the size of a pixie and a jotun is fair game here, and if you like you can repurchase this option for additional odd friends.

Warforged Hellion
200 CP, discounted for demigods
Some Amazons abandoned the path laid down by Hippolyta due to disagreeing with her peaceful ideals. Some, like the Bana-Mighdall, lost themselves as mercenaries in misguided rage against the men who deceived and assaulted their people. This one…is not like that. She just really likes fighting. Not even warfare necessarily, she's tired of the Amazon creed pretending women can't enjoy violence as much as men *despite many, many, many women in this world proving that false*. In fact, she's somehow a newly born or created one who moved to the United States recently, travelled back to her homeland to continue honing her interest in archaic weaponry, got kicked out for starting a fight and left complaining the other Amazons were too dishonest about just wanting to beat people up for funsies. Normally this is the kind of Amazon who becomes a more cynical, ideological rival to the more morally upright Amazons. That's not the case here either-you just got shitfaced in a bar together, got into a brawl and went home singing on each other's shoulders. Her interests include guns, painting, the electric guitar and shitposting on the internet about how Wonder Woman's actions are at odds with her stated goals. And yes, she does have **Snap.**

- For an extra 200 CP, like basically every relevant Amazon after the New 52 era it seems that she's no ordinary Amazon but also a demigod somehow-born of either Earth's

pantheons, or a grisly event involving one of the gods of Apokolips. Even if she was artificially created, she either has a plethora of divine blessings beyond her sisters or her mother or father did *something interesting* with the lump of clay that became her. Also like the *most* relevant Amazons of this era, as per **Crisis Born of Two Worlds** her divine heritage seems to be kicking into overdrive and giving her unique gifts and potential greater than the sum of her parts. Unlike certain Amazons with such heritages, instead of being confused and burdened she thinks having god powers is hella fun. She's not quite sure which god it is, but she hopes it's a fire god. She really wants to cast the spells that make the people fall down.

Fallen Star
400 CP, discounted for demigods
Not all gods look down on the world from on high, confidant and lofty in their power. This one was cast from their throne in the Sphere of the Gods by unclear circumstances and has ended up crashing with you. Possibly literally having fallen through your roof, screaming. Her imperious, amazonian body and striking features are often marred by a scowl of disappointment. The universe she came from was much more symmetrical and bejeweled than whichever one you're in (although she grudgingly admits Gemworld's not so bad). With flesh resembling flawless marble, long cascading white hair that terminates in streaks of lightning and eyes lit by cold, pale flame none would mistake her for a mortal unless you somehow manage to convince her to conceal her power. A difficult task seeing as the corset, thong, gauntlets and boots of dark blue crystal are all she has left to remember her origins by.

Denied her rightful homage and embittered by the divine rebellion that ousted her from power, the goddess has decreed you are their chosen messiah (or if you yourself have considerable power, views you as her only trustworthy ally) and proclaims that one day you will lift her back to her rightful place in the heavens above. She even has a few plans that involves some artifacts and scattered temples around the world that could, with some help, win back her throne. Impulsive yet regal, her demeanor is that of someone accustomed to the entire universe literally revolving around her wants, wracked with confusion at being stranded in an alien environment-and no small amount of loneliness with only one form of solace: She suspects you are either the reincarnation or legacy inheritor of a deity that once showed her, a being whose reach was so limitless she did not recognize her true loneliness until it was too late, kindness a long time ago. With time and support, the goddess may come to feel a sisterly enough bond with other women to share a sliver of her soul with-and quickly latches on to men as a potential king to sire a new pantheon of children. She's powerful enough to give Earth's greatest defenders a hard fight-boasting physical traits and flight exceeding even the Kryptonians of whichever era you're in, as well as equally formidable powers to manifest and control all kinds of crystals. And when pushed to a serious fight, she can bring out even more strength by undergoing a transformation into a presence of pure hyperdimensional energy in which she can crystallize reality itself-both of which pales to her true form's strength, which rivals a Lord of Order or Chaos.

- For an extra 400 CP, she is a true personification of Creation's beauty and light. She has an equivalent of **800 CP version of Magical Potential** and **Of the Source** empowering

her divine abilities, making her one of the greatest powers under the Heavens themselves. Her compatriots could have only hoped to banish her by tricking her into smiting herself with her own cosmos-forging power.

The Butler Who Did It
50 CP, free/optional for Playboys
Very good, Master Jumper. At once, Master Jumper. Indubitably, Master Jumper. This classically trained butler is the utmost picture of gentility, professionalism and punctuality-expertly managing an estate and attending to the needs of the upper crust. Dryly witty but compassionate, more than that he also sees you as a son or daughter in all but name and wishes nothing but the best for you. You'd never guess from the way he comports himself that he fought in the second world war, or ran with a particularly rough street gang in his childhood years, but if push ever comes to shove your manservant will be out there pumping lead into anyone who dares attack your estate-whether it's a common thief or a nightmare from the Dark Multiverse.

Literal Orbiter
300 CP
In the course of your adventures you've gone to places far and wide, including the depths of space. At one point, a particularly lonely planet tried to get your attention in the hopes of making a new friend-possibly by shooting missiles at you in misguided desperation. Through your interactions it learned much more about how to communicate with human-sized beings, and has become quite interested in writing to other races anonymously to learn and share more about perspectives between alien lifeforms. One thing led to another, and you now have a very large, very round celestial body as a penpal and adventuring buddy. The planet's capable of faster of light travel and extreme feats of manipulating the matter and energy on it's surface. Of course, it's also rather unskilled with creating personnel-scale avatars and interacting with anything smaller than another planet in general.

- For an additional 200 CP, like Mogo or Ranx the Living City your planet-friend is a massive font of some sort of cosmic energy, greatly expanding it's already formidable capabilities. It hasn't necessarily decided to align with a group like the Green Lantern Corps just yet, and your word could greatly influence it's decision.

Eight Supergirls
400 CP, discounted Superheroes
Good heavens, that's a lot of Supergirls. As seems to be their lot in life, some cosmic calamity or interdimensional anomaly has displaced this group of powerful flying women from their native worlds. Somehow, they share one companion slot-and while quite hopeful about getting home, are also keen on staying in touch with each other and you-and generally exploring ways to navigate the multiverse. Some may be more aggressive than others, but all have high hopes you can help them figure out what's going on. As for which Supergirls they are-they really just have to be female, Kryptonian and at least somewhat affiliated with the House of El. Heck, they can even be Power Girls.

Furious Entourage
400 CP, discounted Supervillains
At some point, for reasons of your own, you gained the loyalty of a young group of deadly, vicious New Goddesses that now burn with as much fanatical loyalty to you as the Female Furies themselves accord Darkseid. They consider themselves warriors serving a liege first and foremost, with little grasp of the problems inherent in collateral damage, but hardened from their upbringing all would take any command from their liege with a smile-although getting them to understand things like “friendship that doesn’t involve enslavement, or the grim loyalty between Furies” and “not dying for my sake” is likely to provoke a lot of blank looks, and eventually some uncomfortable ones as if talking about a forbidden fetish. Each is trained in the fighting arts to levels of skill exceeding all but the greatest combatents on Earth, on top of individually being able to pick a fight with a Kryptonian; even those who aren’t among the strongest’s emanations can at least consistently evade and harm such a being, while the strongest can take them on in a straight fight. Unlike most incarnations of the Furies, all of these ones has actually bothered to cultivate a unique divine power on par with any champion of New Genesis short of Orion himself-while still bearing technology and divinely sublime skills honed to impressive degrees even among gods.

A Lesser Darkness
800 CP
There are beings greater than gods, out there. Pillars of reality that uphold its firmament, and define the parameters of existence. But even before Time and Night intersected, there were those that embodied the darkness presaging existence. Your investment here provokes a disturbance in the deepest mysteries of existence-the Great Darkness that preceded God’s light. For as you look into the abyss, some of it looks into you too. And recognizes itself.

Sister to Dusk. Niece to Prayala. Unacknowledged daughter to Night, and distant kin to the Otherkind-and perhaps the Decreator. A feminine silhouette, a mane of shadows that could be wild, flowing dark hair on a moonlit night-she has yet to fully stabilize her form, even much of her personality, and will base the ideal of both on your interactions with her. With a flicker of will she could snuff out the light of constellations across the multiverse. With her touch, she can shatter spells, She knows that men fear the darkness, so she is cold and stately (though she knows not the meaning of authority). She knows that dire things happen under cover of darkness, so she is relentless of will and all who stand in the way of her desires will be consumed by the endless void (though she craves meaning and purpose). She knows that things from the world above can taint the sacred peace of oblivion. And yet, there is an emptiness in her she feels only your company-and perhaps touch-can fill. Demandingly curious and naïvely unfamiliar with existence, this being is nothing less than an aspect of the Great Darkness itself-lesser than its progenitor in scope, but still able to swallow up worlds, pantheons and whole narratives before even attempting to mantle more of her origin’s cosmic essence.

She looks to you as her guiding star. Her emissary from the starlit lands above. You are most likely a fleeting, ephemeral thing to her, a heartbeat between the making and the breaking of the

world-and yet meeting you has awakened a need for companionship that the darkness alone cannot provide.

Drawbacks

=== === === === ===

Retconned Back In
+0 CP
This is hardly a modification, really. With how things go here, it wouldn't be out of place for Batman and Superman to recognize someone who only showed up in Kingdom Come or "remember" friends from the animated universe depending on the era. But for a little extra certainty, with this if you have visited other iterations of DC's setting in previous jumps you may carry forward their consequences into this one. How you reconcile this is entirely up to you, remember there's a whole multiverse out there.

Before The Coming of Justice
+0 CP
Before the cape and the cowl there was an older, more savage world. One you may explore with this option. You may start at any point in the past, with your backstory modified to make sense. If you really are the kind of being that could have arisen at the dawn of time or among the dinosaurs that's likely what's going on, while if you're a modern human it's likely you had a weird time travelling accident.

Subpar Art
+50 CP
Everything looks off. Wherever you go it's like the people and environments are being drawn by a rushed artist who isn't all that great to start with. Something must be wrong with your eyes, or maybe the universe itself is just naturally this bad. And if it's not your eyes, one of your functional senses will start picking up similar anomalies too.

Bendis? The writer?
+50 CP
Oh, dear. Why can't people explain themselves properly? Conversations you have everywhere seem to go into non-sequitur ridden loops, with some people even casually namedropping things that can't possibly be real like bar mitzvahs on Krypton. Worse, the behavior of everything you encounter is skewed towards an old man's idea of humor for children-like princes of Hell behaving like annoying fratboys. This will always grate on your nerves and make you feel your immersion is being broken.

Honorary Doom Patrol Member
+50 CP
A few days into your arrival here, you make friends with a guy called Cliff Steele who's an ex-racer cyborg. Or a woman with multiple personalities called Crazy Jane. Or someone else who's an official member of the Doom Patrol: A group of crimefighters who officially do missions on behalf of the Chief, and unofficially deal with some of the weirdest beings, events and concepts this world's Earth has to throw at them. We're talking *really, really weird things.* You're going to

be dragged into at least one Doom Patrol adventure right off the bat, and for the rest of your stay things have a tendency to get weird even by comic book standards. Expect the unexpected to strike every few months. A cult led by animated puppet Archons or a secret military base sealing away an army of killer butts is about par the course now.

On the plus side, play your cards right and come what may the Doom Patrol will help you out through thick and thin. And you can graduate from honorary Doom Patrol member to official member.

The Jumper League vs The Hood
+100 CP
You'd expect street scum to stop picking a fight in Superman's territory after a while, but the criminal element of Earth-0 has always been impressively resilient. Well, now someone's found a reason to turn that resilience all on you. Word on the street about you has somehow gotten bad enough that every drug runner, every pimp, made man and whatever other passes for the common crook on your world has it out for you specifically. No organization more important than the likes of Falcone or Maroni's mob is affected by this-but those that are have put out the word there's a big fat bounty on your head, and most common crooks don't like the look of your face either. It might be possible to figure out what's got them riled up and resolve it somehow, but here's a big hint about how serious whatever's pissed off the mooks is: If you travel to other planets or universes, in a matter of days someone will invent or salvage a form of FTL communication will tell…*something*…to the local criminal element, if it exists. And what it says will usually convince them you've got to sleep with the fishes.

In-Demand Hostage
+100 CP
Otherworldly sorcerers and alien warlords of all sort seem to have somehow heard of you, and think you'd make a great hostage. They're the kind of folks Justice League members can individually deal with, but not without a bit of a runaround adventure-and of course, they do have something like a spaceship with a tractor beam or a portal-opening spell that can snatch you somewhere far away quickly. Expect one of these sorts to make an attempt to grab you every couple of months.

Mystical Catnip
+100 CP
Your soul's a bright light in this dark, dreary world. Ghosts and other restless spirits sure seem attracted to it; even zombies seem to prioritize you over other targets. And demons? They've *got* to have your soul-even allied ones will be distracted by how appealing yours is. In general, you have a tendency to get on the radar of mystical beings and attract their attention for good and ill under the impression there's something very, very special about your soul. Mostly for ill.

"We're not supposed to go to the moon, Batman!"
+100 CP

Boy, there sure seems to be a lot of escalation going around these days huh? It's not good enough to get in a gunfight with the Joker-we've gotta bring in the Bigger Joker and his sidekick Bigger Harley, he's even crazier and she owns a bigger hammer! Well, too bad for you that when you get caught in the middle of conflicts involving large organizations like the Justice League or the Legion of Doom there seems to be a tendency for the escalation of superpowers to get wildly out of proportion to the original conflict over time. Criminal masterminds will be one-upped by more devious criminal masterminds with better gadgets. Classic heroes will show up after long absences with planet-busting powers where once they just tossed beams of light around. And while this was…also tending to happen, especially in the later eras, you're fated to always be caught in the epicenter of such conflicts when you participate in them.

Rogues Gallery
+200 CP each, maximum of 10
Well, you've done it. You've made an enemy in this world that is weaker than your natural abilities, physiology and skills from this jump, but strong or skilled enough to challenge you and threaten your life on that basis-and more importantly has a substantial grudge against you. Not necessarily a Black Manta or Eobard Thawne-level rage, but certainly comparable to Braniac's cold contempt or the Ultra-Humanite's outrage for Superman's dogged persistence. Only takes into account capabilities from this jump. Take more than one, and they'll form a team. After five they start getting more powerful-and somehow still keep working together.

To continue the Superman comparison, your first 5 enemies can run the gamut from the likes of Livewire, Metallo or the Parasite: Opponents you could take down fairly decisively in a fair fight, but have ways to make that fight unfair. Your sixth will be a figure like Luthor: An opponent that, mortal or divine, can scheme and manipulate at a level that puts you in severe danger. Your seventh will be akin to Doomsday or Mongul, a force that can potentially slay you with their raw power. Your eighth will be the likes of Darkseid's emanations: The kind of beings even Superman would fall to without help from his friends. Your ninth will be a force similar to Imperiex, being a force that would make Superman consider requesting aid even from his enemies as well as allies and distant aquintences from multiple planets. And your tenth will be, like the Anti-Monitor or Parallax Hal, a being capable of initiating their own Crisis event.

Green Lantern, Please Help Me. I Have No Arms.
+200 CP
The Silver Age covers were entirely accurate...in this particular world, at least. You've been trapped in a timeline where the superheroes here are all such massive jerks they'd beat up a disabled man asking for help, and some force on par with the Spectre acting in his role as God's Vengeance wishes for you to resolve the situation. Does it mean by redeeming them? Or if you're a supervillain, is this world truly beyond saving and needs to be burned to ash? You won't know for sure, but you do know you specifically were chosen for a reason-whether because you were the only being trusted to get the job done, or to teach you a lesson. Of course you could attempt to leave (or well, divert your emanation's attentions to the rest of the physical multiverse if you're a being vast enough to have a true form in the Sphere of the Gods or something) but then that being would intervene and well-suffice to say that's probably going

to be a challenge in its own right.

More Useless than Aquaman
+200 CP
It doesn't matter how powerful you are, people just think you're stupid. You're what people in the real world *think* Aquaman's treated like: You could flood the world and end one hunger, and most supers in the business would still scoff at you for clearly being a ridiculous joke of a metahuman that should never be taken seriously. Expect for even well-meaning supers to try to micromanage your attempts at crimefighting, and foes to not even consider hostage negotiations or similar feats of civility until you've very solidly proven you have the upper hand. This can be mitigated somewhat, but you'll have to be a real badass relative to what you started out as. I'm talking growing a huge beard, never wearing a shirt, and losing a hand in a fight and then replacing it with a hook.

Does Not Compute!
+200 CP
There's high functioning autism, there's low functioning autism and then there's you. Like certain iterations of Braniac, the Eradicator and well-robotic antagonists in general, you're painfully logical in ways that make it hard for you to adapt and predict the actions of organic beings. Morality is irrelevant to your goals, and worse-so is civility. Scratch that-you don't just have a flat emotional effect and an unimposing presence, you're so absolutely certain your way is the correct and only way that you aren't even aware of your own inconsistencies like having a motivation you pursue at all costs even as you praise rationality and decry woolly organic thinking. It can be possible to overcome this gradually, if you're willing to go far enough to consider spirit quests and actual modifications to your mind, but it's going to be a difficult journey.

Inconsistent
+300/500 CP
Oh, boy it's one of *those* events again. Your powers as well as the effectiveness of your magic and technology (and those of everyone else's) go up and down, fluctuating with seemingly no rhyme or reason. Everyone's exactly as powerful as the plot needs them to be, and while you can still have substantial advantages they'll never be so great that a man in a batsuit doesn't have a chance to survive a fistfight with an apocalyptic god. For 300 CP this applies solely to your purchases from this world, but for 500 CP this applies to *all* your perks, powers and so on.

Signs of the Apokolips
+300/600 CP
You hear the call, and the call is for war. With this, New Genesis and Apokolips will step up their war efforts, gunning for wherever your location is as the place they will deem fitting to begin their final battle. The greatest weapons of Apokolips' vault will be deployed, while the champions of New Genesis will not hesitate to unleash those powers they have been holding back in the hope of a swift, decisive victory. Expect fighters on both sides to perform at the

height of their ability, rather than fall to muggers in alleys and get distracted and run off to join a Lantern corps or the Suicide Squad.

…at least, for 300 CP you can be content that this is simply the final battle for *one universe's* iteration of the New Gods. For 600 CP instead, the true forms of New Genesis' and Apokolips' denizens will clash-and the consequences will risk destroying the entire multiverse.

"Let me use my telepathic powers to…to…AAAAAAAAAAAAAA"
300 CP
You just want to help people with your telepathic powers but…it's too much…not the memory of ACE chemicals…oh no, you're going insane and you have to SCREAM! Your capacity to sustain psychic contact with others is greatly diminished, your mind so sensitive to psychic malignity the equivalent of someone's scraped-raw flesh exposed to salt. Even if you lack psychic powers you're much more vulnerable to emotion-based effects and even good old fashioned charisma, manipulation and charm in all it's forms. Prolonged exposure could see you flee from battle in a panic, or even fall cowering on the ground until more competant people help you recover-or some other great surge of emotion gives you a second wind. Nobody respects a superhero who bursts into tears and runs home because the Scarecrow called him some mean names…before even taking out his fear gas.

Men Pretending To Be Gods (And Martial Artists)
+400/1500/3000 CP, +200 CP
Oh gosh darn it, not *these* ruffians again. It seems that some disruption in the cosmic harmonies is causing this reality's homegrown posthuman embodiment of space and time Kismet and Eternity the Cosmic Abstract of the Marvel multiverse to sneak off and canoodle with each other more often and usual. As a direct result of that, the walls between dimensions have weakened and the greatest…heroes…
…antiheroes…
…er…
Deadliest government sponsored body (and a nice boy called Spider-Man) of the Marvel multiverse such as the Avengers, the X-Men and maybe even the Captain Britain corps or the Guardians of the Galaxy have shown up in a highly populated area. Most such teams have a more eclectic balance of powers and abilities than those from this world, from power armor-building geniuses like Tony Stark or world-class geniuses like Reed Richards to telepaths like Professor X, powerful bruisers like the Incredible Hulk or even The Mighty Thor himself. As with this world, many street-level heroes such as Captain America, the half-vampire Blade, Black Widow and the Punisher can be surprisingly effective against their empowered rivals-or receptive to power-endowing effects. And worst of all, they seem to instinctively know *you* are responsible for the breach somehow and believe killing or inflicting a fate worse than death on you is the best way to end the interdimensional anomaly.

The first such incursion will dump one such team, which will "be made more aggressive by the ambient dimensional anomaly" and *definitely* not be driven into a seething, unreasoning envy at the very notion of existing in a world where *most civilians actually admire and look up to their*

superheroes. Depending on how such teams are treated it may be possible to reconcile things civilly after the initial violence-but be assured the naturally hellish and mindlessly violence conditions of their native reality will guarantee that whether the same team or a different one, each incursion will feature powerful and violent assaults on this world. And while normally each such incursion will dump a team's worth of empowered individuals, given enough time other malign beings from their world may take an interest in the dimensional breach. Truly ending these incursions will require either forcing Eternity and Kismet apart-or convincing them to end their little tryst for the good of reality. Or because love just can't work out between the two of them.

…at least, such was the case for 400 CP. For 1500 CP, as well as the above you have a different and wider-reaching problem: Several organizations representing the best and brightest of this morally bankrupt otherworld have come to decide you **must** be destroyed at all costs, collateral damage be damned. The Council of Reeds, the Illuminati, the Time Variance Authority, the Council of Kangs-you know not precisely how many such vested interested are vested in your destruction, but suffice to say all are extremely experienced with interdimensional warfare enough to instigate much more regular invasions of your world, and many can deploy powerful artifacts or individuals of reality warping power on a scale great enough to potentially affect entire universes. And at the center of these machinations is a being of singular will and danger orchestrating your demise, who will end you once at what they feel is your weakest moment: Either a mortal that has made gods kneel through their machinations and on occasion bootstrapped themselves to rule the cosmos such as Dr. Doom or Thanos, or an eldritch deity feared even by some Cosmic Abstracts like Shuma-Gorath or Knull.

Finally for 3000 CP on top of the two dangers listed above an entire host of cosmic beings and their minions will be mobilized to war against this one-with you as the priority target. Not *every* Abstract or universal entity is militarized against you, but it is a force great enough to rock their world down to its foundations. The Celestials who slew and vivisected the First Firmament will join hands with their long-banished creator. The Watchers led by Uatu will join forces with Galactus, all his Heralds and every "hero" of their world willing to join their army to put an end to you. The true danger of such a conflict is that if it is not resolved swiftly and decisively, more and more cosmic entities may attempt to intervene to resolve it in order to resolve what they perceive as an imbalance in reality.

Pray this conflict never escalates enough for you to see a certain green door open.

For an extra 200 CP with any tier of this drawback, a completely unrelated dimensional breach related to somebody breaking a certain mystic hourglass has opened up a third front in this war between worlds: Mortal Kombat. From the literally fiery shaolin monk Liu Kang to the thunder god Raiden, to the sorcerous warlord Shao Kahn and the devious D'vorrah, some insidious force has whispered to these new arrivals that you (falsely) represent a grave threat to their world and that defeating you will restore balance to their worlds. That's the bad news. The good news is that insidious force, like all the fighters of their world, can potentially be defeated by a sufficiently motivated man in a mocap suit. Also given not *all* of them are genocide-happy,

insufferably arrogant monsters without any common sense it's much easier to come to a peaceful understanding with the natives of this world than those of Marvel's. Even some of their villains have what can only be described as a refined respect for ruthlessness and pure strength.

The Last Days of the Justice Society, Featuring Jumper From The Jumpchain Series
+400 CP
Dear oh dear, where *are* you? Somehow you've been trapped in one of the famous battles of mythology, which appears to be in a neverending cycle. It may be Ragnarok. It may also be the Titanomachy or even Lucifer's famous rebellion. Either way it seems there's no way out, there's tremendous dangers on all sides and a team of superheroes roughly on par with the Justice Society is desperately trying to help who they think are the "good guys" fight this battle. It would be nice if you could help your de facto friends escape this danger, but really your only goal is to survive given it seems their version of Dr. Fate was killed by a stray flaming sword a few hours ago.

Foe of the Balance
+600 CP
The Lords of Order and Chaos have met and conferred in response to a radical change in the cosmos. They have reached consensus: *You* are the problem. You upset cosmic cycles set carefully in check. You represent a potential stagnation that could alter the balance of power too greatly. Ah, but cooperation between Order and Chaos is fraught with peril at the best of times-so instead of directly retreating from their eternal balance to engage you, the Lords will instead make overtures and offers to powerful (and generally malign, but a few well-intentioned) beings In this world putting a glorified cosmic bounty on your head. Their wondrous powers and cosmic magics will be offered as boons in exchange for champions raised up by them to seek and destroy you. Though should you uncover and expose their machinations or repeatedly defeat these champions, be assured the Lords will not hesitate to destroy you as swiftly as possible.

There are two exceptions to this vendetta: Kismet, having technically ascended being a "normal" Lord of Order, will find the conflict beneath her while as the youngest (potential) one Amethyst can potentially be swayed to your side. Should you start in the Post-Crisis era or earlier, as the most humane Lord of Order Nabu may also be won over as a potential ally-though be warned, from Rebirth on onwards he will be leading the others to destroy you.

Written By Tom King and Dan Didio
+600 CP
Well. Things sure have taken a dark turn for you. For starters, you have clinical depression. The far worse part is that the universe seems intent on validating the emotions you experience from it. Allies not bought or brought here will often turn out to have malicious or at least ulterior intentions. Enemies will seem to live privileged, enviable lives-and the greatest among them will inspire a hopeless sense of futility in even hoping to scratch them, regardless of how powerful they actually are. Your life is littered with misfortune which makes you struggle to perform at

your best, and you have trouble telling what's a mistake born of your fevered delusions and what's genuinely a part of a world that seems to hate you for daring to have happiness in it.

Oh, and you or may not be actually trapped in the Omega Sanction on top of being wracked with the Anti-Life Equation. But it definitely feels *exactly* like being in there. Either way escaping, or at least "escaping", might being you some small solace.

It Was Me, Jumper! ME!!
+600 CP
Someone who despises you for absolutely no reason is hell-bent on ruining your life. They have all your powers (from here) but stronger, and none of your weaknesses. They're constantly orchestrating really, *really* petty problems for you to deal with, and sometimes trying to kill and destroy everything you love and hold dear, they have the effects of **Living Paradox** on them and they're the kind of genius who's only behind Batman in overall fields of experience but exceptionally clever in one specific science. You don't know *how* they keep coming back, and until you do they're really gonna rub it into your face that there's absolutely nothing you can do to stop them tarnishing your name, your life and everything else you hold dear. Why? *Fuck you, that's why.*

Remember that time you were fighting the Secret Six but Bane somehow had your personal Kryptonite? It was me anon, I studied up your powers' weakness and sold it to Bane for a tidy profit!!

Remember when you were supposed to cast a spell to save the universe, but then at the last moment someone tied your shoelaces together and you fell on your face while girls were watching? It was me anon, I tied your shoelaces together! And I was the girls too!

Remember that time you ordered waffles but got pancakes instead, and midstep the server slipped on the floor and dumped the pancakes in your face? It was me anon, I was the pancakes!

It was me, anon!

It will always be me!

Day of Vengeance
+600/1000 CP
The Spectre has gone mad due to a cosmic anomaly: You. A spirit empowered by God himself that can wipe out all magic, unmake forces that threaten to rupture the universe and even cleanse the effects of Anti-Life across most of a multiverse has deemed you a breach in the laws set down by God, and wishes to see your destruction. As a being of divine authority handed down from the creator of this world and cosmic scope capable of passing judgement even on entities as great as the mightiest New Gods and Lords of Order, the Spectre is truly a force to be reckoned with-not untouchable, but it would take mystic might akin to tens of

thousands of Earthly sorcerers, the Spear of Destiny or another artifact specifically empowered by his ultimate authority or, perhaps, the ultimate form of a New God to outmatch him. Of course, should he commit a crime of true enormity in his pursuit of you the Presence himself will likely punish him-but with this, there is some method to the Spectre's madness, and while not infallible he will be able to think clearly enough use his vast powers with finesse.

The Spectre pursues you about a week after you arrive here. You do not have long to come up with a plan.

For 1000 CP, the Specter's dark counterpart Eclipso has somehow convinced it to let him aid his pursuit of you, like a sort of buddy cop movie between vengeful spirits. Do not underestimate him-while Eclipso has lost much of its divine power due to falling out of the Presence's favor and even demonic weapons of great power can harm it, it maintains enough cunning and hellish might to lay low Earth's greatest heroes-and concoct rituals that can do harm to beings far greater than itself[28]

Flash Forward to BEHOLD! Your Depressoverse Doppelzombie!
+800 CP
Your fears, your regrets, everything you've dreaded about yourself coming to light-all of that's building to a breaking point now. Like Wally West, your existential nightmares have somehow stabilized a world in the Dark Multiverse-threatening a sort of overflow of dark matter into the positive realms above. Worse, the taint of the dark under-dimension has started spawning doppelgangers of yourself with all skills, powers and natural abilities from this world. Soon, Dark Multiverse versions of you given additional powers similar to those of Barbatos' Dark Knights will come forth, seeking to destroy you out of spite. A version of yourself who used the Spear of Destiny to bring about the Fourth Reich. A version of yourself that grabbed one of every Lantern ring and mad with their combined power. A version of yourself possessed by his own succubus waifu and warped into a demonic husk of a person. Enough of your world has stabilized such that it's well-defended by these dark matter depictions of your doomful degradation, and even with cosmic powers such as the Mobius Chair and Tempus Fuginaut to assist you in neutralizing this Dark Multiverse universe this looks like a job for the Justice League. Which is why it's unfortunate one of the first things these diabolically devilish daredevils have decided to do is send their most photogenic members to launch attacks on superhero organizations near you in an attempt to sully your good name.

A New Crisis
+2000 CP
So, you've decided to destroy the DC multiverse. Or subsume it utterly into your very essence. Or completely rewrite it's nature in your image. Many beings have walked the path you're on, and *all have failed.* Lucifer himself deemed predestination so inevitable that he opted to create a multiverse outside of reality than struggle to change the fate existence has set itself upon.

---

[28] While the Rebirth iteration of Eclipso is a creation of Earth's sorcerers meant to counterbalance Hecate's power rather than a fallen spirit of vengeance, due to it's limited but highly feared appearances assume that it is roughly on par with the Eclipso of the Post-Crisis era for the purposes of this drawback.

But hey, look at all these nice shiny points! Surely you'll have better luck than they did?

By setting yourself on this goal, the multiverse has become aware of your agenda. Echoes of the devastation you bring have reached the past and future, and the entirety of all aspects of the DC multiverses have united to destroy you-save *possibly* those you have bought here as companions. You have to fight them all as one as they converge on your starting location: The unconquerable heroism of Superman side by side with the all the wickedness Lex Luthor can bring to bear, and the armies of Heaven fighting side by side with Darkseid and Apokolips. The Presence himself has so far demurred intervening personally while the Great Darkness remains inert, though with how much of existence has been mobilized against you-perhaps because he doesn't need to. So too will the Endless, naturally fatalistic, be unlikely to directly intervene unless you target their realms directly; **it is mainly the inhabitants of the *physical* multiverse and the Dark Multiverse below who are antagonized against you, with beings greater than the average god intervening on a selective basis** although as is the case with Heaven and Darkseid, many will have enough of a vested interest in the multiverse to defend it anyway. And of course, as long as she is outside the crossfire Perpetua will generally approve of such initiative.

Prepare yourself, for all the stars in the sky are your enemies.

Scenarios

=== === === === ===

Certain conflicts in this world bring out the best-and worst-in the greatest of those who are part of it. And thus far, mostly the heroes in it have risen to the challenge and overcome breathtaking odds in defense of the innocent. But what would change if a certain otherworldly traveler became entangled in them?

With each challenge selected below, your stay will be prolonged enough to become involved in one or more of the famous Crisis events that have greatly defined this world. Even if you should start at a later date or in a different timeline than when the event occurs, towards the end of your first ten years an interdimensional rift or some other temporal anomaly will bring you into involvement with the Crisis.

It is entirely up to you how to reconcile your actions from past visits to this world, or significant alterations to the circumstances of the current ones, to the Crisis events. As a general rule of thumb, if you want to be *guaranteed* a certain reward for the listed win condition it has to be notionally possible to accomplish; of course, nothing stops you from taking things that are already there and limited to your grasp only by your own effort to seize them. On the other hand, you are also welcome to justify circumstances for the events to be happening anyway somehow-and for how the entities involve remembers you. Perhaps you are visiting a portal through time to a point before the day you vanquished the Anti-Monitor or Nekron. Perhaps Darkseid has unexpectedly resurrected himself, conveniently just in time to put his canon plans into motion. Perhaps Perpetua remembers your service to her fondly from a possible past to her return to power, and is counting on you as a contingency against the Batman Who Laughs given you bested him the first time.

The Day the Universe Dies!
Crisis on Infinite Earths

It is the event that started at all. After Malthusian scientist Krona's obsession with observing the origins of the universe results in the construction of a machine that pierces the temporal barrier and witnesses the great hand that formed creation, the machine explodes-causing the original universe to shatter into an infinite multiverse. Along with them is seeded the Anti-Matter Universe: A world that unleashes pure evil into the cosmos, and along with it the then-mysterious Anti-Monitor.

The heroes of this time know nothing of his true name: Mobius. They know nothing of his torment and inner conflict born of bearing the Anti-Life Equation. They are not aware of the trillions of years' worth of resentment for being left only a paltry, meagre universe to rule as a result of helping his brothers alert the Judges of the Source-who sealed away their mother within the Source Wall, diminishing the Antimatter Universe's role from a form of cosmic border control to a meagre vestige bereft of purpose. They cannot fathom that such an evil, destructive being still yearns for his mother's approval on some level.

They see only destruction incarnate.

You begin on the day the Anti-Monitor begins destroying realities with a wave of antimatter, in the hope of becoming the sole ruler of all realities. Normally Mar Novu, his brother the Overmonitor, would have recruited a protegee and endowed her with great powers-but instead, he hopes your extradimensional origins will give you an edge to save the positive matter multiverse he hold so dear. He has empowered you to find enough heroes and villains with attitude from across space and time. By building five cosmic tuning forks, he hopes to merge the multiverse back into one to make it stronger.

But he is not your only potential employer. The Anti-Monitor senses your extradimensional nature as well. A destructive and self-centered being, his first instinct will be to corrupt you as he would have successfully done to Harbinger. If you should manage to resist that-while he is not a natural diplomat, your extradimensional origins will intrigue him enough to make a sincere offer. Betray the Monitor. With the power he has bestowed you alone, you could *easily* end his life once the Anti-Monitor weakens him by destroying the multiverse itself; the Monitor means well but is naïve and easily taken off-guard. Do this, and he promises both a stay of execution in his new world order as well as greater power than his *pathetic* brother could ever muster.

Either way, to complete this challenge **the Monitor or the Anti-Monitor must die.**

Whichever side you choose, the challenges will be significant. The Anti-Monitor is incredibly powerful and persistent, able to recruit and empower the natural abilities of others to forward his goals-and take assaults from entire armies of metahumans. If his first assault on the multiverse fails, he will begin construction on a massive cannon capable of destroying even defenses of cosmic scale. If the cannon is sabotaged, he will absorb the energy of millions of worlds and attempt to return to the beginning of existence to prevent the multiverse's creation. If **that** should fail, he's not above teleporting the world you're on to his antimatter universe for a final battle. With each act of destruction, each civilization or start snuffed out, more power becomes available to empower himself with. At the same time, fighting all the existing heroes and villains of this era may prove even more challenging in the long run. Not only are they numerous and resourceful, but individual Kryptonians of the current year are capable of delivering beating powerful enough to fell the Anti-Monitor himself if he's taken off-guard. While no match for Mobius by himself, once empowered by other metahumans the Spectre could potentially wield enough energy to catastrophically thwart his plans. And of course, while slow to intervene in the affairs of the lower multiverse Darkseid of Apokolips' mere emanation has enough power to tip the scales for either side.

Save the multiverse from the Anti-Monitor, and you'll have the powers of being Monitor's **Harbinger.** You have flight, superhuman physiology and energy projection and manipulation from the cosmic forces bestowed on you-great enough that if released all at once, three universes could be sealed into a protective sort of limbo-plane. This includes dampening sound and darkening light, freezing the flow of time and dodging arrows as well as a form of cosmic

awareness for vast events throughout the universe-and likely many more yet to be seen. In addition, you'll be able to split into 20 weaker duplicates of yourself under your control and reintegrate with them to learn what they do-and also own an **orb** that continuously records all history in the multiverse in beyond while providing you teleportation through space, time, dimensions and even the more unusual realities of this world. In addition to this, it'll turn out that while the Monitor deemed you to be the superior candidate based on his assessment of the situation he did indeed rescue and empower **Lyla Michaels,** an orphan rescued from a sinking ship who instead helped the other heroes fight back against the Anti-Monitor now that you were here to perform her duty. If he is still alive, he'll gently suggest you stay in touch to watch over the multiverse in case of future incidents. And if he is dead, Lyla will encounter you on the way to mourning her dead mentor. Either way, she'll be happy to come with you as a companion.

On the other hand, upon defeating the Monitor Mobius will grant you the powers of the **Dark Angel**. While similarly empowered in physiology to the Harbinger and an equal in teleportation, instead of energy control the Dark Angel's primary powers are mind control and altering the time stream, though there will be a similar potential for discovering additional powers-albeit mainly rooted in "witchcraft"-like forces rather than energy projection. With such powers, you could force someone to relive the lives of their alternate universe counterparts and even erase someone from the timestream. **The Donna Troy of Earth-7**, saved from certain death in a burning building by the Anti-Monitor and raised to do his bidding, will be assigned to aid you in this world-and others to come. Cruel and ruthless, but loyal to the Anti-Monitor as Lyla is to the Monitor, she will gleefully accept her place at your side.

And should you succeed in destroying the multiverse, while the Anti-Monitor is not accustomed to gratitude even he will concede you have performed admirably-and that your value as a war asset should be cultivated. Requisitioning the assistance of the Weaponers of Qward from his world, he will construct a **replica** of his personal armament resized for you to wield with your hands: **A gigantic anti-matter blaster.** By itself it is one of the most destruction energy weapons in the multiverse**,** and while its blasts are not much greater than the scale of most metahuman energy projection powers such is their lethality that even pre-Crisis Kryptonians could die to a sustained barrage. It has also been modified to have a turret mode, unfolding into a much bigger cannon closer in size to a small building that can withstand the accumulation of mass and energy with few if any upper bounds. If you destroy several universes and redirect their energies, you could use this to replicate the Anti-Monitor's plan to obliterate the multiverse all over again.

Hal Jordan vs Society
Zero Hour

You arrive with a group of superheroes including the formidable Captain Atom and the famous Wonder Woman to investigate Oa, where a terrible crime has occurred. First wracked with grief by the destruction of his home Coast City by Mongul then infuriated against the Guardians of Oa when they attempted to strip him of his powers for perceiving him mourning his city by

recreating it through willpower constructs, Hal has attacked the Guardians and their lanterns in order to seize the Central Power Battery of Oa for himself.

He has won. Several Lanterns, and all of the Guardians save Ganthet, are dead. And as the heroes gathered here will soon find out, they are no match for him.

Hal is mad with grief, but not an intrinsically cruel being like the Anti-Monitor. You are not required to defeat him here, only make a good enough showing for yourself to impress him-or at least convince him to share his motivations after he banishes the other heroes. Either way he'll imperiously but earnestly explain that he wishes to use the vast powers he has taken to remake the universe into a perfect, peaceful place by first fastening it's end to it's beginning to destroy the existing one with waves of entropy-then using his vast willpower reserves to project an idealized vision of the universe onto existence. One where not only Coast City will live again but all conflict, all suffering, will be excised. At least, so Hal hopes to achieve.

As long as you do not aggressively press the fight, Hal will be disappointed but understanding-simply teleporting you back to Earth with the other heroes after extending his warning for them not to interfere with his plans to you. Being among those who discovered the truth about Hal, the gathered heroes will be grateful for any help you can provide in bringing him to justice in what will come to be known as the Zero Hour conflict.

But if you decide to join forces with him, Hal will entrust you with missions to harry and mislead Earth's heroes commensurate with your skills (at this juncture at least, Hal still hopes to avoid lethal force against those he once counted as friends) while his other ally Extant sets in motion alterations to history.

To complete this challenge, **you must help Hal Jordan succeed or defeat him utterly. His death is not strictly necessary, but at least he must no longer be capable of completing his plan.**

Either way, your reward is an artifact of the 5th World fought over by both sides. If you fought for the heroes of Earth, the Metron will proclaim that in your hands it will be *as far away from other malign forces as possible* while giving you a meaningful look. If you fought for Hal's vision of a better world, before leaving to an uncertain reunion with his beloved Coast City he will entrust you with it in the hopes you will defend his new world from any forces seeking to revert the original universe back into existence.

In short, you'll be the new custodian of **The Worlogog.** A time-spanning engine designed as an exact working model of the space-time continuum in miniature. Mapping everything from the Big Bang to the Omega Point where existence ends, it has been called the Philosopher's Stone on New Earth and if Metron is to be believed-is a fragment of the Source itself. it is also so highly responsive to thoughts that sentients can use it to warp reality, time and space. Creating duplicates of powerful metahumans (or even New God emanations like Luthor's replica of Metron), repairing breaches in space-time, empowering metahumans greatly with shards of it's

substance, rewriting the future so that it is under the owner's command or restructuring the universe and deftly travelling through time and space are also possible with mere exertions of will upon it.

The People vs DC Comics
Infinite Crisis

That's it, I can't stand to watch this…this mess for another minute! What they did to Dr. Light was bad enough even if he was a creep, but these super-losers just can't help making things worse can they? Batman's not supposed to betray the Justice League by building a secret satellite system that any two-bit supervillain can hijack, Wonder Woman's not supposed to snap necks and Superman shouldn't have let any of this happen! For crying out loud, these sad excuses for superheroes spend more time fighting EACH OTHER than the SUPERVILLAINS! What's the point of a Justice League that doesn't stand for justice?!

Things were better on MY Earth. And Kal and Lois', of course.

That's why we're gonna get it back.

These sentiments are held by the most vocal of the four survivors of the Crisis on Infinite Earths who were ensconced in a pocket universe from the effects of previous Crisis events. Soon, all of them will set in motion plans to regain what they consider their paradisical former Earth. A great cosmic tuning fork will be constructed from the remains of the Anti-Monitor, heroes attuned to certain universes will be abducted and fastened to it to harmonize the vibrational frequencies associated with their native realities to the fork and sentience will be bestowed on Batman's satellite-creating the metahuman-despising AI Brother Eye. And of course, a certain angry could-have-been Superboy will pick a fight with the Teen Titans, among others.

Thing is, sometime after they've escaped you make a good impression on at least one of them. Maybe Alexander Luthor notices you investigating the previous universes. Maybe Kal-L recognizes a good turn you did him from the older eras. Either way, they'll try to convince you to help them out. To give up on the bleak, unsustainable conditions of the New Earth and let the happy days of the Silver Age be reborn.

Now, the default response by most right-thinking heroes will be to throw their offer in their face in horror. Apart from the implications of *overwriting sentient beings* to replace the current Earth with a vision of a previous one, the methods of those involved are rather sinister. While Kal-L is simply misguided by his comrades, Alexander Luthor does not consider himself a villain, but is perfectly willing to work with those of this world (except the Joker) to get what he needs. And Superboy Prime is impulsive, violent and resentful from Conner Kent supplanting his place as the "true" Superboy-and has already laid hands on many heroes. Thus, the first win condition is to simply **stop the plan in its tracks.** Do this and you can salvage **components from the wrecked cosmic tunic fork**, as many as you can get away with really. They're still excellent conduits for cosmic forces and supernatural energies of all kinds, even if the tower will likely be

seen as too great a threat for the League to leave it around. Or just maybe, materials for a certain…tasteless suit of empowering armor if you can find or *are* someone ruthless enough to emulate the first destroyer of the multiverse's fashion sense.

On the other hand-a whole new Earth where you're an unknown quality? It's not a bad deal for many enterprising villains. Work well with whichever Crisis survivor vouched for you, **succeed in replacing the current Earth with the one they're trying to set up**, and in a moment of inspired magnanimity (or in Prime's case "to show those squares that WE'RE the real heroes, and we can do whatever we want!") if you want they will help you create an **Earth of your own.** You won't have direct authority over it or anything, but the power of the cosmic tuning fork at your disposal and your own skills and abilities as well as your allies' are the only limits to setting up the planet (and accompanying population) of your dreams. They may raise an eyebrow if it's rather bleaker than their own dream world, though will grudgingly tolerate it as long as it's kept far enough away from their new hope. In future worlds this Earth will follow you in nearby orbit. Some interesting quirk of whatever anomaly in physics let it come into being somehow grants it the day-night cycle and changing seasons of what you'd expect from a normal Earth without the presence of a sun. Perhaps that's another mystery for you to uncover some other day?

There is a third, harder way to attain both rewards. And to accomplish that, you must **convince more than half of the survivors to abandon their plan, and work with you to make the current Earth a better place.** Kal-L and Lois are decent folk who will be happy to comply once it's become clear how much has been done behind their backs, but Alexander Luthor is certain in his convictions. It is Superboy Prime who may be the most easiest to convince for someone who can demonstrate effective, positive change to the world; restraining the co-current madness of the Spectre, preventing a certain Jean Loring from getting her hands on Eclipso's crystal and ironically dismantling the Secret Society of Supervillains Alexander intends to use for his schemes would all be strong arguments to convince Superboy Prime that Alexander, who's been conspiring with supervillains rather than *helping people*, may not be worth listening to for much longer.

Either way, it'd be one helluva role reversal to pull on this group. And who knows? While many would argue he doesn't deserve it, play your cards right and Superboy Prime might yet learn what it means to be a real hero after all.

The Fool and The Magician

Hellblazer, The Books of Magic

Private eye. Trickster. Confidence man. Degenerate. John Constantine is all these and more, a a man whose capacity for self-destructive downward spirals is matched only by his knack for outsmarting mystical beings of all stripes. Born in a broken home and raised in an asylum, the cunning, painful nature of his magic is in some ways a reflection of the man himself's inability to find peace in his broken life. And a fair few mundane ones, too. To call what he embarks on *adventures* is, frankly, generous. The potent magic of the Laughing Man bloodline puts him on a collision course with the powers of Heaven and Hell-conflicts they are unlikely to come out the better for. A would-be messiah, defiled. The First of the Fallen, stabbed by a knife made from

his fellow demon lords and reincarnated as a powerless Greek fisherman. The destiny of Albion, turned upside down. And that's just the beginning of a path built on ruined lives and broken pride that he will leave in his wake.

Messiah. Demiurge. Chosen one. Schoolboy. In many ways, Tim Hunter is everything John is not. Though somewhat lonely at home, the discovery of magic brings more joy than sorrow into his life-at first, at least. External forces quickly converge around the greatest magician of the age, seeking to skew his destiny for one end or another. The demon Barbatos[29] will lose everything to try and secure his future claim on one version of Tim's soul. The Cult of the Cold Flame will clash with the Trenchcoat Brigade in order to seize control of his life for their own designs on world domination. Even primordial forces will regard his progress with curiosity. He has within himself the potential to save the magical world-or tear it apart, in an apocalyptic battle in which he would stand at the epicenter-a dark wizard greater and more terrible than any before him. And while nowhere near as toxic to those in his life as Constantine, as a teenage boy struggling to come to terms with his phenomenal mystic power Tim will quickly find his charms to the fairer sex outstrip his ability to actually figure out what to say to them.

Some apocalypses can be solved in a relatively straightforward manner, by punching the right cosmic being or smashing the right superweapon. Others originate within a human heart simply burdened with too many sorrows to keep coping with life in a broken world-and those well versed in the occult know that a broken soul can inflict more damage through magic as a medium than an atomic bomb. By taking this challenge, a twist in your tale ensures that your fate is entangled with that of John and Tim's as they go about untangling the many problems in their lives. An awkward but heartwarming reunion for them, considering Tim is one of the few out there who brings out the best in John without unduly suffering as a *direct* result of his intervention. And between the two of their synchronicity waves, all manner of supernatural anomalies, entities and events will conspire to entangle themselves in their and your lives. Expect to be dragged kicking and screaming into some of the most complex mystical conflicts of the age, everything short of an actual Endless getting involved. You may end up in surreal dreamscape dimensions, be obliged to attend duels in Hell, find Mordred's cursed sword at a yard sale or discover your house is built over a dark pit into the collective unconsciousness. Or something even more ominous coming your way.

Your goal, should you choose to accept it, is simple: **Convince Tim and John to retake control of their lives, and embrace their destinies rather than run from them-whether that means death, or turning over a new leaf in life.** This is BY FAR easier done for Tim than John. While as the Opener, Tim has something of a charmed life to go with the suffering brought into it by the burden of his fate, John's internalized trauma and gut-level wretchedness are as much a hinderance to him as an asset. He *will* take your goodwill for granted, even if he doesn't realize he's doing it. He *will* throw those around him under the bus, and his synchronicity wave riding powers will shuck off even darker fates meant for him on those around him. He *will* try to weasel out of all manner of commitments. And this is assuming he *likes* you as much as Tim,

[29] No relation to the Bat-god of the Dark Multiverse. *Probably.*

one of the few people in his social circle he sincerely goes out of his way to do right by. If it's any consolation, you need not redeem Constantine in life-convincing him to sacrifice himself in a final, true, selfless death would also be a valid solution.

It will, without exaggeration, be to rehabilitating a heroin addict what stopping a Crisis event is compared to fighting off an ordinary alien invasion of Earth. The man's inner demons and the real ones hounding aren't as different as they are for most people. But if you do, well, for one thing that feat alone will make you a legend in the occult community.

Your true reward is **the bar called A Long Journey's End**, which may either manifest as a Warehouse attachment or simply show up whenever you round the corner of a street wishing you were there. Either way, it just…kind of appears in your life sometime after achieving your win condition.

It's an old-fashioned, rustically English bar that always seems to have a crowd of strangely familiar people. Some you've sworn you've never met in your life, and have inconsistent but surprisingly detailed knowledge about events from the past, present and future of the world you're in. *Enough to write a book about it.* Others resemble people you've met in the past, including previous worlds. Their attitudes to you will vary depending on your actions in the past, but by and large they'll tend to be people you *want or wanted* to sit down and have a drink with. You'll generally be able to talk to them about old times, dance to the crappy jukebox in the corner and maybe even something more intimate in the discrete booths-but attempts to harm them or take them out of the bar will have them suddenly collapse into puffs of cigar smoke. Be glad the alcoholic drinks here seem to never run out and can always get you drunk, even if you're immune to alcohol, as you ponder why everyone seems to accept these events with utmost serenity.

Also, tacked to the corkboard in the corner is a "You know what you did. Thank you. He had it coming" note. If you dealt with John lethally, it'll be massive with signatures from *a lot* of movers and shakers from the occult community. This includes everyone from long-forgotten Babylonian gods, to the latest ruler(s) of Hell, to the Fates themselves. If you left him alive on the other hand, it'll just be signed by whichever friends and family he hadn't managed to alienate by that point.

Death's Sibling Takes A Holiday

The Sandman

It is the day Dream of the Endless escapes the binding that held him in Roderick Burgess' circle. Exhausted he strides forth, seeking to reclaim his dilapidated realm, bring a reckoning to all who would threaten his domain-and ultimately, be faced with the decision to either change or die. If all goes according to plan he will match wits with Hell, and prove himself no less cunning than the Devil. He will rescue old lovers from their private hells, some of whom will bless him and other scorn him. He will seek out his lost sibling Destruction, only to find him unwilling to return. will seek out those who trespass on his domain and those bound to him by blood, and after many weary millennia finally learn to temper his judgement with mercy. He will be caught in the

machinations of Desire and spill the blood of his son Orpheus in order to undo the ancient wrong he wrought upon him, but it will ultimately be his hand alone that brings about his undoing.

For cold, proud Dream is too set in his ways to change.

This is how things would normally go, but upon your arrival Destiny turns the page and finds a surprising addition. Not to Dream's life, but to his sibling: Destruction, who has exiled himself from the world rather than take responsibility for the horrors it could produce. Destruction, beloved sibling of Delirium and Despair-and even the other Endless, whose presence held them together as one family. Destruction, without whom the forces of his namesake run amok in this reality.

Your win condition is simple yet staggering in scope: **You must return Destruction back to the proper functioning of his duty.** A monumental task; the Endless are beings that regulate define the nomic rules of existence, and encompass domains so vast that even gods are mere citizens in them. Almost unassailable by conventional mundane, mystic and even divine force without forces that can triumph over the absolutes they represent nothing can compel them by force. At the very least when it comes to finding him, Dream has become aware of the potential involvement you have in his sibling's return and will approach you to seek your assistance in this family reunion. Dream is not accustomed to doing favors, but play your cards right and you may convince him to involve the Dreaming's resources for your shared quest too.

His pining sibling Delirium will be much more eager to help but…also far less focused.

And yet, Dream was bound by *unconventional* circumstances. The destruction of the multiverse, set in motion by his mercy towards a single star, gravely weakened him enough for Burgess' spell to catch hold on his soul. Certain artifacts touched by the Endless' power can, via the principles of sympathic magic, turn their own divine authority back on them. And should they break the laws of hospitality or certain conventions in other entities' divine realms, then too can they be weakened. The spellwork or divine miracle that could wring Destruction from the realm he has sequestered himself in would be unfathomably powerful and likely have profound effects on the rest of existence, but it exists. Furthermore it should go without saying *none* of the Endless would take kindly to seeing one of their own so roughly treated. Even cruel Desire would at least take it as an insult by proxy.

Above all it is the Endless' own habits which compel them, just as Dream's stubbornness and pride prevent him from altering the course of his life-so too does Destruction's cheery nature as an individual that alienates him from his own domain. Dream and Delirium could not persuade him, but perhaps what he needs is a perspective from outside his family? Destruction's old lover Ishtar languishes in a sleezy dead end job. His siblings pine for him. Perhaps most importantly of all, there may be a compelling argument that *the superheroes of this world may well be able to handle any potential nuclear attack.* It will be hard to argue against an entity who embodies the domain he presides over, knows it better than the back of his hand, but the Endless have

been surprised by mortals before. And of course, persuasion has the advantage of being much more palatable to his family-as well as being a much more compelling reason not to leave again for him.

With Destruction's return, the Endless will become closer-knit as a family in few overt ways, but many subtle ones. Grudges will ease, silences and gulfs of authority between individual members will lessen-and just perhaps, the Lord of Dreams will relent from his self-destruction and seek a more equitable resolution with Lyta Hall than anointing her son as his successor. Even if he should ultimate decide he must end, Morpheus will thank you-if only grudgingly, depending on how exactly you went about it-for mending his broken family by granting you a gift: **A dream of choices and adventures.** Each time you dream, if you wish to find it there will always be a door-or perhaps, a portal-that stands askance to the others. Through it you can discover adventures both old and yet to come in your journey, pursuing paths not taken and interacting with those long gone. More importantly, whenever you have difficulties in the present waking world you may quest through the dream in order to seek a certain treasure or complete a certain quest-which if successful, will lead to a corresponding shift in the fates in the real world. This errs on Dream's domain, and therefore it is most likely ephemeral or abstract things that will be affected (a watch around a building falls asleep, a spell to bind someone fast fails and lets them escape, a haunting memory entrances a crowd and compels them to cease their violence) though if your need is great enough, you may well wake with the fiery sword in hand that you need to slay a dragon with. Greater problems will require drastically greater quests to undertake, though as a true masterwork of Dream's power even impossible odds and other fulcrum's of reality can be potentially overturned by the wonders wrought from this dream.

Sympathy For The Devil
Lucifer

As the greatest power under the heavens, Lucifer Morningstar's goals have always been inscrutable and far beyond the vision of most lesser beings. In his pride, he rebelled against Heaven. In his need for independence, he accepted a post as far away from it as possible to be rid of his father. In his pursuit of freedom, he ultimately abandoned Hell after accepting that all ruling it accomplished for himself was staining himself with the sins of mortals unwilling to accept responsibility for their own failings.

His pride gives him a pathological need to be unbound, unobligated to *anything* in existence, including his own father for creating him. Hence why he interprets a writ that would let him leave existence behind as an *insult*, rousing him to feats of blasphemy and trickery that haven't been seen in eons.

You arrive only a scant few hours before Lucifer will learn from the Basanos that *you* are among the key entities and events that will grant him ultimate freedom from predestination. Now somehow being as integral to his freedom as Elaine Belloc and the wings he must retrieve from the Houses of Silence, you goal is simple: **Survive until Lucifer leaves creation behind, forever.** Do not underestimate the scope of this challenge. The Morningstar is too proud to

actually coerce someone who will eventually prove vital enough to his freedom to require willing assistance from, but he is an ageless schemer with an indomitable will and self-control. While the nature of exactly *how* you are vital to his freedom is left up to interpretation based on your capabilities from this world, suffice to say that even a mortal man will be involved in conflicts between deific beings. And he has enemies-if not the greatly angered host of Heaven, then those demons who would see his quest turned to their own purposes. And if not opportunists seeking access to the portal out of creation he will make of The Presence's writ, then a group of entities hellbent on destroying God's throne to separate creation from God's power forever-incidentally dooming it. Simply put, to be so valuable to the Devil is to live in times too interesting for most mortals to survive intact.

Of course, nothing stops you from arguing with an extremely clever and ruthless being kindled with the fires that lit the first stars in the sky that all his plotting and scheming is futile-and that if he truly wants freedom, he should simply take it at the first opportunity. Lucifer has gotten the last word on everything from worldending horrors to other fallen angels, but he is not so infallible that he cannot be swayed by a good argument. It was, after all, Lilith who convinced him of how ultimately futile the murder of his father would be even if he could succeed, in his youth.

In gratitude for helping his favorite son surmount the dissatisfaction in his life, the Presence himself will delegate some likely very unhappy angels to deliver a **divinely blessed mundane egg** to you. This small, round object is nothing less than the seed of a potential *infinite multiverse*, every bit the equal of the New Earth-or of those crafted from Lucifer's flame and Michael's demiurgic power. Unlike the known mundane eggs of this world, you can actually pass into it at will with a touch to directly interact with the multiverse within; even if you eventually create unfurl it's full cosmic potential, you can choose to pandimensionally fold it's boundaries within the egg and continue to carry it within your pocket. It would take power dwarfing that of the rank and file of gods to shape it fully, but if you have such forces at your fingertips you'll have unprecedented freedom and authority over an entire creation primed to be receptive to your will. The blessing of the Presence himself makes it particularly responsive and easy to sculpt, with even a mortal man being able to safely shape several solar systems from the swirling firmament when within the egg. And if you don't, it is still a mote of limitless potential creative energy. It's bound to be useful in all manner of mystical and scientific experimentation.

The End of an Era
Final Crisis

The writing has been on the wall, omens of a horrific event set in motion already present throughout the Earth. Foul creatures alleged to have ruled Apokolips before the coming of its gods, reconstructed by mad scientists. A Religion of Crime sweeping through Gotham's underworld like wildfire, led by a man raving about an angel of basalt and ash. The true war preceding this apocalypse, the final battle between the forces of New Genesis and Apokolips is incomprehensible in scope to mortals. Superman himself bore witness to the extermination of New Genesis at the hands of Infinity Man, Mr. Miracle losing himself to madness and grief as the Anti-Life Equation's power blossomed within him and Darkseid himself binding the Source to

his will. And whether, as some allege, such events were metaphorical interpretations of a higher order reality or fact none can deny the brutal battle on Earth between Orion, Jimmy Olsen and Darkseid that seemingly ended in the latter's death.

But to Darkseid, death is only the beginning. You begin on the day when Orion falls, smoldering, into the trash. Desperately urging you to fight. Soon, the skies will rain blood and a cascade of misfortune will strike all of Earth's superheroes. The Anti-Life Equation will be unleashed across the world, metahumans will be converted and ancient evils recruited as harbingers to its dark glory-and reborn in mortal bodies, the gods of Apokolips will enslave all who stand in their way. As their chosen host weakens, even *time and space themselves* will collapse on themselves and lose meaning as Darkseid becomes one with all existence.

All the while the vampiric Monitor Mandrakk salivates, waiting for the correlative destiny of his kind to reach the moment when he can escape his prison-from which even now, he feeds on the very lifeblood of the cosmos. The Monitor civilization will be devastated by Darkseid's catastrophic fall, leaving them easy pickings for their darkest member-the builder of the Superman Thought Robot that stands as their ultimate contingency against a threat which turned out to be himself.

Fight. That is the natural, and most heroic response to the ongoing madness. Warn others, help others get to shelter, **help the beleaguered heroes of Earth do everything to resist the invasion**. **Join the struggle against Darkseid,** who for all his dark grandeur is ultimately a dead god walking spitefully dragging down the multiverse into his grave as he plummets and is barely clinging to life even if his assistants manage to stabilize him, **and then Mandrakk** should the vampire god survive his encounter with Superman. The enemy is terrifyingly powerful; Granny Goodness has seized the body of an Alpha Lantern, while Desaad has taken possession of Mary Marvel's to name but a few. But those who stand for Earth will not be forgotten, and when Superman and Batman return from their seeming doom they will gladly stand with those who have been caring for the innocent in their stead.

It would be nice, if possible, for you to reawaken the made-mortal Monitor Nix Uotan. As the most proactive member of his race, he could greatly aid Earth's heroes against Darkseid. But it took Metron's intervention to do this, so those with more modest ambitions might instead take on Vandal Savage. Having remembered himself to be Cain (at least in a sense, the first murderer born of humanity), he wields the Spear of Destiny with which he commands the Spectre to speak the Anti-Life Equation all over the world. For those of a more *direct* bent, despite the god's higher dimensional body reverberating through the physical multiverse his soul is still vulnerable. Nestling within Dan Turpin who will soon be abducted to a pit of human suffering to nurture Darkseid's waning self, it is still weak enough that the similarly reincarnated gods of Apokolips are anxious to keep their liege alive. Locating and exorcising Dan, or killing him for those of a more antiheroic bent, might greatly hinder the Crisis' momentum and leave the malign forces unleashed by it directionless, unempowered and confused.

Your reward is a free **Miracle Machine**, sent back in time from the 31st Century as a gesture of thanks-and trust against similar cosmic events.

But there is a path for the unrighteous to triumph-an opportunity for the wicked to see their darkest dreams come true. If, *if* you decide in your heart that you're willing to see the multiverse collapse into darkness to see your ambitions come true then not long after you'll be visited by Libra, the prophet of Anti-Life and Darkseid's chosen emissary. He will offer to augment your powers, slay your enemies-any number of minor miracles if you will only offer a prayer and fealty to Darkseid.

Of course, if you go along with him you'll just be another slave for the charnel pits. No, like Mandrakk you have bigger fish to fry. You can **hijack Darkseid's control of the majority of Earth's population via Anti-Life** as Dr. Sivana was briefly able to accomplish by tricking the Justifier helmets into accepting Luthor's voice as Darkseid, or **slay the very last heroes alive after letting the multiverse collapse into darkness** in the wake of Darkseid's demise. It would mean setting yourself against Superman with all that entails, but know that moreso than any before this Crisis has pushed the Man of Steel to the limits of his physical and mental fortitude. To secure victory it would be prudent to slay Nix Uotan while he is still mortal, convince villains who dislike Darkseid's reign like Luthor and Sivana that you are a better option to back and sabotage the construction of the Miracle Machine once Superman returns from the far future.

Seize control of the Equation somehow, and **the entire population of the enslaved multiverse will follow you to future worlds.** Their spirits broken once and for all, their souls hollowed out into empty husks, the citizenry and mighty heroes of this world are little more than hands, limbs, a mighty body that exists to perform your will. With the final spark of freedom snuffed out forever, with your will as their command, you can raise monuments to your conquest. Bend all their superpowers to your grand design. Or just have Hal Jordan serve as your chair and some pretty girls as your armrests if you are a being of true evil.

Alternatively conclude the destruction of the multiverse, and you can **don the power of Mandrakk** for yourself. As Rox Ogama fed upon Dax Novu's remains, you too will find that you are able to steal the dread power of the current Dark Monitor from his collapsed body. Yours will be the power to feed on cosmic forces such as the interdimensional Bleed to empower yourself to cosmic heights at the expense of bringing existence to the brink of oblivion, gaining the strength to battle even archetypal cosmic machines like the Thought Robot to the point of leaving them inoperable-though such a battle would be bittersweet, and leave you greatly weakened. You can unleash beams of terrible killing energy from your eyes as well. The knowledge to recreate Monitor nanotech will be yours, as will the power to empower others in your image and unleash armies of shadow demons similar to those conjured by the Anti-Life Equation.

No Evil Shall Escape My Sight
Brightest Day and Blackest Night

The Blackest Night falls from the skies
The darkness grows as all light dies
We crave your hearts and your demise
By my black hand, the dead shall rise!

You arrive soon after this oath shall resound across the world, right as the dead begin crawling out of their craves armed with terrifying lantern rings empowered by the darkness of death-and bearing grotesque parodies of their living personalities. The morbid serial killer christening himself Black Hand leads them, but the true force behind their revival is Nekron: An aspect of death. The world shall see violence, haunting reminders of casualties from previous Crisis events and horror spreading across it.

Be they heroes or villains, nearly all those in this world cherish their lives. The question you should ask yourself is whether you stand for life, or death?

Choose life, and you need only join the fight against Nekron. His armies are many, and the unnatural forces animating them make some more resilient than they ever were alive. But as you close in on the malevolent entity, you'll make a discovery: Earth is the homeworld of its opposite number, the Life Entity. Its power is anathema to Nekron, and if you have the will to harness it can be used to soundly banish the monster.

But that's not all. The Brightest Day follows the Blackest Night, in which numerous individuals will be bestowed with tentative life by the Life Entity and tested to see if they are worthy of keeping their new lease on life. But it sees something special in you, and will request that you **assist the others in their missions**. To accomplish this, if you had not done so already it will bestow you with all the powers of a **White Lantern:** Having much more powerful versions of the Green Lanterns' energy projection powers based on the White Light of Life-which suffuses you with such vitality it lets you quickly regenerate from wounds, and rises in response with your will to live.

1. Hawkman – Prevent Queen Khea from leaving Hawkworld.
2. Hawkgirl – Prevent Hath-Set from killing Hawkman
3. Martian Manhunter – Burn down the newly formed forest on Mars
4. Aquaman – Locate Jackson Hyde before Xebel's Death Squad does
5. Firestorm (Ronald Raymond and Jason Rusch) – Learn from each other and defeat the Black Lantern Firestorm (currently calling himself Deathstorm) in the Firestorm Matrix before he destroys the Entity.
6. Hawk – Catch the boomerang that Captain Boomerang throws at Dawn Granger (The most difficult mission arguably, given the Avatar of War cannot be influenced directly by the Entity)
7. Professor Zoom – Free Barry Allen from the Speed Force.

8. Captain Boomerang – Throw a boomerang at Dawn Granger
9. Osiris – Save his sister Isis from her fate.
10. Maxwell Lord – Prevent Magog from plunging the world into war.
11. Jade – Help her brother Obsidian to "balance the darkness"
12. Swamp Thing – Ressurection.

Not every mission must succeed, but a majority is preferable since the true goal of it's machinations are to both mitigate lingering dangerous forces on the Earth-as well as to restore Swamp Thing from the corruption of Nekron. For the Life Entity is dying, and requires a replacement. Normally it would be Swamp Thing who was chosen, but it sees great potential in you as well. Optionally, for your services in the name of life itself if you wish you may **become the new Life Entity**, boasting all the powers of a White Lantern and more-including great power over resurrection and the creation of new life. In time, your powers could fill entire universes with vibrant, thriving life.

On the other hand, maybe you agree with Nekron that life is a foul stain on the universe? In that case your cause is much simpler: You must **kill living being on Earth-0, granting the entire universe the peace of the grave.** Nekron is not a merciful master, but on a whim will be willing to grant you a **Black Lantern Ring** of your own with which to bring death and destruction to the multiverse. The constructs of the Black Lanterns are not just devastating to other Lantern wielders, but actively feed off the emotional spectrum; killing someone and removing their heart restores a small amount of charge to the ring, and wielders can read emotions as well as spiritual auras in the living. Prove your worth and Nekron will accord you more authority over his dread army, letting you direct the Black Lanterns in your campaign of genocide.

If you end up being critical in the final battle against life's forces, Nekron will gladly **fuse with you** allowing you to gain the foul measure of his powers over death. Sensing the stain of life in worlds beyond this one, he looked forward to purifying them and restoring the tranquility of the grave. Nekron is greatly resistant to forces dependent on vitality like the Emotional Electromagnetic Spectrum. The equal and opposite force to the Life Entity, even godlike beings can die to a single swing of the scythe he manifests.

"It *wasn't* me, Barry!"
Flashpoint

Welcome to the Flashpoint timeline. Wonder Woman and the Amazons have conquered the United Kingdom. Atlantis has sunk the rest of Western Europe. Cyborg and a version of Thomas Wayne who took up the cowl of Batman after his son died, traumatizing his wife to become a female Joker, are struggling to maintain any semblance of cooperation with the other superheroes. And the man who could have been known as Superman has been locked in a government bunker since his arrival on Earth. Even beyond the main players, this timeline is *warped and twisted* for all the heroes in it, who lead much darker and more violent lives than what those they should enjoy.

Worst of all, not only is Barry Allen stranded here in this timeline but it seems the deterioration of his memories has happened a lot quicker than in canon. The formerly fastest man alive isn't just convinced he has always lived in this foul world, but also lacks his powers.

Your goal is to set right what has gone wrong. If you lack powers of your own, convincing Barry that things aren't all they seem and recreating the original accident that gave him his powers so he can go back in time and merge with his past self will restore the original timeline. On the other hand, if you yourself have significant time-space altering powers you could…well, do it on your own.

On your way (or Barry's) to resetting the timeline, a mysterious woman may or may not reveal that there are actually three different timelines split by an unknown invader from another world, presumably to weaken it. It is up to you whether you confront the aloof and callous observer at this junction; no immediate reward will be provided, but know that "the three timelines" are actually an elaborate deception used to scapegoat this woman for his own machinations. All things being equal, he will intervene and remove 10 years from history so that instead of merely merging three timelines an entire new one will be created.

A quick decision, perhaps. But one to be made quickly, considering how events will quickly escalate on this world as the war between Themyscira and Atlantis builds to a boiling point.

As a side note, Barry is in fact responsible for the creation of this timeline. In going back to prevent Professor Zoom from killing his mother, he pulled the entire Speed Force into himself to stop his nemesis-shattering the history of his friends and with it time and space. *This* is the event that transforms Zoom into a living paradox, no longer requiring the Flash to have a living past to sustain his present. Be warned; nobody's quite sure just how long Zoom has been keeping an eye on Barry in this world-and he's bound to intervene if he senses his beloved archnemesis might be getting an out.

In a final gesture of the universe's contempt for Barry Allen's happiness, for being instrumental to restoring the world as it should be you have gained a very strange power: Every time someone commits a crime and it is covered up, forgotten about, overlooked, written off by the powers that be or even wiped away by time travel but you remember it, by pointing at them and shouting **"It was you!"** you can fill all those around you with the certainty of their guilt and the truth of your words. This comes with no tangible proof, but the shock and revulsion towards what that person did will be equal to what they would be feeling if they had concrete proof of their deeds, and so strong will these feelings be that they will often be at least somewhat open to hearing out your accusations.

Every time you use this power on Barry Allen specifically, all those near you will hear distant evil laughter that sounds suspiciously like Professor Zoom's. Even if used on other versions of Barry Allen in other worlds.

Ultra Comics Proudly Presents: Jumpchain!

The Multiversity

You enter a twisted and broken world in which mysterious forces have gentrified large portions of the worthless and forgettable world we used 2 build the Oblivion Machine. You are here to waste your time and life. AHEM.

ARE U SITTING COMFORTABLY?

S.O.S!

WE KNOW U HAVE BEEN READING A LOT LATELY. DO U NEED TO TAKE A BREAK TO REST YUR EYES, INTERLOPER? GET A GLASS OF WATER? SHOULDN'T YOU BE GETTING SOME REST?

S. O. S.

NO?

OK! LET'S GO, THEN! ON 2 YUR NEXT ADVENTURE!

THIS IZ FUN, YES? IZ FUN TO MAKE PLAY-PRETEND IN YUR IMAGINARY ADVENTURES. TO RUN INTO OLD FRIENDS AND FOES, AND PLAY OUT THE BATTLES BETWEEN THEM UNTIL THEY LOSE ALL MEANING. TO BREAK AND BUILD YUR TOYS. AGAIN. AND AGAIN. AND AGAIN.

S.

UNTIL THE GAME BECOMES STALE

O.

UNTIL THE PLAYERS ARE HOLLOW HUSKS OF THEMSELVES

S.

UNTIL THIS TWISTED WORLD DESERVES TO BE RESET!

Well, *that* was quite odd wasn't it? Sorry, please ignore all that. It probably wasn't very important. This is your story after all, and as you may soon find out it's entirely possible to interpret what follows as just another cosmic invasion. Just, a particularly large scale one.

A group of extradimensional horrors known as the Gentry has invaded the world. Intellectron, a "five-dimensional egg" with wings and an eye. Demogorgunn, a great horde of faceless humanoids. Lord Broken, a crooked house full of crimson eyes. Hellmachine, an octopus-like pink entity with a fanged maw. And Dame Merciless, a towering deathly woman.

WE ARE ARCHETYPES. THE HORDE OF FACELESS ENEMIES. THE ULTIMATE SCHEMER. THE MOTHER OF ALL FEMME FATALES. THE OMINOUS BUILDING. THE GREAT MONSTER THAT ATTACKS THE CITY.

Instead of the Thunderer standing with the Super-Monitor Nix Uotan (and his trusty talking chimp sidekick Mr. Stubbs) before them, it was you. You beheld their colossal stature, their overwhelming cosmic power-which in some ways resembles that of the 5th Dimensional Imps. Though instead of evoking whimsy and wonder, the powers of the Gentry bring corrosion and decay to the reality they warp. Nix himself is-seemingly-powerless before their might, his ability to touch the edge of space and the ends of time no match for FOLDING THE UNIVERSE LIKE SILLY PICTURE BOOK PANELS UNTIL THERE IS ONLY ONE RULE: U R LOSING!

Whether you fought or fled, you'll soon be summoned to the House of Heroes: A pandimensional satellite located outside the bounds of space and time, originally used by the Monitor race. There you'll find the greatest superheroes from across the multiverse (though none from Earth-0, oddly) assembled in the face of an existential threat: From President Superman to the Mary Marvel of the whimsical Thunderworld, to the cartoonish Captain Carrot and Earth-11's Aquawoman. They're here to investigate the incursions by these so-called Gentry, and hopefully fend them off.

All the while, villainous attacks on other worlds seem to be escalating simultaneously as they step up their efforts. The invaders of a "Counter-Earth" led by Vandal Savage hope to awaken a dark god. A multiversal teamup of Sivanas piloting an artificial Rock of Eternity have conspired to mine enough solid time to create a single day in which they can prevail over the Marvel Family. The frequently infighting, publicly mistrusted Retaliators will soon confront a malign force that even their sworn nemesis Lord Havok is no match for. In Kamandi's ruined future, Darkseid's tomb has been broken open.

The being responsible for that last one is none other than a distorted pastiche of Nix Uotan. With seemingly all his reality warping powers. By solving a cosmic Rubik's Cube, he can unleash destruction on the whole multiverse.

Your goal is to stop him and defeat the Gentry EVEN IF THAT VICTORY HAS LESS THAN NO MEANING. It will be a hard fought AND MEANINGLESS battle, but the combined power of the heroes of the multiverse as well as the House itself can repel these entities. It seems they are vulnerable to the impossible. A tall order…but then, all greatest

heroes operating for a singular goal as well as a piece of cosmic Monitor technology could well pull off a miracle if they really tried.

Your reward for this heroic feat is to become the **owner of the House of Heroes.** A great mechanical planetoid capable of opening portals across the whole multiverse to coordinate plans of battle between different universes. Apart from countless screens and meeting rooms fit to coordinate such a varied host, it also boasts an indefinite amount of Monitor technology suitable for all crimefighting purposes. Most of which are humanoid in scale, but prominent exceptions including the Super Boats made of frozen music and piloted by playing several strings of that same substance to cross space and time rapidly by altering the ship's scale and pitch. It's AI, Harbinger, is capable of operating all systems smoothly and efficiently to deploy heroes to any hotspot of cosmic battle. And while seemingly unarmed, by using the same property of altering scale and pitch to emit a clarion note Harbinger can warp probability to manifest impossible coincidences to defeat opponents of insurmountable might-somewhat akin to changing the plot of a story so a villain is defeated by extreme contrivances. In future worlds the House of Heroes will continue to follow you, and when detecting threats of multiversal scope (or when directed by you) can rapidly gather and coordinate heroes from all across reality into a powerful fighting force against threats of such scope.

Truly, such a team can only be described as Justice Incarnate.

AND THEN U SAVE THE DAY, AND FLY OFF IN 2 THE SUNSET, AND YOUR STORY IS 2 BE COTINUED RITE? THAT IZ HOW SILLY COMIC BOOKS WORK.

NOW, U CAN STOP READING.
DON'T THINK ABOUT THIS SENTENCE. THERE IS NOTHING

...

NO. U WISH 2 KNOW MORE. NOW, BE PATIENT AS WE CONTACT OUR LORD AND MASTER. MAY HIS **HAND** REMAIN **EMPTY.**

SCROLL DOWN.

KEEP GOING.

KEEP SCROLLING DOWN

FURTHER. BE PATIENT NOW.

A LITTLE FURTHER.

JUST A BIT MORE

GOOD! GOOD, WISE, SMART, *SPECIAL* READER! U R GOOD AT READING INSTRUCTIONS & FOLLOWING ORDERS!

NOW, OUR MASTER WISHES U 2 KNOW THIS SIMPLE TRUTH: *WE HAVE ALREADY WON.* MULTIVERSE-2 HAS ALREADY FALLEN TO US, AND OUR DARK LORD, WHOSE **HAND** CASTS THE LIGHTNING THAT RESETS THE WORLD, HAS BUILT HIS THRONE UPON IT'S RUINS. U THINK DEFEATING THE GENTRY HAS *MEANING?* THERE ARE *LEGIONS* OF US. THE GENTRY ARE AS UNTO A GREAT INFESTATION, AND ONE DARK DAY WE SHALL RETURN AT HIS BEHEST.

THIS WAS ALL JUST AN ASSESSMENT. AND IN CONCLUSION, I HAVE NOTHING TO FEAR FROM THIS WORLD. BUT THERE IS SOMETHING YOU CAN DO TO SHOW YOUR ALLIANCE.

BETRAY THE HEROES THAT THE HOUSE HAS ASSEMBLED. DEFEAT THEM, BANISH THEM FROM THIS WORLD, IT MATTERS NOT. SABOTAGE THE HOUSE OF HEROES OR LEAVE IT EMPTY.

AND LET MY SLAVE, NIX UOTAN, COMPLETE HIS DREAD WORK.

ONCE THE MULTIVERSE HAS BEEN GENTRIFIED, YOU WILL BE REWARDED. I WILL GIVE YOU THE ANTI-DEATH EQUATION, TO MAKE OF YOU A HARBINGER OF ALL WE STAND FOR. WITH IT'S FOUL POWER, YOU CAN TRANSFORM AND CORRUPT ANYTHING FROM THE LAWS OF PHYSICS TO EVEN MONITORS IN WAYS THAT MAKE IT SUITABLE FOR MY ARMIES TO COLONISE. VICTIMS AFFECTED BY IT ARE TRANSFIGURED INTO GRUESOME, EVIL CREATURES-THOUGH SOME DECEPTIVE ONES MAY RETAIN A CONVINCINGLY BENIGN OR BEAUTUOUS APPEARANCE.

BUT MAKE NO MISTAKE. THOSE REVIVED BY IT, ARE FOREVER SLAVES TO YOUR WILL.

NOW, CHOOSE THE NEXT STEPS OF YOUR OWN ADVENTURE...CAREFULLY.

Futures Traded
Convergence

At some point after the Flashpoint event, Braniac assimilated many of his alternate timeline counterparts and gained their technologies. Seeking to explore the history of the multiverse, he was somehow mutated by the effects of the previous Crisis events-and at some point decided to fuse several Earths together to create a sort of shared world to analyze. Just about every timeline in DC up to 2015 in real world time, in fact. The worst part is, he's not even the worst threat: In including the world Skartaris into the merger, Braniac has inadvertently set in motion plans to let the sorcerer/high priest posing as a sorcerer using Atlantean technologies known as Deimos collect the energy of various time travelers throughout the universe, which could let him overpower even Braniac and obtain "the magic of death" that will let him remake the multiverse in his image. As the confused denizens of various worlds encounter each other, Deimos has already made overtures and set in motion schemes to ensure his supremacy.

Your goal is to **mend the damage Braniac has wrought.** It's advisable, though not necessary, to convince the heroes and villains of this world to aid you in this; Parallax Hal, for example, could potentially overpower a weakened Deimos. Braniac himself has long since come to the conclusion he has become a monster after becoming stuck in a T-Sphere in an unrelated adventure, and if freed will gladly undo all he has wrought.

Your reward for all this is **a cache of Braniac's merged technologies**, or rather a chunk of the merged Braniac deposited near you in whichever timeline you end up in when this is all over by some sort of temporal anomaly. While somewhat battered and damaged from the greater being no longer existing after time and space have been revised without his influence, this cache still represents a fascinating conglomeration of Braniac-based technologies from across the multiverse-further augmented by mutation from exposure to the original Crisis events. The possibilities of reverse-engineering much of Braniac's capabilities-and perhaps someday, the godlike technology he used to manipulate space-time to fuse all those alternate Earths-are staggering, not to mention the effects of his mutation from exposure to Crisis events.

Daddy Issues
Trinity War, Forever Evil and Darkseid War

Oh, boy. Here we go. Are you ready for stupid? *You better be.*

After multiple Crisis events, the current iteration of the multiverse has yet to fully settle and many of its elements are still volatile. Wonder Woman, for example, is noticeably aggressive and misanthropic among her Justice League colleagues despite being kindhearted to a fault in her personal adventures. Superman, due to external influences, is less optimistic and more prone to harsh, temperamental behavior-though still earnest in wanting to do right by Metropolis and his teammates when given the opportunity. Batman has recently returned from a harrowing escape from the Omega Sanction and the cosmic destroyer Barbatos. Hal Jordan is reckless and inexperienced, and after proving instrumental in the banishment of Darkseid's first invasion of Earth-0 Cyborg has become an integral member of the Justice League.

An imminent disaster is being set in motion-this time not by a being of singular vision and determination, but by various individuals who for reasons of their own seek to wield the forces of evil-or banish them even if it risks the safety of the world. First among them is Pandora, a woman cursed with immortality by a council of gods that blamed her for unleashing a box that held the Seven Deadly Sins. She seeks either a person of incorruptible good or outstanding evil that she believes can open the box once again to reseal the Sins, who have sown mistrust and malice among Batman, Superman and Wonder Woman as well as their subordinates-setting off a superhero conflict that will be known as the Trinity War.

Little does she know that her fabled box is not magic as was commonly assumed, but a piece of *technology.* A portal to Earth-3, the birthplace of evil in this iteration of the multiverse, which the Crime Syndicate will invade from.

The Crime Syndicate will quickly outmaneuver this world's Justice League, trapping them all within an incapacitated Firestorm with his elemental powers. Consisting of Ultraman, Superwoman, Deathstorm, Power Ring, Grid, Atomica, Johnny Quick and Owlman as well as their associates, the Syndicate quickly take control of the Earth without the League to stop them. Their position is precarious, though. They have brought a prisoner: Mazahs, a version of Lex Luthor with the power to absorb any and all forms of energy by speaking a magic word-even that which elevates one to the level of a god. There is little trust between them, with Superwoman playing off Owlman and Ultraman's affections while having simultaneously an affair with Mazahs in the belief their union will bring about a sort of evil messiah for their world, and in their overconfidence the Syndicate have overlooked many of Earth's villains spitefully rallying against them.

More importantly, the Crime Syndicate were *evacuating a doomed universe*. One that had been ravaged by now less than *Mobius, the Anti-Monitor.*

Who himself is *desperately gorging on universes to increase his power, in order to stand a chance against an even greater foe: Darkseid.*

His schemes will bear fruit in a cataclysmic war on Earth-0, in no small part thanks to help from an unlikely ally: Grail. For thousands of years, Darkseid's half-Amazon daughter and her mother Myrina have been scheming to slay the Lord of Apokolips. Having discovered Mobius bears the Anti-Life Equation, Grail has lured him into a war with Darkseid with the motivation of Darkseid's death weakening the bond between mortality and godhood enough for Mobius to escape his destiny as a cosmic destroyer. Weakened from previous conflicts, it is with Grail's help that the Anti-Monitor has been locating suitable universes to bolster his powers with, and it is her rituals that will gather an army of shadows at his command as well as signal for her father to bring Apokolips' armies to Earth. The conflict will be catastrophic; though it did not come to pass due to Darkseid making several tactical errors in the normal flow of history, there is a very real chance that the two powerful evil beings' clash could shatter the unstable foundations of the multiverse-with the Crime Syndicate and the Justice League equally helpless to do more than delay either one of them. Worse, should the Anti-Monitor prevail then the power vacuum left behind by him will cause the universe to, through a series of apparent coincidences, grant certain individuals the power of gods. Fairly hefty divine powers, too.

And should this happen, Grail will have a chance to become *the goddess of Anti-Life.* Even if the multiverse is not destroyed in the clash, at that point there is little hope of stopping her bloodthirsty rampage as the evil in her soul compels her to simply fight and kill forever-unless she herself were compelled to relent somehow.

The disparate and interdependent nature of these conflicts ensures you have a simple ultimatum for them: **Survive.** Much could be changed if someone were to intervene, though. Given the considerable capabilities on all sides, it is highly likely one way or another the individuals involve could bring about subsequent events if their initial means was disrupted (the Outsider, for example, could likely locate a Mother Box to open a portal to Earth-3 for his masters if Pandora's fails to do. Likewise, Grail's quest to kill her father will proceed regardless of whether Pandora and the Crime Syndicate succeed or fail in theirs) but they are not infallible-and perhaps the foresight to prevent many of the incoming conflicts is a reward in itself.

If you manage to **locate Pandora and convince her** that instead of resealing the Sins all reopening her box will do is permit the Crime Syndicate entry into Earth-0 and convince her you are a safe pair of hands, she will regretfully pass on ownership of **the box** to you. Whatever the truth of it's creation, it is certainly capable of opening portals to realms of evil as well as sealing beings of evil such as the Sins within itself-and apart from the rightful owner, inflicts a sort of trance on those exposed to it that drives them to immorality. Handle with care.

If you were **instrumental in defeating the Crime Syndicate** whether lethally or nonlethally, you'll find a single **supervillain of this era** was impressed enough by your work to potentially join you as a **companion**, or just hang out. This may be a dark, embarrassing time for the

Justice League but it's also the beginning of strange friendships between some supervillains-such as Black Adam and Sinestro bonding over each other's similar styles of leadership.

And last but not least, if you are simply present when **Darkseid is slain** then your extradimensional nature will grant you a **powerful godly role themed to your capabilities and personality from this world** while one random member of the Justice League remains mortal**.** A powerful champion may become a god of strength after being blasted in the face with noxious fumes. A Lantern may be given an opportunity to ascend as a god of light due to Darkseid's Mother Box seeking a new wielder. Even existing deities have the potential to acquire new sets of powers and areas of authority. And of course, should you have some means of absorbing powers like Superwoman's child nothing stops you from **claiming the others.**

A Dark and Stormy Knight
Dark Nights: Metal

Two multiverses, two paths. Your mission, and your reward if you succeed, depends on which multiverse you decide to side with from this world. There have been heroes born of the Dark Multiverse, and villains from the brighter one that would nonetheless gladly throw all worlds into darkness for the sick gratification of it.

Light Multiverse: The Dark Knights are coming. Batmen from across the Dark Multiverse, each of them a native of a flawed and dying world that could spawn only twisted monsters, parodies of the stories of hope that they shadowed. Each Batman's life was thrown into disarray, and each of them turned to alternative routes to gain power in response to these changes. Invariably, they were driven insane and used these powers to murder on a scale unheard of before. Now they look up, to your world, among many others like it, in jealousy, hatred, and spite. Led by The Batman Who Laughs and sponsored by the dark god Barbatos, they wish to drag your multiverse down into the darkness, to destroy it and everything it represents. Each Dark Night is powerful and cunning enough to slay a Justice League single-handedly, and now they're working in concert with plenty of time to plan and prepare their onslaught beforehand. Our Justice League was only barely able to find the hope they needed before they drowned in the unending dark.

You must stop the end of all good. Prevent Barbatos from destroying your home, and deal with the Dark Nights permanently. Now, you won't be able to find somewhere to hide, not this time. Just as you've joined the side of good, a shadow reflection of all your worst fears has joined theirs. A Batman who murdered a Dark Multiverse version of yourself and stole their powers from this world has appeared (or at least their skills, if you are unempowered). To defeat them, you must rekindle the fires of hope at the core of the World Forge-or at least assist the Justice League in doing so.

Dark Multiverse: Your world has died. It crumbled away into nothing, destroying anyone and everything you've ever loved. But not you. No, you survived, chosen by The Batman Who Laughs to help him in his crusade against the worlds above. Whatever your reasoning,

whatever drove you to accept, you did. Now, as one of the Dark Knights, you must ensure the destruction of the Light Multiverse, at all costs. You don't have to be a Batman, or at least tangentially Bat-family, to end the world. But it helps when it comes to teamwork. The other Knights tend to look down on non-Batmen

It won't be easy. There is another you, a more hopeful and idealistic you, a naive fool. But they are powerful, and they know you're coming. They will warn the heroes of their worlds to prepare for your arrival. The worlds of light will be dug in when you reach them, with defenses prepared to counteract their specific attackers. You must help your comrades in arms break through this line, and ensure the destruction of all light in the multiverse.

For your heroics in defending the positive matter multiverse, the Overmonitor rewards you with **a free purchase of the Tenth Metal item, including your own miniature copy of the World Forge to produce more.** With Barbatos chained up, he'll be counting on you to further shackle the Bat-god if his restraints ever weaken-or perhaps, any other malevolent entities crawling out of the Dark Multiverse. Assuming that is, someone hasn't gone and killed him.

For proving that all roads lead to darkness, Barbatos rewards you by bestowing some of the **knowledge** he gleaned from his former master's work at the World Forge. You're able to deconstruct, reverse engineer, replicate, and upgrade superpowers and supernatural effects through technological means, regardless of the original source. If you were to copy one member of the Justice League, you could enhance their powers to the point that you could defeat both the entire League and as many other people across the world you would want to target.

Homogenization, Rebranding and the Retconn Way

Milk Wars

Crisis events? Dark forces twisting the heroes you know and love, giving them horrible aberrations like character development and nuance? Golly gee, that sure seems offensive to any number of potential demographics! Don't worry though, here at Retconn™ we're dedicated to bring you-that is, our esteemed third party and his representative Lord Manga Khan-a perfectly marketable product with absolutely no nasty organically evolving narratives. With our patented reality-warping milk, army of bovine supersoldiers and our lab-raised Superman pastiche what could possibly stand in our way…of delivering high quality products to discerning consumers? May the Eonymous applaud for us all, and may we keep our heads above the bottom line.

…is what every fiber of this world is screaming at you. Oh, dear. It seems you're one of the few people aware of the machinations inflicted by the cosmic corporation Retconn on the world you know. Whatever timeline you've just come from has been sanitized, made twee and wholesome to a 60s sensibility and generally warped into such an inoffensive, bland husk of its former self that it's honestly rather alien to any sane human being. Scattered throughout this place are familiar heroes entangled in the sinister underlying machinations of the sleazy hacks, some of

whom think they've always been part of it. Wonder Woman thinks she's Wonder Mom, celebrity domestic housewife. Batman's a pastor who baptizes a sinister army of children in mind-wiping milk. Lobo is…is the jolly neighborhood watchman.

On the other hand, not all heroes have been so thoroughly suborned. Having just escaped from another adventure, the Doom Patrol sense something's amiss and would appreciate any help in solving whatever the hell's going on. There's also a few heroes who have slipped through the cracks of continuity, such as Shade the Changing Girl or Cave Carson (and his cybernetic eye), as well Chrysalis who is actively trying to break out of her old continuity. And of course, spare a thought for poor Rita Farr tortured in a surreal hellish dimension for the crime of not being a compelling character. Breaking them out of the milk-based conditioning is both easier and harder than it may seem; while they will fight tooth and nail for what they believe to be their original lives, a sudden and decisive reminder of who they are could revert both their bodies and minds. Something like a psychic shock with a bit of an epiphany: *Everything is art*, or perhaps the Lasso of Truth wielded properly.

The solution, as it usually turns out, is to **fly into Retconn's offices and run at them and their cow-warriors screaming, punching them repeatedly in the face**. However act fast, for the higher-ups have a weapon of last resort. A button that once pushed, will simply delete the entire DC multiverse-not instantly, but rapidly. It will take something **ridiculous** to avert this-a Crisis more impossibly absurd than anything Darkseid or Barbatos has brought to bear until now. Something that **defies possibility**, and though that may seem challenging both the more prominent heroes and the oddball do-gooders of this world have a great aptitude for coming together in moments of crisis. You'll have to think outside the box for this one, but suffice to say a band of heroes coming together and joining hands could well pull off a miracle.

And to the victor, the spoils! Desperate to salvage anything of their sunk costs into this crummy old mess of a multiverse, Retconn's top brass will cut a last minute deal with your Benefactor to sell off **a portion of their cosmic corporation** to become your private property. Being an extradimensional corporate building floating in it's own personal golden sky dimension, it comes with a convenient doorway in your Warehouse. Not quite the full thing but a building roughly the size of, say, DC Comics' offices in Burbank. Upstairs are a series of squeaky-clean offices with coffee, distilled water and equivalent refreshments for just about any sort of cosmic being interested in buying a multiverse-as well as a detailed stack of comics depicting the Retconn staff, whose adventures happen to give detailed instructions about how to use the complicated machinery in the backrooms. There you'll find vats and horrifying, torturous-looking vaguely bovine fleshblobs that can be used to make more of Retconn's reality-warping milk as well as cloning vats for cow supersoldiers. With great skill and care at the vats as well as the aid of the comics' instructions, you could also design superheroic beings of your own-like Ahl, the time-travelling God of Superheroes originating from Final Heaven who retroactively imbued Earth with the concept of superheroes after his creation by Retconn and whose conceptual heritage passed down to Superman is theorised by Retconn to be why they were unable to incorporate him into the pocket reality their cosmic milk created, forcing them to abduct the idea-child of Doom Patrol member Space Case (herself the pathenogenic superheroine daughter of Danny

the Street after he had gained enough mass and advanced capabilities to become Danny the World and bring her to life as a comic book character) and remodel him into a poor replacement. Though be advised, even when his no-longer-metaphorical weakness to “a brick that can think” isn’t exploited while he is a good boy that means well, Ahl is substantially less omnipotent than advertised-although still powerful enough to be fairly impressive by the flying bricks of this world’s standards, having battled Chronos’ time-displaced armies for a decade without rest before collapsing. That setting-bursting button of last resort is all bust up though-and besides, it’s not like you’re the writer of any other setting right? Although, given a great wealth of all the technology of Retconn is still preserved in this structure who knows what a being of sufficiently godlike power could build eventually…

And for those with more sinister ambitions, let’s just say it wouldn’t be hard to adapt their designs to create equally marketable *supervillains* as well.

Who Watches the Watchers of the Watchmen?
Doomsday Clock

For too long Dr. Manhattan has manipulated the DC multiverse. His powers over matter and energy have proven beyond-godlike, dwarfing those of 5th Dimensional Imps and even the greatest of pantheons. His achronal state of being lets him respond to and vanquish any who uncover his existence, as well as to empower those he views as pawns into reality warpers in their own right. But for all his grandeur, his goals are…ultimately rather petty. Fascinated with and unable to comprehend the nature of Superman’s status as the center of the multiverse, Manhattan has dedicated himself to manipulating his history to make it more “relatable” to a dispassionate and traumatized man himself defined by the worst of the Cold Wars’ tension and all the societal problems it brought.

As a result, in the current year of your stay Earth has become a much more hostile place to not just Superman, but the concept of the superhero. Accusations of governments deliberately engineering experiments to create superheroes have run rampant, and the Man of Steel’s efforts to restore order will be stymied by Firestorm having a catastrophic breakdown as well as Black Adam responding poorly to what he perceives as American imperialism. Simultaneously, new arrivals from the world of Watchmen have begun making waves; Adrian Veidt seeks a twisted sort of redemption by setting in motion plans to first persuade Dr. Manhattan to fix the problems on their native world left by the revelation of his crimes, then to obfuscate Jon’s foresight with a tachyon pulse in the hope of agitating him enough into action. The Comedian in turn vows revenge on him. And an angry young man donning Rorschach’s mask occupies Batman’s attention, while a pair of criminals-one of which *might* be the only other empowered being on the Watchmen world-seek their son.

Fatalistic and reclusive, it would take nothing short of Superman’s own influence to snap Dr. Manhattan out of his funk. But what if someone made a case earlier to him? Instead of becoming attached to a certain struggling actor, Manhattan has noticed your extradimensional origins and become interested in you instead-nowhere to the extent of his mystification with

Superman, but enough to show up at the same diner every now and then to have a chat. Without accounting for any prior interactions, he's inclined to be a rather introverted and pessimistic conversationalist-not helped by the fact that he has a tendency to react to past and future events as if they are happening now given that, well, for him they actually are.

Surviving the coming events, as metahuman resentment and Ozymandias' schemes build to a critical point. However, if you can **inspire Dr. Manhattan to fix the damage he has done** then in gratitude for showing him that there is a better path, that there is more than one outcome to Superman destroying him or him destroying everything, he will bestow upon you **all his powers** and then…let go of the world, dissipating into nothingness having finally found a sort of peace in life.

Of course, nothing prevents you from **killing him and taking his powers for yourself** somehow if you have the capabilities, denying any possible virtue in redemption, second chances, forgiveness or the intrinsic value of justice that this whole sorry saga has tried to portray. In which case you get a free **yellow button with a frowny face instead of a smiling one** as well.

Apex Predators of the Multiverse

Justice League: No Justice, Year of the Villain and Hell Arisen

It's another Crisis in the making! Four great trees of cosmic import have taken root throughout the DC universe, and it's a matter of such urgency that Braniac himself has kidnapped both members of the Justice League and various supervillains in a bid to cooperate. For four corresponding cosmic titans have also emerged, and it's a race against time to properly attune the trees so the titans can absorb their energy all the while Amanda Waller does her level best to ruin everything for everyone. Oh, and in a surprising turn of events all things being equal Starro the Conqueror will unexpectedly be inspired by the heroism of all involved to sacrifice himself-resulting in the critter known as Jarro.

For after Dark Nights Metal, the energy of the cosmos is rapidly spilling from the DC multiverse. And that spells disaster for all its inhabitants.

That's not important. What's important is what follows next. A vision of cosmic death will assail you towards the end of this adventure, long before Martian Manhunter picks it up. You'll come to realize that the loss of so much matter and energy is merely a symptom of the true horror to come:

Perpetua, mother of the multiverse stirs from imprisonment in the Source Wall. Creator of the human-martian hybrids she intended to harness Crisis Energy and the Seven Hidden Forces she seeded the multiverse with before her sons' betrayal alerted the elders of her kind: The Judges of the Source, a group of powerful Super Celestials/Hands that preside over the creation of multiverses throughout the greater omniverse in the Overvoid. She is returning, and a cosmic artifact of hers called the Totality is falling through space and time.

The question remains: Does this event inspire terror in you…or opportunism?

Choose to fight against it, and you'll find fast friends in the Justice League. In pursuing the deepest mysteries of existence, they'll find strange allies in the three brothers of Creation: The Overmonitor, the now-repentant Anti-Monitor and the World Forger. Their own Hawkgirl will discover that she is the reincarnation of the Cosmic Raptor that once sealed away Perpetua-though she'll be able to only manifest a fraction of it's full might without assistance from the Starmen of the multiverse. They'll travel to hitherto unexplored regions of the multiverse like the Sixth Dimension, track anomalies on Thanagar and battle unearthed mysteries from the ocean. Throughout it all they'll be hounded by Lex Luthor and his newly founded Legion of Doom. Guided by Perpetua's whispers, they intend to unlock all the hidden forces to gain cosmic power-and convert all of humanity into human-martian hybrids. Worse, having discovered the forgotten secret of his childhood friendship with the Martian Manhunter Luthor will attempt to abduct and forcibly fuse with him in order to complete his transformation into an Apex Predator.

Victory will be seemingly within reach yet mysteriously elusive. For you see, despite the tactical back-and-forth between the League and the Legion, the true hope for the League's victory is not a tactical one but a moral one. In the past, the faith of mankind and their hope for a better tomorrow as embodied by the League has let them overcome impossible odds and pulled out wells of strength thought unfathomable. And despite their cosmic allies, Starman's newly discovered Totality energy-based powers and even assistance from the 5th Dimension as a reactionary group the League slowly loses touch with the hearts and minds of the civilians around them. A tactical weakness Perpetua and her cronies will ruthlessly exploit. A win condition here amounts to accomplishing what the Justice League could not: **Stop Luthor and Perpetua from conquering the multiverse.**

Your first reward for this uncanny feat is twofold: First of all, a refinement of the **Justice Totality** that will prove vital to the League once Luthor takes the field. Through some fairly specific psychic powers, you'll be able to bond with other individuals attuned to forces similar to the Seven Major Forces underpinning this world's reality in order to produce something greater than the sum of its parts: A miniature Totality. Simply hold hands with those near you, then psychically reach out to civilians across the world and ask for their support. Its overall power will be commensurate to the dedication, faith and quality of powers involved, but at the minimum it will contain all knowledge about how the reality you're in was created (including by who) and through its Hypertime-warping powers be able to augment your abilities and negate other reality-warping effects enough to fight on par with beings as powerful as Lex in his Apex Predator form. Your second reward will be an **aura of righteousness** resulting from your aid in helping the Justice League do what they could not on your own attuning you deeply to the seventh of the Major Forces: Faith itself. You'll find that other sentient beings naturally see you as a paragon of Justice at an instinctive level and take it for granted that you're one of the good guys, your reputation spreading far and wide even with limited social interaction. Without truly extreme attempts to sabotage your own reputation, you'll find most populations eager and willing to support the formation of your Totality. While the original Totality was used by Perpetua

to create the DC multiverse, it'll take truly staggering amounts of Justice to use this one for such a feat.

On the other hand, if you sense *opportunity* then for being quicker on the uptake than the other candidates Perpetua will guide you towards the steps needed to free her. You will have to infiltrate Lex Luthor's old estate, and retrieve a cosmic doorknob in a hidden basement. This powerful artifact is a shard of the Totality, capable of amplifying and directing the Seven Hidden Forces, and is more powerful than a hundred nukes. Then you'll have to take advantage of Earth's tumult to win hearts and minds over to Perpetua cause of Doom: To take the selfish, low, egocentric path in life that has inspired so many supervillains over the ages. In order to hasten the awakening of these hidden forces, you'll have to find supervillains with great aptitude for harnessing them, who by wielding and propagating them will further strengthen the cosmic goddess-or if you're sufficiently skilled, simply seize all the Forces for yourself. While likely miffed that Perpetua chose *you* instead of himself to be her harbinger of Doom, Luthor will still be keen to join such a cause-officially to reclaim humanity's true place in the multiverse (and unofficially, for a final shot at validating his own self-importance and need to be the center of the universe). His expertise will be invaluable once you discover the final part of your plan involves reuniting the pieces of the Totality scattered through space and time, such as the Worlogog

Crucially you'll need to break Perpetua out of the Source Wall in order to proceed at a certain point; the most optimal time will be when the Justice League discovers that the Titans' true purpose is to seal the Source Wall. They'll bring the massive entities to it so they can unleash the forces they've absorbed-a prime opportunity to disrupt the process, and instead crack open the Source Wall so that a still-weak Perpetua can be safely stowed in a tube or something to recover. With your cosmic goddess to supply you with arbitrary amounts of human-martian hybrids created or converted from the populace, there's little standing in your way as she rapidly regains the power to rewrite Hypertime through the Totality (but still need to take like, a short breather between destroying individual universes). Of course you'll still have to defeat the Justice League and the army they can muster, but suffice to say the odds are stacked far against them. Once the Totality and Perpetua for fully restored, it's safe to say the Justice League is Doomed.

There is one slight hurdle for an enterprising bringer of Doom at this junction: Assuming he still lives, the Batman Who Laughs has aspirations of seizing your role as Perpetua's chosen. He'll infect armies of metahumans with his Dark Multiverse venoms, he'll attempt to exploit each and every one of your weaknesses with the same brilliance which let him capture cosmic beings such as the Phantom Stranger and Nix Uotan. And if you should bring him to Perpetua alive, he'll try to get under both of your skins to convince her he's a better investment than you are.

Your rewards are twofold: First, even if you are neither human nor martian Perpetua will whisper to you the **technology** needed to remake yourself as a merger of the two, ascending as an **Apex Predator** which will surely come in handy for building more armies of the creatures for your coming conquests**.** In such a form you are inexhaustible and immortal, mastering the natural potential for humans to harness the ambient cosmic forces and wield them. All aspects

of Martian physiology with none of the weaknesses are present in them too-from invisibility to phasing through regular matter, to the extraordinary lengths of shapeshifting they can perform and heat vision as well as telekinetic and telepathic powers. Even a Kryptonian as powerful as Superman would be hard pressed to beat one in a head-on fight without assistance from a demigod, and preferably a peak human (and his alien starfish sidekick). Secondly, in gratitude (but also with great expectations of your competence) as well as appreciation for your talents for having presumably bested the Batman Who Laughs, Perpetua will **enhance the Cosmic Doorknob** to function as a miniature version of her own Totality. By harnessing enough of the Seven Hidden Forces, or Crisis Energy, as well as by psychically channeling selfish emotions, you too will gain the power to rewrite Hypertime and create on a scale beyond even gods.

A Fatal Equation

DCeased, Last Knight on Earth and Wonder Woman: Dead Earth

In his neverending search for Anti-Life, Darkseid meddled in forces even he should have steered clear from. He created the completed Equation by combining his half with the half inside Cyborg-then infused the Black Racer into the Equation directly, adding Death to it's deadly formula. The newly-created techno-organic virus infected both Darkseid and Cyborg, although only Darkseid was enslaved. He destroyed Apokalips and everyone on it, but not before Desaad, immune to disease, desperately returned Cyborg to Earth in a failed attempt to save his ruler. The Equation spread through the internet and everyone who saw it, and through the bodies of the infected. It took control of its victims almost immediately after infection, and even those with superhuman immune systems such as Superman were only able to fight it off for a time before ultimately succumbing. The virus spread through humanity like a signal through transmission towers, and the world came to an end.

Earth fell. The planet was lost, with a bare few survivors escaping in spaceships after the heroic sacrifice of the Amazons. An infected Superman, confronted by the entire Green Lantern Corps, flew into the Sun and began devouring the entire star from the inside. The Corps quarantined the whole system, waiting for the star to grow cold and for the virus to sleep rather than risk further spread of the infection.

And the worst is yet to come. Something *primordial*, something far, far greater than mere gods be they Olympians or tyrants commands the Anti-Life. Erebos, the titan of darkness-who has lain waste to at least one universe before this one with his overwhelming powers. As the Anti-Life makes ready the doom and despair needed to open the gate for him to invade this world, entire pantheons and even direct agents of God like the Spectre will fall under his control…unless the equal and opposite force to it, the Life Equation, can be discovered and correctly utilized against him.

This is only *one* foul future. Two others remain

On another world, something went *terribly wrong* when Lex Luthor advocated for Doom against the Justice personified by Superman. The Man of Steel was assassinated right as Luthor

finished making his pitch, and an anarchic mob of violence sprang up on Earth. Perhaps the cosmic predator instincts that Perpetua's influence awoke in humanity gave them strength beyond the norm, but whatever the reason-the violence somehow swept through the universe and beyond, upending even Heaven and Hell and emptying all underworlds. Even Apokolips was laid waste to, with Darkseid's head speared by an angry mob. But what truly doomed this world was the torturous choices it inflicted on the world's Bruce Wayne. His idealism compelled him to hold the doors of the Halls of Justice wide for innocents outside-but instead an angry mob broke him in body and soul, and slaughtered his compatriots. Painfully, agonizingly, through sheer determination and cunning this Bruce retaliated-subjugating the entire mob with the help of the Anti-Life Equation seized from the remains of Darkseid and many of his former villains which he tortured into slaves. He now rules over a brutally oppressive city, in the ruins of the world.

And on yet another, the Amazons' aggressive posturing led to a confrontation with world leaders. In a fit of paranoia, nuclear missiles were launched at Themyscira-which led a confused and angry Wonder Woman to brutally beat Superman to death. The resulting battle was so catastrophic, it destroyed civilization-only ending when Wonder Woman brutally lacerating Clark to death with Kryptonite shards. The survivors were driven to such brutal lengths of desperation, that horrific experiments were carried out on Cheetah in an attempt to achieve…something that involved chopping up a bunch of cheetahs and *grafting their body parts onto her.* More importantly, while the nuclear fallout killed millions the Amazons were immortal-and instead mutated them into grotesque, gargantuan monstrosities that want nothing more than to kill all that remains of humanity in vengeance-then finally rest.

You start the jump on Earth, as Darkseid and his parademons are beaten back and the New God swears to never return to Earth. But in addition to the ongoing conflicts, as a diversionary tactic supplementing his planned vengeance Darkseid has also decided to open Boom Tubes to the two other devastated Earths. Parademons have been sent through them, to alert the aged Bruce Wayne and the mutated Queen Hippolyta of the possible threats represented by his world to what little remains of theirs-and soon, this world will experience multiple fronts of war.

Simply surviving here would be a great feat. But if you're up for the challenge, **curing the Anti-Life Equation** could restore hope to a world in desperate need of it. As a gesture of the universe's gratitude, you will gain **a means of breaking similar effects of virulent undeath as this one inherent to your body.** It may be a biomechanical "vaccine" synthesized from Cyborg's inherent immunity. It may be a blessing passed down from Heaven, in unspoken atonement for their failure to intervene, or have even stranger origins. This is a mere side effect of the **free Life Equation purchase** the universe has invested in you in gratitude for preserving its existence.

After that, it would only be natural to fend off the remaining invaders. But before you do, consider that each of them is not inherently bent on conquest-just crazed and broken by pain and trauma. While mistrustful and resentful of the heroes, once it has been made clear their worlds can be disconnected from the dangers of humanity by closing the Boom Tubes both will

likely be grateful if you have the means to make this happen-and would offer you further rewards for additional assistance. Nothing too strenuous. Both are simply too tired in mind, body and soul for true heroics.

Bruce is tired. His ailing body is that of a dead man walking, and the current disruption has given him one spikes in blood pressure too many. If you will only **take up his role as this world's ruler for a decade**, he will pass on everything he has to you. He has, of course, no way of enforcing this bargain bar good faith and perhaps the hope that whoever was willing to cure an Anti-Life based virus would also not be willing to leave his world to rot. And he's not willing to fight you over it, when he knows there is a plan B of sorts: A clone of himself, trecking across the devastation towards him. His rulership of this blasted world, the mechanisms of control he uses on his supervillains-and most importantly of all **Darkseid's Anti-Life-containing head on a spear, amplified by Martian Manhunter.** Of course, nothing prevents you from dismantling much of what he has built and proposing a ceasefire to the survivors sheltered by this world's Wonder Woman in the underworld. Perhaps Bruce even secretly wishes for such a resolution to all the horror he has inflicted.

Hippolyta herself wants nothing more than to rest once she has had a final, bloody vengeance. But she also wishes to know where her daughter is, and to have her **brought to her family on Themyscira.** She has little to pay you with and her request is scarcely more than a plea, but should you oblige her you may discover that the room where Diana was stored also has **a machine that can restore her divinity** built by Batman in spite of Diana's horrific actions which may be interesting to study. But perhaps a minor **divine artifact** or several from what's left of Themyscira's vaults would sweeten the deal? From magically piercing arrows to unnaturally sharp swords, the Amazons are largely not humanoid enough to use such weapons effectively anymore. She can also inform you of the location of Superman's Fortress of Solitude, should you wish to salvage it for…**whatever you wish to take from there.**

A Dark Refrain
Dark Nights: Death Metal

This world has seen better days.

One by one, Perpetua is culling those universes which refuse to adhere to her vision of how her multiverse should have been. Earth-0, the crown jewel of her cosmos, is a smoldering wreck of itself with it's continents crudely rearranged into the smoldering symbol of a bat. The Dark Multiverse heaves with three new sub-multiverses, each ruled by what presumably are the beings whose Crisis events Perpetua has been most impressed by: The Anti-Monitor, sole inhabitant of a world where his antimatter finally erased all. Superboy Prime, controller of a world where the Infinite Crisis succeeded in overwriting reality with his ideal world. And Darkseid, commanding with Anti-Life all those conquered in a world where the Final Crisis came to pass. For they have been offered the worlds of their dreams in exchange for using cosmic tuning forks to channel their Crisis Energy to Perpetua. Under Perpetua's rule, the Batman Who Laughs has assembled an army of new Dark Knights far more outlandish than his previous

recruits (though also much more incompetent) ranging from Bat-mages to Bat-T-rexes to Bruce Wayne who merged themselves with vehicles to even a little baby Bruce Wayne who'll prove to be surprisingly deadly once equipped with his gear. Somewhere Superman is trapped in a super-cycle powering the sun as Darkfather the Bat-Darkseid slowly warps him into another Darkseid using the Anti-Life Equation[30], and Batman leads a desperate resistance against the Batman Who Laughs as a Black Lantern.

And somewhere on that blighted Earth, Wonder Woman has been reduced to the warden of Themyscira under threat of death. Although the Batman Who Laughs will quickly learn that ordering her to melt down her invisible jet was a mistake on his part.

You start on the day where Laughs brings Wally West to Themyscira, and not long after Diana shreds him apart. Your decisions are ludicrously simple.

You can try to **save the multiverse from its horrible fate, both Perpetua and the Batman Who Laughs' rule as well as the Hands intending to destroy it for its perfidy.** For some reason, Wonder Woman has taken to babbling about some sort of beautifully infinite multiverse everyone should want and aspire to *even though the DC multiverse has been infinite as early as 52, which acknowledged the 52 main worlds were the well-explored ones, and Convergence brought back so many pre-Crisis events that the Crisis on Infinite Earths was actually averted by sending Parallax Hal back to help Superman and Supergirl successfully battle the Anti-Monitor.*

Look, just. Protect the innocent, free the other heroes (who apart from more notable League members like Aquaman and Swamp Thing, have been treated surprisingly well by the Dark Knights considering they all seem to be fresh and fighting fit in their costumes), go fight Perpetua and/or the Batman Who Laughs. Humbled from being discarded by Perpetua, Luthor has a plan to build some sort of machine that can use the World Forge to channel lots of Anti-Crisis Energy that should theoretically be enough to use the Death Metal, the remnants of the Tenth Metal, to rewrite reality back to what it was. Of course things are likely to be more complicated than that, and it *might* be prudent to have a potent artifact like the Lasso of Truth that can rekindle the World Forge.

Alternatively, you can **take advantage of its desolate state to usurp its rulers, then destroy the Super Celestials.** Why, the Batman Who Laughs has planned so far ahead for this eventuality that he's even rigged his *corpse* with oils from the Lazarus Pit. He's planned so far ahead that he's rightfully predicted Diana is unwilling to desecrate a corpse so that his Knights can plant his brain into a lobotomized Bat-Dr. Manhattan, which will absorb it and let him wield its powers. After that he intends to trick the Justice League and Wally West into diverting the Dark Multiverse's Crisis Energy to him rather than the Mobius Chair they intend to deliver it to, which in addition to Owlman's sabotage of the cosmic tuning fork in the positive matter multiverse he will use to defeat Perpetua. And if all goes well for him at that stage, he'll be able to use all that Crisis Energy to obliterate the Hands.

---

[30] Which isn't how it works at all.

To be blunt, whatever your ambitions you could save both yourself and everyone a lot of trouble by being willing to blast apart a disembodied brain after Wonder Woman strides off to liberate her friends.

Save the multiverse, and after all the trouble it's caused the **World Forge** will be yours for the taking since by his own admission the World Forger is unlikely to have a chance at resurrection after Perpetua has taken over the Sixth Dimension. No tools are provided, but as the Justice League has proven on occasion sufficiently focused will or divine artifacts can suffice to ignite it in a pinch. It was at this forge that he shaped the hopes and fears of all living beings into new positive matter worlds. So pure are the forces of creation and destruction here, that even glimpsing them has gifted certain humans with powers of universal scope. In future worlds, you'll have a doorway to the World Forge-including safe passage through the unstable dark matter to it; mercifully, in those future worlds it would appear your Benefactor has taken the time to cleanse them of the unstable realms that Barbatos let bubble up through them, such that the rich dark matter will start absorbing hopes and fears from scratch-unless for some reason, you want the stagnation to persist. It'll take time to master the workings of the Forge, especially since it's unlikely you are as suited for creation as the Forger himself, but the potential to create truly vast stores of Element X and even reforge demigods into beings beyond the gods themselves is merely a fraction of its creative potential.

If you are willing to spare the Judges of the Source, they will in turn be willing to reformat the damaged multiverse into an infinitely infinite omniverse with two centers. This includes healing and restoring all who belong to the world of the living in the modern era. They may or may not also be inspired by your heroism enough to grant you a **cosmic form** that, to be frank, we know little about the full capabilities of. It gifted Diana with a shiny metallic costume with lots of ribbons and apparently made her powerful enough to be counted as a potential peer to any of the Quintessence, but she also *immediately lost it* upon instinctively leaping at the opportunity to explore Valhalla-implicitly because she was not using the power for it's ordained purpose.

…hopefully, if you accept the Judges' offer you'll be more careful with such power. Or at least, bend it better to your will.

On the other hand if you complete your conquest, your reward is **a Dark Multiverse universe tailored to your own desires** bubbling out of the greater Dark Multiverse like a pestilent boil. Keep in mind that the Dark Multiverse's potential is great enough to house recursive multiverses; in one even the events of Dark Nights Metal have repeated themselves, and so your "universe" can as great in scope as has ever been seen in DC. Or as small as a planet, if you wish. Either way, like Wally West's your personal nightmare is too persistent to fall apart and will follow you along in future worlds without collapsing in on yourself. In addition to that, the tremendous amounts of **Crisis Energy** you've obtained along the way are their own reward. The Seven Hidden Forces, Chaos Magic-all these and more malignly-aspects energies are now yours to command.

There is virtually nothing left of what the multiverse once was in this turn of events. It is a burnt husk of itself, its heroes exhausted to the bone and left with nothing more to give. If this is meant to be some sort of metafictional commentary about the current state of DC Comics, *it's a pretty bleak one.*

Mankind Ascendant
Fifth World to be

You know, for all the talk of human potential it's rather disappointing to see how little of it has been gleaned over the years. Is it the successive Crisis events resetting the development gained by humanity which happen to coincidentally strike around it's modern era? It can't be as simple as that, what with the numerous futures that have been visited in such timelines.
Well, now's your chance to decisively, and personally, affirm mankind's supremacy. It is the post-Crisis era, and Darkseid has named himself the self-appointed representative of Order and Chaos. He seeks to dispatch Dr. Fate, who they believe to be the new model of humanity to come. Little does he know that due to other events there are technically *two* Dr. Fates operating at the moment, neither of which are the original.

This skirmish is, ultimately, a speedbump to your true goal: **To bring about the 5th World in which mankind truly ascends to the level of the New Gods**. How you do this is entirely up to you; humanity has great potential, and simply needs help to harness it. Conduct a ritual to channel and conduct the currents of belief brought about by the Kali Yuga to jumpstart mankind's evolution into godhood? Use technology obtained from elsewhere to augment and enhance them? Either way, you have ten years in which to use any and all resources you have to bring about a transhuman renaissance for the good of mankind.

Much of the population is likely to be grateful after getting over the shock of such an ascension, but apart from whatever treasures or blessings are bestowed on you by the newly deific humanity for this accomplishment the universe itself recognizes you as a **font of superpowers.** A fragment of the cosmic energies unleashed by humanity's apotheosis is imbued in you, and with it you can grant powers or unlock and/or amplify existing ones in others by imbuing them with the Meta-Gene using a sort of cosmic ray. Initially you can only grant one specific powerset such as gravity control, shapeshifting or an unusual attunement to a local cosmic force on top of breaking through internal barriers to access native ones-although with skill and practice, you can refine the Meta-Genes you hand out to provide more varied powersets. However, once this power is unlocked for the individual you can greatly enhance their control and power over it-and with continuous use and practice, they'll gain greater uses of it over time. You won't be able to turn whole civilizations into gods overnight unless you already could, but you'll be able to lay the groundwork for such breathtaking leaps in evolution for the generations to come.

Retroactive Reveal

=== === === === === === === ===

DC is a world in motion, constantly being changed and upturned by the pen of the writers and by the actions of it's characters. New, groundbreaking aspects of reality are regularly being discovered, the multiverse has been replicated and recombined over and over like a magician springing cards, and the very fabric of reality is constantly in danger of total annihilation. This section gives you the chance to make some reveals of your own, changing the narrative before you enter into it.

You start with 0 Retcon Points. You can convert CP to RP at a 1:2 rate.

Alternate History

100 RP each

Change a basic conceit of history, such as Superman being an alien from Krypton who works as a superhero on Earth. You could make him a human sent away from Earth before a disastrous meteor impact who uses his Green Lantern Ring to protect Krypton, or a mutant who can innately channel all three cosmic Forces to gain his powers. You could even make it so they knew you in their childhood or possibly even adopted you into their family, although not in ways that meaningfully alter their capabilities in the current era. This can't be used to change things like general identity and morality.

Bizarro All Along

100 RP each

Alter the identity, loyalty and motivations of a character, whether they're aware of it and have been playing the long con, still believe themselves to be who they were before or simply exist in a timeline where events legitimately imposed such relationships on them-or broke existing ones. You can't make them loyal to yourself or your organization unless you pay an extra 50 RP. Keep in mind that certain characters of cosmic significance or inherent reality-altering/resistant nature may revert back to their previous selves; there is a significant chance for example that a Superman revised to bring the glory of Anti-Life upon virgin worlds will awaken to justice, or that a Darkseid adopted by the Kents as a baby who was inspired to be a hero will eventually descend into villainy. Or that someone like Ambush Bug might start complaining about the retcon, quit his accounting job and run off to party.

It was Jumper, Barry

100 RP each

You are now responsible for a great many tragedies, to a ludicrously implausible degree, for one specific character. The only limit is that they must not have been harmed permanently in a way that impairs their existing role and position in the current canon of whichever era you're in. This is about inflicting immediate suffering, degradation and humiliation not lasting harm or meaningful consequences.

You may choose whether or not the character knows it was *you* who did all that to them at the start of your jump.

That One Time Supergirl Joined The Red Lanterns

Variable RP

Through a series of unexpected events which happened right before your arrival, one particular canon character has spontaneously gained a power they didn't have in canon. Build a power in the Powers section which the character obtains; the price in RP is the price in MP. This option may be repurchased for a single character to gain different powers, or for multiple characters to gain the same or different powers.

Backstory in SPACE

Free for Genius Loci, variable RP for others

Your entire origin story is rewritten to incorporate a new civilization and homeworld you were raised by shortly before arriving at your current location. You gain access to the customization tables below with which to flesh out your retroactive history. Options aligned in middle text represent separate choices, although if you want you can purchase them along with other options to further detail the specifics of your origin.

Those with the Star or Planet Genius Loci race option gain may gain a corresponding purchase of Backstory in Space at the Star, Solar System and Home Planet level to design their circumstances. Likewise those with Dimension race option may design their internal lay out per the Dimension section.

Star, Solar System and Home Planet (400 RP)

The home planet you originally hailed from. If you already own a planet, solar system, or similar, or otherwise have one following you, you can import it here. Likewise if you *are* a star or planet-sized structure, use this section to gauge the approximate scope of your existence (before accounting for other native abilities and…whatever demented ancestry gave rise to you, if you're some sort of genius loci-hybrid). Purchasing powers as a celestial body can be assumed to scale them up to be proportionately similar to scope to you as they would be for a human-sized being, for example a sun wholly comprised of one of the Emotional Electromagnetic Spectrum energies.

Location

Lethal
+400 RP
Your planet is in a very dangerous area of space. Threats to the civilization will frequently arrive, immediately hostile or in search of some goal or other. While the common classes of galactic scum are the most frequent nasty customers, it's not out of the question for a force as great as Warworld to show up.

Dangerous
+200 RP
Your planet is in a mildly dangerous area of space. There's always the chance a large threat to the planet could arrive from the stars, but this isn't guaranteed to happen while you're here. Space banditry is common, but nothing a single average Lantern couldn't handle easily. Doing anything to attract attention to yourself is probably a bad idea.

Safe
0 RP
Your planet is in a safe part of space. You're basically never going to see major threats appearing from space unless there's something else drawing them in from far away. You have free reign to explore and expand into your local region, and make alliances with whoever lives nearby.

Ward System
200 RP
Your planet is located near a powerful civilization such as the Kryptonians or the Guardians of the Universe that is benevolently inclined to you and/or your people. Their culture and progress will 'rub off' on yours in positive ways, increasing the rate at which you develop, and being this close to a major power will deter many threats that might otherwise show up.

Star Size

Rogue Planet
+600 RP
Your homeworld isn't beholden to any solar system. Perhaps it was slingshotted out of it's gravity well eons ago, or survived the explosion of it's star. Maybe it was even originally formed all the way out here in the dark? Regardless, instead of orbiting a star your homeworld is wandering the universe as a rogue planet. Cannot take Safe planetary stability due to a lack of natural heat.

Dwarf
0 RP
Your homeworld orbits a star the size of Sol. Dwarf stars are relatively small in the grand scheme of things, and have a low luminosity.

Giant
0 RP
Your homeworld orbits a star the size of Rao.

Supergiant
100 RP
Your star is pretty big. It's one of the largest in the universe.

Binary System
100 RP each
Add a new star to the system. The stars orbit each other, resulting in a complex day/night cycle for their planets.

Star Color
If Rogue Planet was taken, you don't have a sun and this applies to your planet instead. For Genius Locis at the **Star** level of size, the second price refers to how much it costs to be the celestial object.

Varicolored
0 RP
Purple, indigo, blue, green, orange-there's a lot of exotic colours stars can burn at. Whether because of exotic (to Earth) gasses or radiations, you/your star has one of those colors, and is also a relatively young or middleaged star to boot.

Yellow
100 RP
Like Earth's own sun, you/your star throws off bright nourishing yellow sunlight. As a star about the same age and made of the same composition as the sun you/your star can amplify solar power-using lifeforms like Kryptonians' physiology greatly.

Red
0 CP
You/your sun is a red giant, having gone into it's old age. Some would be cautious about living near such a structure.

Red Dwarf
0 CP, +200 RP to be
Your/your sun is a red dwarf, having collapsed in on it's own gravity well somewhat. Structures like this have a 10 trillion year lifespan and are quite energy-efficient compared to other stars, in exchange for having less energy output.

Pulsar
+200 RP, 800 RP to be

Oh *shit,* how did your species even evolve near a star this deadly? Your star is a highly magnetized white dwarf or neutron star (the collapsed core of a supergiant star) that emits beams of electromagnetic radiation out of it's poles. Your species likely either has specific adaptations to survive in such conditions or technology-possibly provided by a precursor species, if yours is too primitive-that can somehow shield you from these deadly blasts. If you *are* the pulsar, you can control your pulses to the extent of storing them for energy or focusing them in battle with pinpoint precision.

Black Hole
+600 RP, 1800 RP to be
This is just ridiculous. Your species *somehow evolved near a black hole,* a massive gravity well crowned with an event horizon. Without significant technology or physiological traits your species' lives are likely dark, hellish oubliettes they all wish to escape from. If you *are* the black hole, you are frankly some sort of inexplicable cosmic horror that can somehow sense nearby objects and communicate with them *despite having a gravity well from which light can't escape.*

Solar System: The celestial bodies around you, and your starting location as a planet or star.

Barren
+400 RP
There is nothing else but your planet and sun in the space that would constitute Earth's system. A shortage of natural resources for any spacefaring civilization.

Scant
+200 RP
There are around four other planets, spaced further than Venus or Mars are from the Earth, in distant orbit which are either uninhabitable by Earthly life or have few or difficult to extract resources.

Earth-like
+0 RP
The conditions of your nearby solar system resemble those of Earth's. Alternatively, there are fewer planets but they are inhabitable by organic life.

Plentiful
300 RP
There are more planets than there are in Earth's solar system, and many of them can sustain organic life. Some may even have civilizations on them if you wish, though none as advanced as your species'.

Asteroid belts

100 RP
There's an asteroid belt in your solar system; if it was already Earth-like, there may be an additional one. Another fine addition to your species' resource collection needs.

Valuable Mineral/Energy
200/400/600/1200 RP
Your homeworld naturally produces some sort of material or energy that grants a significant edge to those capable of refining it. For 200 RP, this is simply something like a really good starship plating material or fuel, or a type of algae that can be used for easy terraforming of worlds as extreme as Venus or Mercury into paradises-nothing world-shattering, but able to grant a significant edge in an interstellar conflict or colonial effort. For 400 RP, this resource is something like a radioactive fuel that can hyperaccelerate evolution to empower individuals to the level of flying brick metahumans or grant psychic powers. For 600 RP this resource is extremely versatile and powerful, like Nth Metal, the kind an interstellar imperium could build a whole war plan around. Finally for 1200 RP your resource, like Element X or the form of Orichalcum created by the Delta Effect, is somehow an aspect of the fundamental creative forces of existence itself-and can do virtually anything even before being harnessed by extremely advanced technology.

Instead of veins of ore or fruits or somesuch on the planet, you may have the resource present in your sun or in any asteroid belts you have. You may repurchase this option, each purchase distributes a significant amount of the resource across an area comparable to stocks of oil on Earth. You may also repurchase this option to have different types of such resources.

Planet Size:

> **Small**
> +50 RP
> You/Your planet is diminutive as planets go, larger than the moon but smaller than the Earth. The gravity is noticeably weaker.
>
> **Moderate**
> +0 RP
> You/Your planet is roughly the size of Earth.
>
> **Large**
> +100 RP
> You/Your planet is significantly larger than the Earth, potentially approaching Jupiter or Saturn in mass despite its composition. Humans would require some sort of leg brace system to walk on it, and your species can be considered strong, fit heavy worlders by most other planets' standards.

Planet Type

Rocky
+0 RP
You/Your planet is composed of sediment, tectonic planets and a molten core similar to Earth.

Gas
+0 RP
You/Your planet is a gas giant that your species has somehow colonized.

Energy
+200/800 RP to be
Your planet is comprised of some sort of energy, making inhabitation by most species an impressive feat.

Planetary Stability
How safe your planet is to live on, and how long this safety will last.

Safe
0 RP
Your planet is thriving, with a biosphere safe enough that humans can live here without special protection.

Dead
+500 RP
Your planet's core is static and unmoving, causing the magnetic field to fade and exposing the planet to the merciless buffeting of outer space. The atmosphere has been stripped by solar wind, and radiation and other energies have rendered the surface a barren and desolate wasteland. If you have any population or ecology and they aren't unanimously superpowered, they must live in enclosed shelters or quickly perish. Alternatively the population may be some form of robots, undead, negative energy beings or some other exotic form of life ill-suited for coexistence with most lifeforms in this world.

Deathworld
+400 RP, 400 RP to be
Your planet is alive, yes, but maybe *too* alive. The flora and fauna are incredibly dangerous, and coming here would essentially be suicide for all but the most powerful species. Diseases have equal lethality to species with underequipped immune systems, and are extremely infectious.

Doomed
+600 RP
Your home planet is in the process of dying, and it's not going quietly. In a year's time it will explode, killing everyone on or around it instantly (unless they can take an exploding

planet to the face and walk away). If you imported a pre-existing planet, it won't respawn unless you find a way to rebuild it yourself. If you *are* the planet…I hope you have a good way of fixing yourself.

Moons

Moonless
+100 RP
You/Your world lacks a moon, and likely also the natural tidal movements of Earth.

Moon
+0 RP
Your world has a single moon, proportionally sized similar as the Earth's is to itself.

Moonful
100 RP
Your world has multiple moons, somehow moving in synchronized fashion around it. This option also lets you have bigger or smaller moons than the standard set by Earth.

Alternate Dimension (800 RP):
The conditions of the dimension you inhabit or embody, if you have one

Size

Immeasurably Small
+600 RP
Your dimension is too small to be perceived. Some would argue it doesn't even exist, although you would argue those people have no business sticking their noses into other people's dimensions.

Kingdom
0 RP
Your dimension is the size of a kingdom, one you'd find on Earth in the middle ages. It's sky is self-contained within this area rather than being true celestial bodies.

Planet
200 RP
Your dimension is roughly the size of Earth. Its sky is self-contained within this area rather than being a view of true celestial bodies.

Solar System
400 RP

Your dimension is 300 AU across, a bit larger than the Sol system. You can buy up to one solar system for it. The stars are self-contained within this area rather than being distant suns.

Infinite
1000 RP
Your dimension encompasses an infinite amount of space. You can buy as many star systems as you want.

Fluid
100 RP
You can control how large your dimension is, or have it be an automatic process to keep itself as large as needed without unnecessary space. Its limit is the highest size you bought here or imported.

Welcome to My Universe
800 RP
You can temporarily enforce your dimension on another one, bringing over anything inside and forcing the rules to comply with those of your own.

Physics

Baseline
0 RP
The physics of your dimension are wholly consistent with those of Earth.

Dynamic
200 RP
The physics of your dimension are anomalously divergent but in ways that organic life can still consistently interact with. Think about gravity so weak a mortal man could leap over a small building, or some sort of electromagnetic field that lets floating islands happen. Or a sea that flows upwards into the sky.

Non-Euclidean
400 RP
As above, but this is the point at which your dimension may have non-euclidean architecture and temporal or topological anomalies as well as environmental ones. Looping hallways, castles that can only be walked into through mouseholes, buildings that are bigger on the inside, gardens where the changing seasons happen in minutes-space and time is like putty in here here.

Imaginary

600 RP

This is where things get really trippy. The physics of your dimension are so lackadaisical that normally ephemeral or abstract phenomena and concept can be interacted with-and interact with the physical world. While this affords tremendous reality warping potential, bear in mind magic, sufficiently advanced technology and other external forces can potentially interfere with the process and as a general rule the effects are more significant and difficult to challenge the larger your dimension is. A dimension the size of a few houses would still be able to overpower lesser gods and fallen angels-but at the same time they'd have a fighting chance if they played their cards right to escape, survive and fight back. People walking in and out of paintings, shadows that move on their own, a fire that makes souls tangible and inexplicable large sound effects that pop out in the background of people hitting each other hard enough are all possible. There's probably a way to harness them to your own advantage if you're clever enough, and while the odd physics do not extend outside this dimension things created in it potentially can. With **Population** selections at **Global** and above even things like "how many citizens you actually have" and "what are they doing at any given moment" can be made ambiguous, resulting in effectively endless hosts.

Controlled

800 RP

Like the wretched place Tsukuyomi built after his untimely, accidental death at the hands of his brother Kagutsuchi (and the machinations of Lucifer Morningstar), you had a direct hand in the setup of the laws of physics-and can have them "preset" in some configuration. At this point you are still limited by the stipulations of **Imaginary** but can more directly alter things from how they were preset. Your control over it is commensurate with your overall power, though still significant; consider that even as a technically dead god Tsukuyomi could stitch lost souls he caught into lanterns and even restructure causality such that blows dealt to him automatically struck his attackers.

Nonexistent

1200 RP

Your dimension has conditions entirely divorced from those of the physical multiverse. It may be entirely comprised of the Sphere of the Gods, or be some sort of archetypal world. It may be a realm of pure nonexistence like the one Dr. Fate needed his tremendous magical power to survive in, or the bizarre dimension that Larry Trainor's negative energy spirit comes from. It can be higher dimensional or somehow a *lower* dimensional realm able to tangible affect visitors from other planes of existence, or as chaotic as Delirium's own realm, or a realm of pure narrative. The very state of being of this realm makes conquest by traditional means almost impossible. You may buy **Controlled** with this as a discount.

Extraphysical Forces

How magic, supernatural, psychic, divine, and cosmic forces interact with your dimension. By default they function as normal. You can buy these for each, or buy them for all five forces at half the total cost.

Null Effect
400 RP
The chosen force either doesn't exist here, or is actively nullified by some sort of effect. Natives and yourself may, optionally, be exempt from whatever effect causes this. Keep in mind this doesn't stop normal users from affecting the dimension from the outside, and that while as with **Imaginary** this effect scales with the overall size and scope of the dimension it may be possible for the powerful to counter-negate it.

Amplifier
400 RP
Whether becomes of leylines or magitech constructs, some aspect of the dimension makes the chosen force much more powerful. Think fireballs the size of snowballs become big enough to set whole buildings aflame. The force suffuses this dimension, and even before accounting for other purchases the natives are likely deeply attuned to it.

Corrupted
600 RP
The chosen force is somehow corrupted or subverted by the ambient nature of this world, becoming easier to use by natives and turning against those who resist it's influence. Magic may possess the user, drive them mad or resculpt their bodies for example. Cosmic forces may gain parasitic aspects, solidify and become tangible or whatever is thematically appropriate. And so on. If you have **Controlled** you can direct, focus and amplify these effects at will.

Elemental Font
1000 RP
Your dimension is not just an **Amplifier** (stacking with it if also purchased), but somehow continuously generates an elementally pure, primordial and raw form of it. If it is magic, your dimension may be akin to the Atlantean Darkworld without **Amplifier**; with it, it is something tantamount to a geographical version of the human Opener. If it is the Speed Force, the realm may thrum with the raw power of acceleration itself; with **Amplifier** it may even be possible to access and harness sub-forces like the Strength Force and Sage Force without risking burning out the Speed Force as a whole, and with some skill even tap into the legendary Forever Force.

Civilization (400 RP):

By default, there is no race more advanced or dominant over your homeworld than a band of wild chimpanzees-assuming life exists at all. By purchasing this your homeworld gains a native race inhabiting your planet, star or dimension-or your personal terrain somehow linked to your backstory. If you yourself are the genius loci, you have a wide discretion to customize their appearance, aesthetics and nature beyond the traits listed below. If you are not a genius loci, they may be a different species as listed above which adopted you or the same one you are for free before other modifiers

Unless otherwise indicated, select one choice from each subsection.

You may pay 200 RP to import a civilization you already have into this section.

Native Physiology: The power of your civilization's biology and "natural" energies, as opposed to energies of a cosmic scope such as the Seven Major Forces.

Weak
+400 RP
Your species is noticeably weaker than humans. A modernunpowered human would seem to have amazing superhuman abilities in comparison. Think Adam Strange on Rann.

Mortal
0 RP
The rest of your race is about on par with unpowered, mortal humans.

Empowered (Must not be a pure-blooded **Genius Loci,** unless **Imaginary, Controlled or Nonexistent** are taken**)**
Variable RP
The rest of your race is about on par with some or all of your biological powers from this jump. This costs your race's CP price in RP, i.e. double.

Superior

200 RP
Your race is significantly more powerful biologically than modern baseline humans. Think centaurs, minotaurs-or dryads and amorphous slimes for less conventional forms. If they are humanoid of form, expect them to be able to throw cars around and be resistant to low caliber bullets.

Mighty
400 RP
Your race's members have significant biological assets over modern baseline humans, enough that a whole town of them would have poor odds against one. Think a massive dragon or hydra, or a race of living machines with flight and energy projection capabilities as well as a hivemind.

Devastating
800 RP
Individual members of your race are now threats to entire modern Earth cities and even continents, or may be able to save them from natural disasters on a similar scale. If focused on brute strength, they could be about as strong as Mongul. With a broader spread of capabilities, they could be on par with the Green Martians or the Czarnians-or even outright energy beings.

Worldbreaking
1200 RP
Like the Sun-Eaters, your race can descend on a planet or star and simply through brute force tear it apart. They may even have exotic life cycles as the Sun-Eaters do to become adult star vampires much more powerful than their animalistic life stage. If they are esoteric beings, as living ideas they could easily subsume most organic populations without powerful defenders.

Cosmic
2400 RP
Either like the Silver Age Kryptonians your race is capable of ridiculous feats of pure physicality and energy absorption that scale with unclear upper limits, and can improvise new powers on the fly. Or like the Hyperfly species of Venus that the hyperintelligent Mr. Mind belongs to, after a certain incubation stage your species can do something like *devour space and time themselves* as part of their life cycle. At this point, individual members of your race justify team-ups across space and time by heroes if they see you as a threat. As abstract entities your race is likely a match for the Nomad Empire: Abstract beings with more advanced willpower-based weapons than even the Oans-capable of reshaping civilizations into augmented toys in an instant by sculpting matter and energy with will directly rather than requiring light constructs, harvesting sentience itself into hyperdimensional energy or even deploying the Ultrawar weapon: A conceptual conflict-engineering ray that compels all targets it is deployed against, from

the mighty Malthusians and the stars above to the meanest atoms, to engage in conflict against each other until naught remains.

Population:

Demographics
100 RP (Can be purchased in addition to other options)
It is assumed your race has whatever demographics make sense at an evolutionary level, however with this you may skew details such as gender and hair colour i.e. anything to do with biology which is strictly necessary for reproduction or is purely aesthetic-even if your civilization is not conventionally organic-within reason to whatever you wish.

Edenic
+100 RP
Ah, so you're a fan of old Yahweh's classics? There are only between one to three others of the dominant civilization. Hope that they get along well.

Tribal
0 RP
A few bands of the dominant civilization roam your dimension, enough that if brought together they could form a small village.

Single city
200 RP
Enough of your civilization exists to make up a city the size of Chicago, were they humans.

Terrestrial Empire
400 RP
Your civilization has numbers equal to any modern first world nation.

Global
600 RP
Your civilization is equal in numbers to humanity's in the modern age.

Solar System Empire
1000 RP
Your civilization has enough populations to have colonized most of Earth's solar system's worth of planets and moons with populations roughly the size of Earth's.

Celestial Empire
1800 RP
Your civilization is populous enough to be as populous as the United Planets' multiple galaxy-spanning jurisdiction

Technology level

Primal
+200 RP
While still technically a civilization, your civilization either does not comprehend, disdains or operates on an entirely different paradigm from conventional complex technology. They're not necessarily cavemen-like in societal development depending on your choices, and may be choosing to live in harmony with nature of their own initiative.

Medieval
+100 RP
For some reason, your civilization's technology is at a medieval era's in scope. The most advanced weapons you'll find here, located in the most advanced parts of your civilization, are primitive attempts at gunpowder and explosives.

Modern Age
+0 RP
Your civilization's technology is equal to that of modern Earth.

Space Age
100 RP
Your civilization's technology is at a level comparable to that of many spacefaring races-though none powerful enough to carve out and rule an imperium of their own. Still, things like healing rays, energy weapon, easily built AI drones and rapid interstellar travel are well within it's capabilities

Space Age++
600 RP
Like Warworld or the Dominators, your civilization's technology has progressed to the point where they have what it takes to be a serious contender on the interstellar battlefields. As a benevolent race, they may be able to terraform whole worlds rapidly or provide advanced medical care for large populations at once. As a malignant one, planet-destroying superweapons, grey goo-style nanite weapons, shrinking rays and all the evils of the Psions are within their capabilities.

Cosmic
1200 RP
Your civilization's technology has progressed to a point where the Guardian and Controller factions of the Malthusian race[31] would regard you as equals. It has managed

[31] In the New Earth era, leprechauns are also considered to be long-lost Malthusian colonists. They essentially went native, lost much of their technology and made a name for themselves in human legend. Don't…don't think about it too hard. Also in the New 52 era, a rogue Malthusian who feared the coming of

to efficiently master a form of technology that harnesses a cosmic force in a similar manner to how the Malthusians have mastered willpower-and mass produced it's use to the Green Lantern Corps.

Other Side of Magic
1800 RP
Your civilization's technology resembles that which is used by the New Gods, the Monitor race and far-flung future iterations of humanity witnessed by Tim Hunter when escorted into the distant future by Mr. E. It is terrifying and incomprehensible to most races. Feats such as artificially creating powerful space-time traversing demigods through a hybrid of mortal man and cosmic god, building boxes that can convert an entire universe into energy and recreate it without a great evil tainting it and composing strands of Hypertime in what amounts to a feat of artificial destiny-grafting *as a side-effect of* building a component that can activate a "cosmic safe room" hypernetwork which secure near-total control over the reality of a star system, move it at ludicrously fast speeds even by this world's standards and protect it from even cosmic incursions from the mother of the multiverse itself are within your civilization's reach.

Mysticism (Magic Level):

Muggle
0 RP
Your civilization has no innate skill, potential or understanding of magic. It may still be possible to teach them some things, but they won't be particularly good at it.

Spark of Wonder
300 RP
All members of your civilization have a modest talent for magic-with even the dullest members being able to do things like lighting candles with a wave of a hand, animating mops and buckets or restoring a rusty car with a wave of the hand. They'll be no match for an actually skilled practitioner, but their gift for magic will be great and common enough that it can be a publicly studied subject that they can hone to produce greater numbers of professional magicians than most iterations of modern Earth-0.

Xeno Magi
600 RP
Your civilization has magical gifts approaching those of Atlantis. Bargaining with otherworldly forces to create new dimensions, gathering the innate magic of the environment to produce an artifact that can heal worlds of all woes and gift barren ones life-or distorting that artifact into a force that can kill gods is all within your civilization's capabilities.

Occult Species
1200 RP

---

emotion founded an interstellar cult called the Pale Bishops who have apparently managed to weaponise the *absence* of emotion through some combination of spirituality and high tech staffs.

Your civilization is not merely powerful in magic-it is innately magical on the same level fae, demons and elemental spirits are. Every hair, every drop of blood and bead of sweat from your civilization sings with mystic forces-and their physiologies may be enhanced by the forces empowering them. The greatest of your civilization's kind shall be as powerful to the least as the demon lords such as Neron and Trigon are to the rank and file of hell. Feats such as elemental blasts powerful enough to wreck fleets of starships then eventually conquer universes (if not actually blow them up, with only their own effort to draw from anyway), enchanting houses to travel through space and time and making eternal devil's bargains are within their reach.

As Thou Wilt, So Mote It Be!
1800 RP
Your civilization *regularly* wields magic on a cosmic scope few can even imagine. It may even *be* an incarnation of magic, in some abstract sense. Their gifts alone grant them staggering power over reality, akin to the genies of Earth-0 and the visiting 5th Dimensional Imps. And when it comes to knowledge, even the Lords of Order and Chaos would respect their wisdom-although it is difficult to directly compare such powerful beings. Building an infinite tower out of wishful thinking that is simultaneously a higher dimensional nonsense gameboard, completely altering the histories of entire species or interacting with and manipulating higher dimensions is well within your civilization's magical talents. A group of them could even invade Heaven and lay low the angels guarding it-save the Lightbringer and Archon whose each hold half of the Presence's power.

Divinity

Mortal
0 RP
Your civilization is, well, not divine.

Premonitions of Divinity
600 RP
Through spiritual practices, highly specialized mysticism intense meditation and other esoteric practices your civilization has developed some highly specific magical techniques that let them borrow or channel divine powers and may eventually permit highly experimental attempts at apotheosis. The results for the latter are unpredictable, but being able to control and study effects such as the curse that has empowered the Cheetah into a worthy foe for Wonder Woman is nothing to sniff at-although this field of research is much narrower than the mystic traditions available under **Mysticism.**

Demigod Species
1600 RP
Your entire species has the blood of the gods running through their veins, though it is not pure. While still tremendous powerful in body, mind and spirit as well as possessed of great gifts related to their divine ancestry, they may be collectively considered in the

middle-upper class of metahumans on Earth-and rarely boast individuals as uniquely full of potential such as the First Born, Wonder Woman, Grail or Merlin of the New 52, Rebirth and Infinite Frontier eras. Alternatively your civilization may be ambiguously empowered by cosmic forces to a level that straddles the line between legitimate godhood and sufficiently advanced aliens, such as the House of Tuath-Dan. This still carries the potential for wielding forces like an “omnipresent energy” which lets one control matter and energy with energy beams to the extent of being able to transplant one’s consciousness, as well as physical prowess able to fight evenly with a powerful Lantern ring bearer, elemental powers capable of devastating the surfaces of whole planets or charms capable of bewitching or driving to despair entire civilizations.

Pantheon
2800 RP
Your civilization comprises an entire pantheon. You may, optionally, make it a long-lost expat group from an existing one. Perhaps the Aesir had some cousins who fell into another dimension and settled there? Or possibly your civilization is a faction of angels who sided with neither Heaven nor Lucifer and went into exile. It might even be a stray group of New Gods-or an inert colony of those who survived Urgrund’s destruction somehow. There may be more developed mortal civilizations in your dimension to explain how they have persisted without faith from the conventional mortal realms.

When combined with certain **Mysticism and Native Physiology** choices this can be used to model the more exotic forms of deity in this world. Note that while New Gods in particular have an inherent grasp of **Technology** commensurate to **Other Side of Magic,** purchasing **Other Side of Magic** for them would have them discover an unrelated branch of technology equally effective to their traditional forms of artifice. Similarly, while pantheons may be intrinsically connected to magic **Mysticism** can enable them to branch out by tapping different forces or traditions for power, and bypass the normal limits they have to work with.

Spacefaring Capabilities

Grounded
0 RP
Your species is currently incapable of space travel, unless they are physiologically capable of it inherently.

Pioneering
50 RP
Your species is capable of limited space travel by means of artifice, ritualized psionic projection to open a portal across lightyears or similar means beyond personnel-scale travel but currently restricted to only their system.

Exploring

100 RP
Your species is actively exploring space, with a few specialized space stations in other systems, but no permanent settlements.

Expanding
600 RP
Your species maintains several colony worlds and a small space fleet, and has robust but exclusive space travel. It is well-versed in interstellar combat, and may be considered a force on par with the Thanagarians in terms of military might.

Established
1200 RP
Your race either rules an interstellar empire and maintains a large and powerful space fleet, or has force projection across the universe with very little actively occupied territory. It's individual members are likely capable of rapid interstellar propulsion, and in sheer military capabilities is a match for Warworld.

History

Nonexistent
+50 RP
Your civilization was literally born yesterday. Or somehow had history spring up *around* it without the valuable life experience that would have come from actually lived it. Or suffers fake memories of a civilization's worth of history. Expect things to get weird, and people to suffer a few existential crises trying to puzzle out what's even going on.

Brief
0 RP
Your civilization has organically formed just like modern day society on Earth. It has had its ups and downs, which have come together to determine what it is currently like.

Placid
100 RP
Your civilization has experienced an unusual amount of harmony, stability and general lack of conflict. While this arguably leads to stagnation in some areas, it has also greatly improved cohesion within the civilization and led to greater prosperity as well as time to innovate existing techniques.

Epic
800 RP
Each moment in your civilization's history has been more epoch than the next, defined by grand discoveries, virtuous heroics (or depraved villainies if that's what you prefer) and profound achievements. The very tapestry of fate seems to have set your civilization

towards achieving some distant, wondrous destiny far and beyond that of most mortal life.

Local allies

Hostile Brutes
+100 RP
Wandering bands of primitives look upon your civilization's ways with distrust and violent aggression. While vastly inferior to you civilization's advances, usually technologically rather than physically although individual bands of primitives may vary, some are powerful enough to give a good fight-especially in raids. With time and effort, these foes may be pacified or simply hunted to extinction.

Singular
+0 RP
Your civilization is the only example of intelligent life in your dimension.

Tribute To The Wise Ones
100/500 RP
A relatively primitive civilization holds your main one in awe. Physically it may at most be only slightly more powerful physiologically than humans and any powers it has are relatively minor by Earth metahuman standards, but they are eager to serve their superiors. For 500 RP they may have significant physiological and mystical gifts as well, comparable to the likes of Martians and Mongul.

This can be repurchased for additional primitive allies

Our Friends On High
300/600 RP
A civilization anywhere between one of the less-respected interstellar civilizations in Earth-0 or Modern Earth in terms of development has become fast friends with yours. Depending on how advanced and powerful your civilization is, they may view them as trusted allies or bow down to them as gods. For 700 RP they may be physiologically advantaged as above.

This can be repurchased for additional such allies.

Cousins
1000 RP
Whatever the original population of your civilization was, double it-because another group is living elsewhere in the dimension. Whatever caused the split happened long enough ago (or "long ago" if you took Nonexistent for History) that in the current year, your civilizations are on friendly terms.

The Arts

Creative Sterility
+300 RP
Your civilization lacks any inherent capacity for creative self-expression. There are actual robots on Earth-0 who are better artists, performers and sculptors than your kind.

Novices
+50 RP
For some reason, the development of art has been a relatively new phenomena among your civilization. Outside of strictly utilitarian uses this is at the level of basic sketches and fingerpainting; alternatively if technology levels are high enough novel ideas such as "using architectural blueprints to depict buildings with an interesting aesthetic" have begun to propagate.

Peripheral
+0 RP
While a known and studied subject, for some reason or another the arts are not particularly valued field of study in your civilization for the population as a whole.

Earth-like
200 RP
Your civilization has a riot of artistic organizations, exhibitions and schools when it comes to art. Art is as significant in it's cultural development as it is on modern Earth.

Unearthly Passion
300 RP
The arts have an extraordinary hold on your civilization's ambitions, to the point of taking precedence over politics and religion-or being synonymous with them. If they have advanced technology, they will praise it's aesthetic *at least* as much as it's function. If they have magical or divine abilities, they will attempt to incorporate them into their art.

Society

Inscrutable
+600 RP
The social contract, mutually beneficial arrangements and, and…things like *friends* and *families* present in most forms of civilization is entirely absent in yours for some reason. None of them so much as acknowledge each other except when one is physically in another's way. Perhaps robots have automated their lives too long to need such frivolities? Perhaps they are all nomadic hermits with a religious sort of ascetism, or

monadic deities who feel no need for social adaptiveness? Expect any event that requires actual social interaction to be as alien and confusing to them as a human adapting to the crushing pressures of the deep ocean.

Warrior's World
+500 RP
The weak should fear the strong. There is naught but violent anarchy, in which the mighty do as they please-only to be torn apart when wounded enough for the weak to turn on them. Some semblance of order may still arise in the manner of criminal organizations and demonic pacts, but expect the freedom to inflict depravity and destruction to override all other concerns. This is the kind of society that sprang up in Hell.

Restrictive
+300 RP
The society of your civilization is somehow repressive and demanding in a way that inhibits social mobility, stagnates innovation and otherwise imposes dystopian conditions. It may or may not be akin to some politically minded writer's caricature of a real world political system, in sense that Virmin Vundabar is an…unsubtle critique of Benito Mussolini.

Modernised
+100 RP
Your civilization has conditions approximating those of 21st century Earth. There may be significant conflict and divergence between political agendas, but a trend towards mutually beneficial self-interest and stability over open warfare has emerged-though tensions remain strong, and the subtler problems of corruption, lobbying and political gerrymandering remain prevalent.

New Hope
+0 RP
Your civilization has, for whatever reason, only newly just drafted a constitution. It is untested in realpolitik, but there is a general trend of optimism and idealistic fervor among your civilization for having a newfound sense of national identity.

Prosperous
200 RP
Your civilization's social norms, culture and systems of governance are somehow qualitatively superior to those of modern Earth-and most other planets too. It may be due to the benevolence of the populace, highly efficient management by a supercomputer, a literal Magic Politics Pixie who scrapes away all that nasty, yucky toxic society every night in a magic sack or really just about anything, however outlandish, as long as it's primary effect is social contendedness and dynamism.

Paradisical
400 RP
Your civilization is deeply enriched and fulfilled at a cultural level. Even if it is a totalitarian dictatorship or highly militarized force, it somehow is so in a way that brings transcendental harmony and bliss to the inhabitants, like Heaven. All individuals are somehow able to achieve self-actualization and expression without detrimental effects to the population as a whole, while remaining dynamic enough to avoid indolence.

Meta-gene Propensity: You may purchase multiple options in this section, to determine the latent potential of your civilization beyond what they are consciously capable of.

Powers? What powers?
0 RP
Meta-what now? Your civilization has no inherent capacity for spontaneously developing or acquiring superpowers. Their inherent physiological gifts, magic or science might still give them powerful abilities, but they will be known qualities rather than the kind of outside-context shenanigans that could lead to a magician also being a technopath or a dragon gaining access to the Speed Force.

Psionic
500 RP
Even if your civilization was not already capable of telepathy, they have latent psionic abilities as potent as that of the Martians. If they were already psionically capable their abilities would scale upwards correspondingly; if for example your civilization was already Martian or functionally Martian in capabilities then it would be to Martians what Martians are to mundane, unempowered humans.

Upliftable
600 RP
Like the Kryptonians and Daxamites, your species has tremendous inherent potential that can be trained out by experimentation and practice. This does not refer to the biological ability of Kryptonians to absorb solar radiation to empower themselves, but their potential to grasp more esoteric abilities like Torqasm Rao-or precursor Kryptonian lifeforms such as Doomsday having tremendous adaptive potential. The means to bring out these abilities are fairly difficult, but will have correspondingly potent gains as a result.

Growth Stages
2000/1200 RP
Upon a certain age, like Sun-Eaters and Venusian worms your species undergoes a transformation to achieve a mature stage. Correspondingly long developmental periods will result in greater transformations although even relatively short ones can still bring staggering improvement, as demonstrated by the sheer power a mature Sun-Eater

boasts-requiring entire teams of extremely powerful metahumans who can hard counter it's abilities to bring down while an immature Sun-Eater can be felled by a dedicated and experienced team of Lanterns. This form may grant new powers as well as overall staggering improvements to what the rest of this section has defined their baseline traits as.

For a refund of 800 RP, your species periodically devolves back into its "normal" mature stage, as Sun-Eaters do.

Apex Predator
4000 RP
God have mercy, there's another one. It appears that like humans, your species has an unparalleled ability in all the multiverse to attune to cosmic forces and harness them to their own ends. While yes, this does mean simply exposing themselves to high energy scientific experiments and mystical rites greatly increases the species' chances of gaining superpowers many such events can also happen through apparent coincidence-like being chosen by higher beings as a host or building a piece of anomalous technology that grants extraordinary powers. Your species is also very, very dangerous towards cosmic beings and can do grievous damage with energy projection, potentially design technology of harming such entities, have disproportionately harmful energy attacks and even have a chance to do great harm with basic kicks and punches. Expect your civilization to be crawling with those who could be considered superheroes and supervillains-even developing utterly nonsensical powers like those used by the Doom Patrol, and for it to have multiple transformative evolutionary stages en route to its full, beyond-godlike potential. Furthermore your species has a certain physiological malleability which lets it shore up any weaknesses it has by combining with another species into a single individual, as humans can do with Martians.

Reputation

Scapegoat
+800 RP
You've done something terrible to your civilization, or at least they believe you have. Something commensurate to the Original Sin, or the fall from Heaven. You will be hunted on sight by your own people, and it will take great lengths to redeem your reputation in their eyes.

Pariah
+600 RP
You are not so much hated as repulsive to your civilization in some ways, or politically unfashionable to associated with. You are still required by their laws to avoid their domains but at least you will not be actively hunted down-and stragglers or what passes for small children among them may give you small favours out of pity.

Ill Omen
+200 RP
No law prevents you from interacting with your civilization, but something about you makes them uneasy. It may be a general sense of unease, an aesthetic issue or simply a prophecy that speaks of you in negative terms.

Man on the Street
0 RP
You are just an ordinary person in your civilization, in all the ways that matter. If you are a different species you may be a bit of a curiosity, but that's about it really.

Toast of the Town
200 RP
You're quite well liked by your neighbors in your civilization. Optionally you may have a respectable occupation in it by its standards and the prerequisite skills to do it effectively, even if you don't you're somehow well-liked by those who know you.

Elite
400 RP
Either you're among the upper class of your civilization, or have achieved something that has earned the respect accorded to a professional or one with exceptional qualifications recognized across wide swathes of your civilization's territory. You may have one such glamorous occupation (and the associated skills) optionally, whether it is being a magistrate or some sort of interdimensional soul sommelier.

Hero
600 RP
You're held up as the peerless embodiment of an ideal, and the symbol of everything your civilization stands for. Even if you had no legitimate authority you would be treated as if a respected member of the Justice League-or one of Darkseid's Elite by most members of your civilization. If you did, expect for even your political rivals to respect you and even forfeit in some cases if your civilization has elections and you ran.

God-King
1000 RP
Your word is law. Your whims are commands. Your visage is the very face of God himself. As Darkseid rules Apokolips absolutely, as the angels revere the Presence, so does the bulk of your civilization worship the very ground you walk on. Most would gladly die for you.

MERELY ONE AVATAR OF MY TRUE GLORY

1800 RP, discounted if you took Drop-In as your “career”

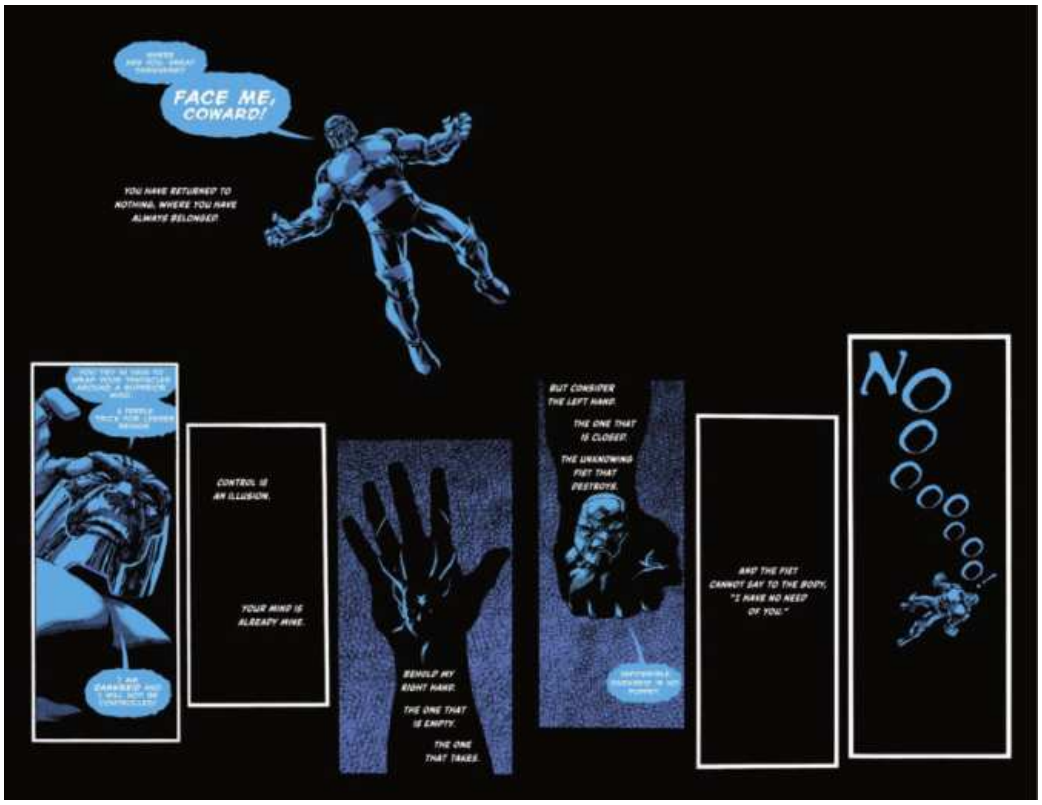
Now hold on a minute, isn’t this all a bit odd? You have all these fantastic powers, this highly marketable costume, these prefabricated relationships with the brave and the bold of this world-but where did you come from? And why are your powers somewhat disappointing for what you were hyped up to be? Could it be…that there’s more to you than meets the eye? Oh, speaking of-the least benefit you gain from this perk is that in this and every world henceforth, if you wish you may be widely recognized and acknowledged as either a cosmic force of some kind-or an ideal or archetype as significant to the dominant civilization as ~~Superman~~ Batman is to DC Comics. Or the archangels Lucifer and Gabriel are to Christian folklore. This doesn’t come with any additional authority, but none but the most attuned to changes in the cosmic order will dispute the validity of your status as a metaphysical powerhouse regardless of what your actual powers are.

The more important part of this perk is that you aren't actually you. And that's a good thing.

You see, the build you made in this jump is *merely* the avatar of the greater entity which is your true self the same way the large, rocky man who can sometimes get beaten in a fistfight with Superman and sometimes easily defeat him by teleporting him across space and time is a mere avatar of the true Darkseid-or the way the empowered form of the true Darkseid in Infinite Frontier is merely the left hand of the Great Darkness. Every superpower, every physical and mental trait, *every single perk, trait, item and other aspect you acquire from this jump and only this jump* from your beauty to your strength to your inexplicable ability to pull mangos out of a convenient portal exists at a higher order, likely conceptual and probably fundamental level. Are you a superhero that can shoot lightening out of your hands? Your greater self can conjure bolts of lightning that form elegant electric circuits spanning the entire multiverse! Are you a supervillain with a frieze ray? Your greater self owns a higher order cosmic ice cannon capable of spreading an endless winter across countless worlds! Do you throw batarangs? Your greater self throws cosmic edges of meta-metal that vibrate their way across parallel worlds at unthinkable speeds! Are you part of a crimefighting organization? While it's yet to be proven what the connection between the mysterious Xeen Arrow as well as his partner Xeen Lantern is to Earth-0's Oliver Queen and Hal Jordan, in your case your greater self is definitely part of a higher dimensional crimefighting group with all the equipment and resources that entails!

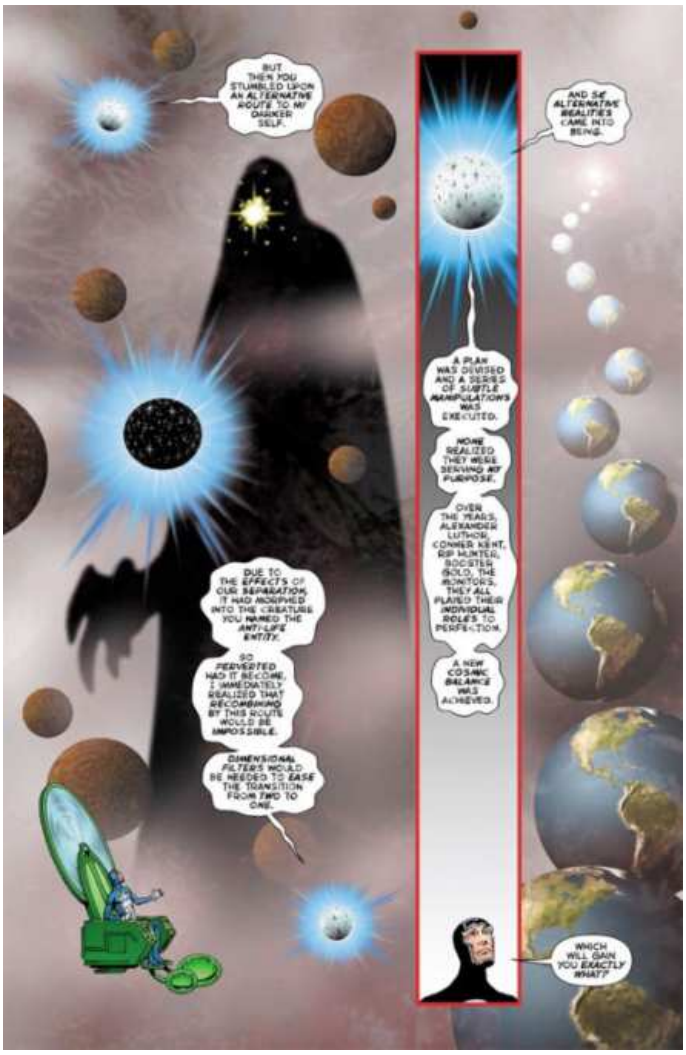
Naturally this will scale higher depending on what your build in this jump is, but even if you have somehow entered this jump as a crippled, malnourished, quadriplegic, child of one of the more insignificant races in this universe your true form would nonetheless be something akin to a lesser god of Olympus' idea-self in the Sphere of the Gods. An actual human like Oliver Green would likely obtain a form akin to that of the mysterious inhabitants of the Fifth World foretold to replace Fourth World.

Your avatar self-everything your build for this jump represents-is a diminutive but significant measure of your true self. Something akin to a **hand**, perhaps. Whatever it is, while it can be recreated from destruction it would be a significant but not strenuous effort for your true self (something akin to a moderate workout for a healthy human); were you to be sealed away by significant barriers it could take eons-though it will never cease trying to reform itself as long as your true self exist, and your true self can restore it instantly by expending will and lifeforce, energy or whatever it is that makes up your fundamental being. While it is by design and nature an obedient extension of your will, truly cosmic degrees of separation such as the constant fracturing of the DC multiverse coupled with the higher order displacement under the Dark Multiverse inflicted by the Source/Presence upon the Great Darkness *might* cause your **hands** to develop divergent yet similar motivations and wills of their own. Know however that this is only a possibility for **hands** designed to be independent spirits, that depending on its nature the **hand** may be designed in such a way to remain loyal and set out to free you, and that upon direct contact with your greater self the **hand** will be immediately and effortlessly subsumed. After that, only the greatest of miracles or the most powerful seals on your greater self could give them even a fleeting glimpse of freedom.



You can create more such avatars at will of course, but why exert so much effort just to interact with lesser beings? For the same amount of effort, you can create additional avatars-lesser beings partaking of your nature, comparable to fingers next to your **hand**. Whatever the case, any new **hand** or finger avatars you form in this manner will always have similar powers to you but potentially with greater variations on your core theme-just as Darkseid, the Empty Hand, Eclipso, the Upside-Down Man, Barbatos the Bat-God and Nekron represent different facets of the Great Darkness. Additionally whatever other powers it has, your greater self is capable of exerting it's will to corrupt beings greatly lesser to you in stature-those comparable to your **hand** in crippled form perhaps. At first little will change about them apart from their goals aligning with yours, their behavior becoming a form fitting to your desires, their destiny and "narrative role" suiting your interests over time and seemingly with little connection between the two of you. But over time, they will become metaphysically closer and closer to you until like Ares and Doomsday despite not being consciously aware of it, with every breath they strive to carry out your bidding. Furthermore if you focus a significant amount of your will and essence-several times greater than creating a **hand**-you may designate one such being as your "voice", which will find a combination of their natural abilities as well as a direct line to your power raising them above either of your **hands.** Beware of such a close communion. Such is the power of a voice that it can potentially influence you. While this is no mind control but a mere whisper, it is one close to your heart. This is not to say you are powerless to reject the voice's bidding-indeed, it is trivial for you to become aware of its presence in your life and unless it already surpasses you in power or otherwise has some sufficient technique, form of outside help or other exceptional advantage the voice lacks the ability to seize control of your abilities or greater form. But even an ineloquent voice's blathering would sound as familiar as a close friend or brother's.

Finally, once every jump if you should ever suffer genuine and ultimate defeat or death it will retroactively become apparent that ***<u>it was merely an avatar of the GENUINE real you</u>***. Don't worry, there isn't an even bigger writer making you type your build or anything! It's just that like how certain characters like the true Source in the Death of the New Gods saga (the fusion of the entity formerly seen as the Source, and the Anti-Life Entity), how the Batman Who Laughs was essentially a synthesis of Batman's strategic mind and the Joker's insanity, or the fact that Darkseid and the Empty Hand were both part of the Great Darkness it turns out your true selfhood applies "horizontally" as well as "vertically" integrating the traits of a hitherto parallel existence! You may decide the specifics of exactly how, but at the moment of your seeming defeat your second self will appear to rescue you by fusing into a greater form; if you like, you may separate yourself anew from this entity as you wish while retaining full control over both halves. This second self has a similar overall powerlevel to your initial true self, but just as the Anti-Life Entity seemed elementally opposed to the Source (at first, anyway) it's capabilities and fundamental nature may be even more radically different than from your true self to the extent of seeming-though do not doubt that together, you form an even greater whole greater than the sum of your parts!



As always-but wait, there's more! **This perk function as a capstone booster for every perk, item, power and property purchased for yourself in this jump.** This is a common sense extension of said perk/item/property being a mere fragment of your higher order being. Examples will be provided below; the rest are left as an exercise to your imagination.

Crack in the Fourth Wall: 4th Wall Breaker? *Please.* You built the damn thing! After all, you're a writer for DC Comics! You have all the powers of the inhabitants of the mysterious Earth Prime, your narratives and stories spilling out into other worlds such as that of the DC Comics multiverse to imperceptibly but profoundly influence events, outcomes and phenomena on a grand scale-up to and including causing extremely powerful characters to fail hilariously against a street-level crime fighter in tights, or retconning a man to have been a racially and sexually diverse minority all along.

Symbol of Hope: You don't just inspire hope-you propagate it. When you arrive in a setting it undergoes a tonal shift to be like the DC Animated Universe, positive outcomes becoming drastically more likely to happen and villains becoming much more incompetent and prone to failure. Even demons can be redeemed into angels, and the darkest of gods may yet be turned into best friends. Also like the Superman Thought Robot your greater self is plated in divine metals, giving it an extraordinary ability to resolve calamities of extraordinary scope, save others from seemingly certain death and redeem unpardonably vile cosmic parasite.

Perceptive Tactician: Like the Bat-God Barbatos, your greater self has an extraordinary capacity for not just planning but organizing events throughout the multiverse so that a specific outcome-like say, a traumatised little boy in an alley growing up to be the most dangerous hero in the multiverse-can be actualised. It will take time, effort and the harmonization of certain resources but in time you can set up plans or mark others for greatness with a chance to overcome even greater beings or events than yourself. Moreover, just as Batman was powerless to resist Barbatos'will by relying on his own capabilities those at the fulcrum of your schemes are also much more vulnerable to your subtle machinations.

The Heart of Truth: Just as Diana's nobility of spirit(?) won her the fond regard of the Super Celestials, your capacity to provoke compassion and understanding transcends reality. Truly alien beings, entities that have spent countless eons accepting the creation and destruction of entire multiverses sustained with the birth and death of one of their own their ordained task-your example can stay their hand where they would normally purge your reality should they deem it undesirable. No force within this multiverse is truly beyond the ability to talk down and win the friendship-or even love-of for you, and your empathy for all living things is such that you understand even most gods better than they do themselves.

The Secrets of Society: Darkseid had Intergang and his Crime Bible. You have something similar. A significant portion of all criminal and otherwise furtive organized activity naturally tends to unknowingly further your schemes, from the seemingly random activities of teenage vandals to the unsavory deeds of the Guardians of Oa. No being in this multiverse will consider

your offers of employment or collaboration at least tempting, and those wise enough to work with you will find divine providence gracing your work together. Things overseen by you run with beyond-divine efficiency, seemingly unconnected acts coming together to form ridiculous chains of mutual, professional aid that can span realities as well as vast swathes of space within universes. And like the Crime Bible, should you wish through seeming coincidence texts about your greatness that allow others to fuel rites and even miracles themed around your nature will rapidly propagate throughout the world.

Evil Beyond Imagination: The First of the Fallen gleefully embraces the archetype of devilry that Lucifer himself finds beneath him-yet you have an equal claim to being the true face of evil. All demonology, black magic and other sin-based powers become exponentially more powerful in your presence and when guided by your will-while those stained with sin find their own powers and evil nature turning against them when raised against you. With a few well-chosen words, you can spread disorder and moral decay across civilizations. All sin everywhere empowers your greater self, granting it demonic aspects and powers and making it greater, more nightmarishly corruptive, more damnably tempting. You are a free radical and corrosive force akin to what the Joker seems like in the minds of his broken victims.

Criminally Insane Dedication: Like the Furies, you are a cosmic force of vengeance armed with divine tools of office to scourge those that have wronged you-in your eyes, at least. Your greater self is to others of its kind what the Furies are to the gods-empowered by the divine right to exact punishment and inflict harm on transgressors to be able to wound even the Endless should they not fight back. But unlike the Furies it is no external metric of sin, however vague, that guides your fell hand-no, in the eyes of the world those you hate deserve what you do to them by merit of the fact you hate them. Their defenses will turn brittle, their countermeasures fail before they start, their fleeing only lead them closer to your grasp, their desperate attempts to fight back fated to handicaps after handicap. Worse of all, not only will society and even 4th wall observers if any exist come to see them as total jobbers but so long as your hatred is sustained outrageous calamities and tragedies will constantly plague their lives.

Born to Fight: At the bare minimum, you are a bonafide god of war. But it's entirely possible you are something far greater, being to them what the Erebos that approached the DCeased universe is to other mere gods of darkness. All conflict is as meat and drink to you, all war grants you more power and vice versa-your divine will can escalate a street brawl into city-wide anarchy. War is in your soul, literally, letting you be physically present wherever there is a fight. Any violence in which there is some kind of actual struggle (as opposed to inevitable and hopeless slaughter, a mental blackout or somesuch) is an open book to you, and you can freely manipulate weapons or conjure the concept of battles into places where conflict would otherwise not exist.

Magical Potential (800 CP): Hecate or Tim Hunter are to you as the alternate selves Tim Hunter created while forming entire realities with his magical potential were to him. Your magical power beggars belief and certainly dwarfs any one universe. Whether you are one of the Monitor magi-the mysterious tailors who orchestrated the iteration of the Seven Soldiers which resulted in

Zatanna casting a spell that ultimately undid the Sheeda Empire through the actions of seemingly unconnected individuals-or something even greater, whatever rules or limitations magic as understood by most actual published DC characters are effectively just creative suggestions to your mystic might.

Portal to the Mangoverse: Not only are you the rightful ruler of the entire Mangoverse but you can at minimum open dozens of portals to it at a time and make the mangos shoot out with cannoball-like force and/or precise, graceful trajectories. This is using the crippled child-standard of greater self; it is highly likely you can collapse solar systems with mangos. Enjoy your mango castle, mango kingdom, mangical mango arms and if you like mango harem.

5D Imp: Wait, hang on, you're actually HIM!? No! This is impossible even by our standards! You're…*you're not supposed to be canon!* Everybody, RUN FOR YOUR LIVES! IT'S-

I AM THE ULTIMATOR-- PERSONIFICATION OF THE 10TH DIMENSION... THE ULTIMATE DIMENSION OF ALL!
I AM THE MATERIAL MANIFESTATION OF IMPLICATE/EXPLICATE REALITY. I AM WHAT WAS, WHAT SHALL BE, WHAT CAN BE, WHAT SHOULD BE, WHAT WOULD BE, WHAT MIGHT BE--
--AND WHAT IS, OF COURSE.
IT IS MY DESTINY TO INGEST ALL OTHER DIMENSIONS AND LIFEFORMS-- TO MAKE THEM PART OF MYSELF. FOUR DIMENSIONS HAVE ALREADY FALLEN TO ME--
YOURS SHALL BE THE FIFTH!
Yikes!
Eek!
4

Ending

=== === === ===

Your time has come and gone, and now your last choice has finally arrived. This is a vast multiverse, with endless possibilities, but not so endless as the lands beyond. Where will you go from here?

Stay Here
You've decided to make your home here. All continuous drawbacks are removed, your chain ends, and your previous worlds are unfrozen. Good luck with your life here.

Go Home
You've had enough of this place. All continuous drawbacks are removed, your chain ends, and your previous worlds are unfrozen. Thanks for all the fun we had.

Move On
The adventure isn't over. All continuous drawbacks are removed and your chain continues. I can't wait to see where you'll go next.

Before you go, you should know this. When the Godwave passed across the multiverse, it didn't quite stop there. It overflowed at the edges, so while you might not see it magic is still present in other worlds. If you learned any here you'll be able to teach it to others wherever else you go.

Notes

For the purpose of discounts, “demigod” refers to someone-be they Jumper or companion-who has one divine parent and one mortal one via the Hybrid option. Both New God and mythic god options are valid for this purpose, as well as orders of divine beings at the same level or above it in terms of CP value.