DC Villains: Enemies Of Oa

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The Green Lantern Corps is the universe's police force, charged by the Guardians of the Universe with protecting it from all cosmic threats. If you are taking this Jump you will experience the next decade as one of three notable examples of those threats.

A Foe of the Guardians of the Universe and their obedient lapdogs, this is not an enviable position to be in, it is not arrogance when the Lanterns refer to their Rings as the most powerful weapons in the Universe and many of their number have proven capable of doing the impossible on many occasions.

In order to survive, and even perhaps win you may take these **1000 CP**, spend them wisely.

Origin

Sinestro (+200)
The founder of the Sinestro Corps and a former Green Lantern, Thaal Sinestro is a Korugarian who began his life as a humble anthropologist who preserved ancient ruins. One day a Green Lantern crashed near him and was left near-dead due to injuries sustained fighting a Weaponer of Qward. The Green Lantern, Prohl Gosgotha, selected Sinestro to succeed him as a Lantern, and Sinestro was able to use the ring to fight off the strange creature, though not without destroying the ruins in which the battle took place. Prohl was poised to survive the battle and asked Sinestro for the ring back. In a move that foreshadowed Sinestro's career as a foe for the Lantern Corps, he allowed Gosgotha to perish and then convinced the Guardians that he is the rightful inheritor of the ring.

Sinestro proceeds to live a storied life in firm opposition to disorder, chaos, and freedom and has been a teacher, dictator, opportunist, liberator, and more. Both a mentor to and archenemy of several Lanterns, Thaal Sinestro is a complex figure who possesses tremendous knowledge of the esoteric sciences of the emotional electromagnetic spectrum, and he has leveled this knowledge against the Lantern Corps and the Guardians of the Universe. By selecting this origin, you have decided to claim Sinestro’s knowledge and powers for yourself.



Volthoom (Free)
The First Lantern, a Multiversal Scientist roaming across dimensions hoping to uncover the secrets that will let him restore his long lost home. Volthoom taught the Malthusians (the race that would one day become the Guardians of the Universe) to harness the emotional spectrum and became their agent until the combined power of the Emotional Lights drove him mad and forced the Guardians to imprison him within the Central Power Battery. You have taken on the role of this nearly all powerful Lantern, capable of manipulating the entire emotional spectrum and fuelling your powers via the specialized Power Battery that has been used to replace your heart.



Parallax (-200)
Parallax is the embodiment of Fear, a creature born from the very first insect to ever fear for its life when facing down a predator. You have taken on the role of this ancient entity, currently imprisoned within the Central Power Battery of Oa by the Guardians of the Universe the current extent of your powers is the creation of the so-called 'Yellow Impurity' within the Green Lantern Rings that prevents them from affecting anything colored yellow. You are a nearly all powerful cosmic entity capable of tapping into the Emotional Spectrum (particularly Fear) at a level far beyond a mere Lantern. In addition to your ability to create energy constructs using this power you may also incite fear in others and draw strength from their terror, this power is so vast that it can easily affect the heroic wills of Superman and Wonderwoman themselves. however in order to use your powers to their fullest you must take on a Host through exploiting their fears. When acting through a host your counterpart has proven himself the superior of the Green Lantern Corps and the combined might of the Justice League.



General Perks

The Perks for your Origin are discounted 50% with **100 Point** Perks being free when discounted

The Powers Of The Emotional Spectrum (Free)

You have the ability to tap into the cosmic forces of the universe known as the Emotional Spectrum, these unifying cosmic forces gain their power from all life in the universe and empower those able to wield them with almost limitless power. Depending on your Origin the exact nature of your power over the Spectrum may be different.

If you are **Sinestro** you have all the skills and power expected of the greatest Green Lantern in history, your constructs are incredibly powerful and your long experience has allowed you to perfect their use. In addition to this you are proficient in the use of both the Yellow and Green lights possessing in equal measure the ability to Inspire and Overcome great Fear, unfortunately however despite your legendary status you are still a mortal, limited by the charge of your Power Ring and able to be overpowered by multiple Lanterns even if none of them could equal you individually.

If you're **Volthoom** you possess the same skills of Sinestro but your power is on another level, thanks to the Great Heart implanted in your chest your Ring is perpetually charged and capable of tapping into all the lights of the emotional spectrum at once, giving you power enough to overwhelm an entire Corps at once. You are also ageless and immortal, the great power within you allowing you to restore your body from any injury in moments.

If you're **Parallax** you're the embodiment of Fear. Possessing incredible powers over the Yellow Light of the Emotional Spectrum allowing you to create Constructs once again strong enough to fight an entire Corps on even footing. This is only when you are without a Host however, which as an emotional entity is far from your ideal state. You have the ability to possess anyone who feels fear in your presence. Though this power can be resisted by those with strong enough Will, once you're in a Host you may use your powers to inspire great fear in the people around you and draw on that fear to empower your Host, giving them the powers of a Yellow Lantern and enhancing any of their own abilities that are innate to their body or draw on some form of Cosmic Energy, including the other lights of the Emotional Spectrum or even the Speed Force.

Sinestro

Foe of Freedom (100)
Sinestro envisions a peaceful, connected, united universe. This surprises many who misunderstand the Sinestro Corps founder. Nonetheless, Sinestro is a steadfast enemy of freedom and haunts the nightmares of space-faring anarchists, liberators, and rebels throughout the universe. To the dismay of many of his detractors, there is a certain cold logic to his worldview, and he demonstrated the power of fear when he took control of his homeworld of Korugar, installed himself as dictator, and successfully quashed a great deal of crime and chaos both planetside and throughout the sector he was assigned to watch over by the Guardians of the Universe. Indeed, his downfall as dictator is owed not to the actions of his subjects but to an attempted invasion by an extraterrestrial species (the Khunds) and the fallout of said invasion after his protege, a young Hal Jordan, requested aid from other Lanterns.

Like Sinestro, you haunt those who dream of liberation, and with every encounter you have with those who have liberty and anarchy in their hearts, your words and actions leave an indelible mark on them, one that shakes them to their core. In time, you will terrify those who long to see a universe free of tyranny. This fear is the kind of fear that many worry about. The fear that foreshadows failure; the kind that fills people with dread and causes them to hesitate, that makes them make missteps and creates opportunities for you.

This also gives you the skills that are necessary to competently run a planetary empire, which will increase in scale to some extent as you conquer new holdings. It wouldn't do to conquer a star system and not be able to run it effectively, would it?

Fear Of Disappointing You (200)
An underrated facet of Sinestro is his charisma. He is an intelligent, thoughtful, and incredibly willful foe. All of these traits come to the fore when he's not your foe but rather an ally, friend, or even a mentor. And Sinestro has been all of these things.

Those who look up to you begin to fear disappointing you. And this fear makes them easy to mold but also teaches them a valuable lesson: there is power in fear. Their fear drives them, hones them, makes them better in every respect but only when they are doing things to avoid disappointing you.

A small but noteworthy facet of this is that even if you betray your friends and turn your backs on them they'll always remember who you once were. It'll stick with them and they'll believe that a small part of you can be reached, values their friendship and approval the way they value your friendship and approval. These friends of yours will believe they can redeem you, they'll believe in your generosity and kindness for far, far longer than they should… And if you are open to being redeemed, to sincerely and actually returning to the light, it'll be notably easier for you to do so. This does have limits, but the closer a friend you were to someone the higher the limits are.

Sinister Symbiosis (400)
There's just something about having the willpower needed to truly excel at using a Green Lantern Ring while also having the temperament to master fear. This critical pair of personality traits makes you spectacular at being possessed. This sounds like an odd thing to excel at, but what this means is that you can use yourself like a trap; capturing parasitic creatures that need the bodies of others to act fully or at their most powerful within yourself and masterfully containing their power without losing control of yourself. That's right Jumper, you're capable of being possessed with no downsides to you if you want to be. You can even release them at will, without it harming you, even if they initially invaded you. That's one side of this, the positive side if you want to use this to ensure that malevolent, spirit-like monstrosities lose the chance to sow chaos and disorder.

The other side of this is that something about your discipline, your iron will, and your mastery of both your fear and the fears of others, allows those possessing you to exert even more power than they normally could with terrifying ease. Whenever a creature possessing you is allowed to move about freely and unleash its powers on the world it is considerably easier for them to unleash their might and it is not harmful to you in the slightest. This means that you could be an avatar-like being for everything from eldritch gods, to supernatural demons, all the way to creatures like Parallax and the Entity, and if you cooperate with them and strike deals they'll abide by them and let you make use of their power, eager to see it unleashed through your hands.

You're also just attractive possession bait. Entities that can possess people enjoy the thought of possessing you. This is toggleable.

Freedom To Fear (600)
Sinestro understands something pivotal that most miss. Fear is brilliant. It is bright, illuminating the cosmos like nothing else possibly can. And he has found the way to leverage that to bring order to a chaotic, short-sighted, hedonistic universe. By weaponizing it.

The Yellow Lanterns are mighty, their fear-fueled constructs allowing them to go toe to toe with the enforcers of the self-styled "Guardians of the Universe" the Green Lantern Corp. Sinestro's actions have given rise to a better, smarter, sharper Green Lantern Corps, which in turn has forced him to grow more clever, utilize the power of fear more effectively, and become a bigger threat to those he seeks to subjugate. Like him you have the ability to force entire organizations to change if you stand in opposition to them. This is toggleable but it is an incredible ability if you believe in the vision of an organization and want to see it fulfill its goal and achieve what it supposedly set out to achieve in the first place.

This can work on a smaller scale as well, with you selecting rivals and finding that your opposition to them sharpens them, giving them opportunities for growth even as you fight with them, allowing you to force people to become better. The fear of you and your vision continues to push others in a direction you find worth pursuing, and if those you oppose are wise perhaps someday they'll come to realize the correctness of your vision and thank you for giving them the freedom to be afraid.

Volthoom

Impregnable Mind (100)
Such is the tragic tale of the First Lantern… who felt all the emotions of the spectrum at once, and at such strength they shattered his mind and led to a great tragedy in which he slew many of the Guardians of the Universe. During his long imprisonment he would learn to cope somewhat, as have you. From now on any powers you possess or channel will not affect your mind in any way allowing you to retain full control of your faculties even while channeling the vast might of forces like the Emotional Spectrum.

The First Lantern (200)
The Lanterns found it almost impossible to resist Volthoom's wrath, for he is the first and greatest of the Lanterns, and he possessed all of their powers but greater. When you find yourself fighting those with similar powers to yourself you'll find that they're far less effective against you, defenses will fail easier against your blows and even their mightiest strikes will break like the tides against your shields. The more similar their abilities are the greater the impact of this Perk will be.

Secrets Of The Emotional Spectrum (400)
Volthoom was a scientist who along with his mother studied and mastered the Emotional Spectrum, and from there he traveled the Multiverse learning ever more and even teaching the Guardians of the Universe themselves of its secrets. You too possess knowledge of these secrets, the knowledge to forge Power Rings and Batteries, and the knowledge discovered by all the other worlds Volthoom shared the Emotional Spectrum with as well, such as using the Spectrum to resurrect plant life and create beautiful music. You also have the ability (though it would be a grand undertaking even for you) to create something like the Travel Lantern, a device capable of carrying its user across Time, Space, and the Multiverse

The Greater Whole (600)
Volthoom is greater than any of the other Lanterns to come after him not just because of his unique knowledge and talents, but also because he was able to use the powers of all the Lights of the Emotional Spectrum at once giving him far greater powers than anyone forced to rely on just one. These lights don't typically play nice with one another, in fact they initially drove Volthoom himself mad, but the power they grant when working in concert is not to be underestimated. Now you may accomplish this feat again with different powers and forms of energy. You are able to tap into and use simultaneously any form of energy or power even if they would normally be incompatible, in fact the more powers you add to yourself the greater they will all become. Every form of energy you possess will empower all the others and combine seamlessly with them producing a truly grand unified power that can accomplish things you couldn't have dreamed of before.

Parallax

The Will Killer (100)
Fear is the natural enemy of Willpower, so you will find that your presence and abilities have a greater effect against anyone whose abilities draw upon their will for energy or strength. The more dependent their powers are on that emotion the greater the advantage you will have when using your own powers against them.

The Jumper Impurity (200)
Your presence is felt by all those connected to you. If through some circumstance you are able to discover (or even be imprisoned within) a source of power that is drawn upon by others you will be able to corrupt that energy by possessing its source in the same way you would any other host. Once you have embedded yourself you will gradually gain ever more influence. At the beginning you are able to create effects like the Yellow Impurity, the phenomenon that prevents Lantern Rings from affecting anything that's the color Yellow. But with time your influence will grow until you're able to possess everyone who draws from the corrupted energy source, just as you would a normal Host.

Inspire Great Fear (400)
You are the Embodiment of Fear, the being to bring terror to the Universe. Using your energy you can inflict entire civilizations with great fear, the greater the willpower of an individual the more energy it will take to make them fear in this way, it may require the energy to drive hundreds or thousands of lesser minds to madness to make a single heroic mind succumb

Dark Side (600)
As an emotional entity you require a Host to operate at your fullest potential, and as the Embodiment of Fear you have the power to possess anyone who feels fear in your presence, even the tiniest anxiety will do though it will be easier for your host to resist you the less significant their Fear. You can also be resisted by the presence of great willpower, such that someone like Hal Jordan could remain almost entirely in control of his actions even while under your influence for years.

Of course this power is one that you would possess anyway simply as a result of your nature if you are Parallax, what this Perk allows you to do is augment the powers of your Hosts in a much more flexible way than that nature alone. You can draw energy from the fear of others and use that energy to enhance the unique abilities, skills, and raw power of your Hosts, not just their abilities that rely on Cosmic Energies. The more people fear your Host the greater the power you can lend them, though they'll get more benefits if they are themselves exceptional before you took control. It may take billions of lives living in abject terror of a normal human to match the benefits a being like a Kryptonian could gain from a few thousand.

Items

The items associated with your Origin are discounted 50% with the 100 point item being Free

Power Ring & Lantern (Free)

As all the origins of this Jump tap into the Emotional Spectrum it's only right that you gain an appropriate tool for the trade, this Ring and power battery are associated with any emotion you are capable of channeling or if you are **Volthoom** the power to channel all of the Lights simultaneously. If you're **Parallax** and purchase the Perfect Host item this Power Ring and Battery may be a color other than Yellow to represent their individual skills and powers outside of you.

Sinestro

Qwardian Power Battery (100)
The Qwardians are dangerous foes of the Guardians of the Universe and inhabitants of the Antimatter Universe who regularly war with the Green Lantern Corps. In some iterations of his backstory Sinestro teams up with them and uses his advanced knowledge of the esoteric emotional energy spectrum to construct mighty technology and powerful weapons to wield against Oa and its protectors. This power battery is one such item.

While these items are intended to power the Yellow Lantern Rings (and able to do so infinitely and indefinitely), you have a special one that can supercharge anything you use it on with the power of the fear you generate and instill in others. Such devices are remarkably more effective, efficient, and resilient, both in general and especially when used to instill order in societies by conquering them. Any technology can be powered by this battery, but it requires greater and greater amounts of fear to power increasingly large and powerful devices.

Fearful Infiltrator (200)
There are other visionaries throughout the universe who share your vision. They know the power and importance of fear and seek to instill it throughout the universe. This one represents a fiat-backed connection to one such operator who will always appear in an organization of your choice from now on and will silently sow dissent and take actions that weaken the faction and advance your agenda, as well as scouting out potential recruits for you if you opt to start your own organization contrary to the one they are inside of. If you wish this can be the Soranik Natu to your Sinestro; your offspring (secret or otherwise) who will always be loyal to you (which is where this differs from the relationship Soranik Natu has to Sinestro), though they may put on a remarkably good show of being a staunch foe of yours. They will make people fear betrayal.

An Orderly Empire (400)
Or the beginnings of one, at least. This is the planet Korugar in its greatest state; subservient to the will of Sinestro (or otherwise under your boot, given the possibility of you not being Sinestro but still purchasing this item).Under your heel this place is a testament to the power of fear and how when properly applied fear can lead to paradise. This world is safe, secure, and the place is ripe with those who would leap at the chance to join a Lantern Corps devoted to order and prosperity. Curiously, people who live on this world make for terrific yellow lantern wielders, even if you'd think that they wouldn't since yellow lantern rings usually tend to go towards those who inspire fear in others. Perhaps their admiration of you makes them unusually adept at wielding the rings? This planet is a perfectly orderly place with safe streets, citizens who do their duties, and a society that is keen to see your dreams realized.

Volthoom

Ring Of Jumper (100)
A ring containing a piece of your Soul, forged by the Wizard Mordu of Earth 3, this Ring takes full control of anyone who wears it making them fully subordinate to your will as an aspect of yourself that goes by the Title of Power Ring. This Ring feeds on the fear of its host as their body is puppeteered, this aspect of yourself only has powers equivalent to an average Green Lantern.

Emotional Spectrum Research (200)
Notes containing all of your research, detailed instructions on how to create Power Rings and Batteries as well as various other uses for the Emotional Spectrum. By studying these notes a sufficiently brilliant mind could learn to build any of this technology even in future worlds that don't necessarily operate under the same metaphysics.

Travel Lantern (400)
The greatest achievement of Volthoom and his mother, or rather… you and your Mother. This is the Travel Lantern, a device capable of tapping into the Emotional Spectrum as a whole and allowing you to travel across time and space and through the worlds of the Multiverse, all of existence is open to you now First Acolyte of the Emotional Spectrum.

Parallax

The Jumper Lantern Corps (100)
You have an endless collection of Power Rings and Batteries built to tap into your powers specifically, when worn by someone aligned with you (those with the potential to inspire great Fear if you're Parallax) it gives them the powers of a Lantern but drawn directly from your energies. If you're an Emotional Entity yourself then these Lanterns will be equivalent to those of the Green Lantern Corps or the Sinestro Corps. Weaker beings without such cosmic significance may find their champions possessing little to no powers. If you have the Perk **The Jumper Impurity** you may treat these Rings and Power Lanterns as fully corrupted by default.

Perfect Host (200)
This person is a legend, and they're yours. A Lantern of one of the Corps other than the Sinestro Corps they're just as legendary and capable as Hal Jordan, a man who possesses enough raw power to overcome the embodiment of all Willpower in the Universe with his own. Unlike Hal your host has already been fully broken in allowing you to control them freely and use their vast powers for your own ends. This is a host of such aptitude that it could drive you to abandon the full power of the Speedforce itself for a chance to possess them again if you were ever parted.

Chronal Energy (400)
The lingering power left behind after the Crisis on Infinite Earths, if you were able to gather enough power to channel it you could develop such potent cosmic abilities that you could destroy and remake a Multiverse in your own image. Be warned however that you will not be allowed to do this freely, and all who would oppose you will be given the opportunity to do so, being drawn from their home planets if necessary so that they can oppose your grand ambition. In addition this power is vast but it is not Infinite. If engaged in pitch battle with powerful beings for long enough you may find yourself exhausting this power and losing your opportunity to remake existence in your own image. Should you use up all of this Chronal Energy you will find more in 10 Jumps time.

Companions

New Friends (Free)
Anyone who agrees to travel with you as a Companion may be taken as one for free.

Old Friends (Free)
You may import any of your companions into this Jump for Free, they may take any origin that has not been taken by you or any of your companions and receive **600 Points** to spend as they see fit.

Drawbacks

Overemotional (100)
You have little to no control over the emotions that you use to power your abilities, if you use the power of fear you'll be terrified all the time, if you use the power of will you'll be incredibly stubborn and unwilling to change. If you are **Volthoom** and use the powers of all emotions at once you'll lose your self control and feel those emotions to such a powerful extent it will drive you mad.

Needlessly Sinister (100)
Well this won't be good for your schemes if you wish to remain undetected in your diabolical machinations. You simply give off the vibe of a major antagonist, your appearance, word choice, everything sets off all the alarm bells in the heads of the defenders of good. It is theoretically possible to get past this horrible first impression… but the deck will be heavily stacked against you.

Cosmic Time Scales (200)
When you think of the Guardians of the Universe you should probably think about how old they are, and how long they've opposed the forces of evil, a true enemy of theirs must operate on the same time scale. Each time you take this Drawback you may multiply the time you will spend in this world by 10, you may take this Drawback as many times as you like but you will only receive points the first time.

Tomar Re Didn't Biff It (200)
Tomar Re is the Green Lantern of Sector 2813… and the guy who failed to save Krypton, except… what if he didn't? Through just a bit more luck Tomar Re was able to stabilize the core of Krypton and save one of the Guardians' precious Crux Worlds. Following this the Guardians were able to successfully interfere with Krypton's politics and steer them towards a more peaceful and kind society traveling throughout the universe to share their technology and then as they discovered their unique powers under the Yellow Sun they became an even more powerful force of good, a whole race of Supermen. Foremost among them is a young man of the House of El noted for his compassion, a man named Kal.

Stronger Essence (400)
The memories and nature of your role have been strengthened within you, you will have all of their memories and all of the associated emotions burning within you as an incredible compulsion that will try to drive you to live up to your new part. Unless you possess a will that would fit a Green Lantern you'll be a villain for the duration of your time here- at least you'll have something to talk about with Hal.

Monitored (400)
The Anti-Monitor is stirring once again, his interest has been roused by you to the point of resuming his ambition of destroying the Multiverse. This is a being of such potency that he has succeeded in that goal once before and he considers you a vital piece for his new attempt. You are however not alone in this, regardless of their feelings about you this Universe's defenders do not want the Mad Monitor to succeed any more than you do and will stand together (however reluctantly) with you to accomplish that goal.

The Democratization Of The Emotional Spectrum (600)
Many of this World's heroes have all the potential needed to use a Power Ring even though they were never given the opportunity, Superman wielding the Blue Light of Hope, Batman protecting his city using the Yellow Light of Fear, and many more. Now all of the Earth's heroes have been granted Power Rings by the Guardians of the Universe, each possessing a Ring that harnesses the Light best suited to them. They will be as experienced and trained with these powers as they are with their own original abilities and all will oppose you as a threat to the Universe.

Reformed Guardians (600)
After millenia of failures and deception the Guardians of the Universe have finally decided to consider a new tactic, coming clean to the Corps about their full un-redacted history and pledging to do better in the future- with the aid and input of their Lanterns who they now acknowledge are allies and not mere tools like the Manhunters once were. For their humility they have been rewarded with the renewed trust of the Corps and their own decision making has improved with the input and wisdom of the Green Lantern Corps. The Green Lanterns are stronger than ever, with effective, competent, and empathetic leadership at last at the helm and the strength of this new organization is pointed squarely at you and your ambitions.

Notes

Prior's Notes = *Italics*

Special Thanks to Sin-God for their DC Villains Jump Concept and for the Sinestro Perks and Items.

The Companion Import option is nerfed in this jump compared to my typical Jumps because of the specific premise- that being taking control of an established character and living their role so it felt wrong to allow multiple characters to take over the same role. Having said that I'm not in control of you and I'm not running your chain, so consider this note my official permission to ignore that clause if it fits your story better.

If you don't take the ***Dark Side*** *Perk your mileage may vary when it comes to enhancing the powers of your Hosts in future Jumps as Parallax. Depending on their nature some may see limited enhancement, full enhancement or no enhancement, fanwank responsibly.*

Hi friends! I'm so tickled that Prior liked my concept for jumps that let you be the villains of comic books. It wasn't my original plan for the second entry in this series to be a DC jump, and in fairness to me this is much more Prior's jump than mine but I'm so happy I could come in and contribute even a little to this absolute gem of a jump. If you ever wanted some way for a jumper of yours to be any of these fantastic Lantern Corps villains I'm happy we could offer you this little treat. Researching this was a blast and gave me a fuller appreciation for the complexities of Sinestro as a villain and the fun ideas present in the broader Guardians of the Universe/Lantern Corps part of DC Comics. I hope you enjoy the decade you spend as one of the greatest foes of the Lantern Corps and as a face that every well-educated Green Lantern fears.