(NSFW) DC Occult



V2 by gastroc2525

Behold the dark side of the DC universe. Magic flows into the world above, powering great heroes and villains alike. You might be a mage, just learning of magic and its costs, or perhaps a member of a mystical race like the Amazons. Whatever your connection to the world of the occult, you'll find it guiding you to magical locations and on grand adventures.

The world of magic is full of costs and will test you in ways the other sides of this world won't. At the very least, the world of the occult is full of romance and sexuality. You'll find plenty of that kind of adventure as well.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d4 to randomly determine your starting location.

1. **Themyscira** - Paradise island is home to the mighty Amazons! Themyscira is home to many great heroes, such as Wonder Woman and Hippolyta.
2. **Atlantis** - Atlantis is the underwater home of the Atlanteans and their king, Aquaman. It's also home to Atlantean magic.
3. **Hell** - Hell is the realm of Lucifer and home to the demons. It's not a pleasant place, filled to the brim with whimpering sinners and vile demons.
4. **Oblivion Bar** - This mystical bar is located in a pocket realm with multiple entrances known only to a few. The Oblivion Bar is the home base of the Shadowpact.

Origin:

You may freely select your age and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in lacking memories and possessing only basic paperwork.

Order: Order is a force within this world. This force is maintained by the mighty and mysterious lords of order and is responsible for the creation of order magic. Order is not necessarily good, but a great many heroes work on its side from time to time, from Doctor Fate to Zatanna.

Balance: You strive to pull from order and chaos in equal measures. Whether you simply focus on your own goals or actively attempt to maintain a cosmic balance, the forces of Order and Chaos will forever regret not having you.

Chaos - The lords of chaos seek a world of absolute chaos, and thus empower their followers with chaos magic. Chaos magic is directed by imagination and willpower instead of rules and logic, enabling one to do functionally whatever they put their mind to. Chaos magic is wielded by many powerful villains like Trigon and Klarion the witch boy.

Perks:

All origins receive a **50% discount** on all associated perks, with discounted **100 CP** perks being free, and a **400 CP** stipend to spend on perks.

Magical Beauty [Free] Your attractiveness is raised by three on a scale of ten. If desired, your sexual characteristics may also become truly impressive in both size and quality. A copy of this Perk is automatically given to all individuals in each new jump without this sentence, unless you'd rather they didn't have it.

Mystical Protection [Free] You are protected by porn physics. Your body stretches to handle impossible insertions, your refractory period is reduced as far as biologically possible, and you have perfect control over your reproductive system (capable of toggling between fertile and infertile at will). Your reproductive system never causes you any pain, and you are immune to sexually transmitted diseases. A copy of this Perk is automatically given to all individuals in each new jump without this sentence, unless you'd rather they didn't have it.

Personal Timestream [Free] For your safety, you are immune to universe warping and timeline shifting. You'll be shunted into the new reality whenever massive reality-warping events happen, unchanged and with a new "history" to exploit. Personal (as opposed to universal) attacks and reality warping still function as usual.

Tantric Rituals [100] You are capable of using sexual energies to dramatically increase the potency of your spells. If your magic has a cost, then you can similarly substitute sexual energy for those costs. Spells with a lewd component allow you greater control than spells without those components.

Demonic Empowerment [100] You've been endowed with a portion of succubus (or incubus) energy. This energy greatly increases your capacity for sexuality. Your sexual characteristics, if desired, become monstrous in both size and quality. Your sexual fluids thrum with pleasure and produce it in your partners, with this feeling being slightly addictive. Your hands and body also instinctively know how to pleasure others, acting instinctively like a true master of love.

This energy also provides you with the capacity to survive and thrive in sexual encounters with individuals possessing superpowers. For example, you'll never get a broken pelvis by sleeping with an Amazon.

Bonds of Fate [200] Your soul is adaptive. As you pass through life, you'll find others falling for you. This instant attraction is due to the whims of fate.

These connections only occur with individuals you find attractive and who share a mutual interest in each other. This raises your compatibility with that individual over time, eventually culminating in a soul bond. These bonds allow you to share mystical energies with each other and produce a lasting true love that will stand the test of time.

You can receive multiple of these connections. You may freely select whether these connections act like a web (with each connected person falling for each other as much as for you) or a

hierarchy (with each connected person only truly being in love with you). Regardless, connected individuals do not receive the usual jealousy that comes with a mass of relationships.

Oathmaker [200] You possess the capacity to make binding contracts with other individuals. These contracts are magically binding and unbreakable, and can be made with anything as simple as a handshake.

Entering a contract requires at least a basic understanding of the contents, and contracts entered into by individuals outside of their free will are only partially binding and eventually come undone.

Rule Breaker [400] Your skill with magic is such that you slowly begin to peel back the layers of magical law. You may subtly change the rules of the magic you cast. You could reduce the costs of a piece of magic, improve its effectiveness, or even alter the terms of the spell. Being capable of grand changes will come with practice, but you've got a talent for it.

Familiar Binding [400] You can bind familiars. Familiars are animals that have been bound by a magician (i.e., you). Familiars bound this way receive portions of your magical power in exchange for acting as your eyes and as a magical focus.

Familiars bound for a long time eventually develop supernatural capabilities themselves. They can learn to cast basic spells, mutate into supernatural creatures, or even become able to take a human form.

By Hera! [600] You have the attention of the gods. By dedicating your great deeds to a particular deity, you gain favor with that deity, especially if your deed possesses resonance with that deity. The gods will take that favor and grant you blessings as they see fit.

You'll find that the gods are far more civil in their dealings with you as opposed to others, and never seem to grow jealous if you dedicate your deeds to a different deity at other times. The blessings depend on the gods' will, not your own, so you might just become better at dealing with hangovers if you dedicate yourself to Dionysus.

All blessings you receive become fiat-backed and irrevocable. You cannot get your powers stolen back by a god who is displeased, although they can do other things to mess with you.

You Will Live, John Constantine [600] Yearly, you may receive divine intervention to prevent one of your chain failures. This appears to be massive luck most of the time. For example, if you were bleeding out in the woods, a hiker might find you and get you to a hospital. This perk works with forms of chain failure other than death.

Furthermore, you are granted a cunning mind capable of dealing with the great powers of this world on the regular. Don't take this for granted, because a deep wit might help you more often than magic might.

Order Perks:

Zatara [100] You are a master of presentation and illusion. Not only are you an expert street magician, you are also capable of using your skills of prestidigitation to enhance the appearance of your true magic. Your spells will have their own unique flair that is enchanting and iconic.



Amazonian Training [200] You've been trained by instructors from Paradise Island. You are a grand master when it comes to using ancient weaponry such as bows, slings, spears, and swords. You can ride a horse like an expert, and you're capable of hunting and tracking prey over vast distances.

Your instruction came with physical conditioning that has provided you with an immensely pleasing body. Your body shines with beautiful musculature, and your skin is perfect.

Lord of Order [400] You were born into the natural hierarchy, placed at the top to provide the greatest benefit for order itself. This grants you a title of some significance within this universe. This title could be anything from "princess of the Amazons" to "advisor of the dreaming," but it always provides a position of great power and influence.

Luckily, you behave as if you had been given the divine right to rule. Not only are you an amazing leader and manager, your oversight also provides realms with the order and prosperity they desire. The greater the order you provide, the greater the prosperity.

This order serves you as well. You'll quickly find yourself surrounded by capable employees, useful minor lords, and even fawning servants. Your title will not deny you access to the pleasures of the flesh, be they the greatest wines or the most beautiful women. As princess of Paradise Island, you could have your pick of the Amazons for your royal harem, whereas an advisor to the dreaming could find himself surrounded by pleasing dreams or beautiful dreamers.

Lightning [600] Your essence is mutable. You may access the abilities of other alt-forms you possess while outside of those forms. The form this takes in appearance is up to you, whether you are surrounded by a mystical projection of that other form or if you partially shapeshift into the other.

You may grant a copy of the alt-forms you possess to others by conducting a small ritual. This granted copy is at least half as strong as the alt-form that you possess, growing stronger as the individual practices with their new body.

Your abilities tied to alt-forms are uncapped, allowing you to continuously develop your alt-forms into stronger versions of themselves.

Balance Perks:

Dreaming [100] You're an unrefined oracle. When you sleep, you receive dreams that appear to warn you of dangers in the future or provide you with important opportunities. These dreams are often unclear and use symbolism to give their message, but you'll find that listening to their warnings will save you from much sorrow.

Collector [200] You have a tendency to bump into mystical objects of some small power. These enchanted objects will have some minor utility, but only one object of true power will appear before you per jump.
These objects can range from the bones of saints long dead to enchanted vehicles.

More often than not, these objects tend to have a secondary lewd purpose. You might find a magical tome that contains a spell to make someone instantly orgasm, or perhaps a scroll that has the true name of a friendly succubus.

Lord of Balance [400]
You have a tendency towards balance that enables you to wield competing energies at the same time. You could use both chaotic and orderly magic at the same time, or wield a demon-possessed blade at the same time as a holy crown.

This gives you another trick as well. You may use magical items as if you were their true owner. Enchanted objects seem to sing as you draw them, obeying you as if you had built them yourself.



As a final bonus, this perk gives you a form of otherworldly attraction. You'll find that individuals who interact with the mystical world are drawn to you (romantically or otherwise). This attraction is increased by the power of the person you are attracting. You'll attract the dukes of hell more strongly than a mundane demon, for example.

Mundanity [600] You have an unbreakable resistance against magical effects. Spells that can shatter armies break upon your skin with a whimper. You are immune to all magic less powerful than your own, and resistant to magic more powerful than yours. This resistance drops automatically against purely beneficial spells or whenever you want it to drop.

Chaos Perks:

Imaginative [100] Your mind is both dangerous and beautiful. You are creative enough to use magic effectively, capable of discovering novel uses for weak spells or items. This creativity makes you especially skilled at improvisation. Not only do you seem to have a natural talent for violence, you are also capable of using magic in combat, especially well.

Master of Monsters [200] You possess a talent for producing help with your magic. This mainly manifests as a talent for summoning, creating, or recruiting servants. The mystical energy you infuse into such servants provides them with increased strength and fills them with pleasure as they fulfill your commands. This helps greatly with ensuring the loyalty of your servants. A mighty demon might protest at the sorcerous bonds of another wizard, but your magic feels invigorating, and so the pleasure would send them working eagerly.



This bonus scales with how monstrous the servant is. A mind-controlled human would see little help from your magic, whereas a dragon pulled from the shadows would be practically composed of your helpful energies. “Monstrous” in this case does not mean ugly, but rather inhuman.

Lord of Chaos [400] Your connection to chaos has granted you a mighty boon, near total freedom from consequences. Your very presence grants your opponents terrible luck, hampering them from subduing you. This curse becomes worse as they draw closer.

You are also uncontainable. Every prison built to trap you falls to pieces within weeks, and every spell built to contain you breaks into pieces within months. The only thing that can permanently put you down is death herself, but see the above boon for dealing with murderous foes.

Total Eclipse of the Heart [600] With a thought, you may enter an incorporeal form. This form can fly freely and pass through objects and people as if they weren't there. You can enter your corporeal form the same way, although you cannot be partly corporeal and incorporeal at the same time.

This ghostly form is only part of your power. While incorporeal, you can enter the bodies of creatures to take possession of them. This enters you into a battle of wills with the owner of the body, with your willpower and magical energy being compared. If you win this contest of wills, you possess their body. Not only can you pilot the body like your own, but you can also access your own powers in addition to the powers of your new body.

As you leave the host body, you leave behind a sliver of the memories and an impression of your soul. These become more noticeable the more time you spend in another body. Prior victims will be exceedingly easy to re-enter, and they will have gained a couple of your opinions or goals, altering their previous goals and opinions. With active effort, you can even leave standing orders or completely rewrite the individuals you are possessing.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

You have a **200 CP** stipend to spend on powers.

Custom Power [Cost Varies] Using the powers below as a rough guideline, you may freely design your own unique power set. Powers created this way must be in line with the options below.

Homo Magi [Cost Varies] You're a wizard, Tim.

Level One: For **100 CP**, you can tap into indirect magic to work spells and rituals. Indirect spells are not as openly destructive as their direct counterparts, but do not lack power. You are talented at this magic, but you cannot directly match other spellcasters without careful planning and study.



Level Two: For **200 CP**, you can tap into direct magic. Direct spells do exactly what they say on the tin, quick, brutal, and bombastic. Your talent for combat magic is dramatically increased. You could match combat magicians like Dr. Fate in tactics (but not necessarily power) with a couple of years of practice.

Level Three: For **300 CP**, you are exceptionally magically talented.

You can match all other mortals with the amount of magic flowing through your veins, and the amount of power you can throw around makes learning magic easy. Take the first level of **Magical Training** below for all magic disciplines.

Level Four: For **400 CP,** you are a veritable god of magic. Contained within your veins is enough power to match a Lord of Order or Chaos. Your reserves of magic are unrelenting, and casting spells is as natural to you as breathing. Take the second level of **Magical Training** below for all magical disciplines.

> **Magical Training [Cost Varies; Upgrade]** You've been directly trained in a form of magic native to this world. You freely select the type of magic you've been trained in (for example, enchanting, mental manipulation, or necromancy), with exceptionally large disciplines (such as order or chaos magic) costing double. You may purchase this power multiple times, picking a new discipline each time.
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> The spells mentioned below do not have to be limited to what you'd normally consider to be spells. They could be anything from great rituals for summoning to the instructions on how to brew mighty alchemical concoctions.
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> Level One: For **100 CP**, you know a number of spells from that discipline. This includes a small number of general-purpose spells and many highly specialized and situational spells. You have a small bonus when casting spells of this discipline.
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> Level Two: For **200 CP**, you have a great talent for magic in that discipline. You know enough magic from that area to be considered an expert. This includes a wide variety of highly useful spells and a number of moderately powerful utility spells.
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> Level Three: For **300 CP**, you are a grandmaster of that magical area. You are capable of casting nearly every spell in that discipline, and you know a couple of supreme spells capable of facing down even the heavy hitters of the mystical world.
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> Level Four: For **400 CP**, you are the greatest wizard ever produced in your area of magic. A oneiromancer of this calibre is strong enough to temporarily wrestle control of the dreaming, whereas a necromancer could make Nekron look like a joke in comparison.

Otherworldly Heritage [200] You are a minor supernatural being in your own right. Magic flows through your veins and powers your physique. This grants you superhuman strength, superhuman speed, and superhuman durability. If you do not already have it, take the first level of **Homo Magi** for free.

If you are a woman (or if you belong to a world where they have been gender-swapped or have less strict entrance requirements), you may choose to be an Amazon of Paradise Island.

> **Atlantean Physique [100 Upgrade]** You descend from the underwater nation of Atlantis. Your body is now built to withstand the intense pressures of ocean life, and you possess a set of retractable gills that enable you to breathe freely underwater.

If desired, you may have additional features that fit marine life. You could have pleasing scales in places on your body or a skin tone that fits the depths of the ocean.

Daddy Dearest [200 Upgrade] You are the direct descendant of a true supernatural, a demigod, cambion, half-fey, or part-ghost. This gives you many notable boons. Your strength (magical and physical) is dramatically stronger than before, and you possess free first-level **Magical Training (see above)** for up to three disciplines that befit your parent of choice (for example, a half-fey could be particularly skilled at producing illusions). If you do not already have it, take the second level of **Homo Magi** for free.

You do not have to meet your parents or deal with any of the drawbacks of this lineage unless you take the drawback **Family Matters** below.

The Real Deal [200 Upgrade] You aren't a descendant any longer; you're the actual article. You are a supernatural creature of some moderate power. You could be a deity, a fairy noble, or a mighty djinn. Wherever you come from, you receive the following boons.

If you do not already have it, take the third level of **Homo Magi** for free. Take free second-level **Magical Training (see above)** for up to three disciplines that befit your supernatural rank.

Old God [200 Upgrade] You are a supernatural creature of extreme power, the match of Odin or Trigon. Wherever you come from, you receive the following.

Take free third-level **Magical Training (see above)** for up to three disciplines that befit your supernatural rank.

Pillar of Reality [200 Upgrade] You are an immensely powerful creature on the level of the Endless or Lucifer. To represent your power over reality, you receive level four **Homo Magi** for free. Take level four **Magical Training** for up to three disciplines that befit your supernatural rank.

Gone Gone the Form of Man… [400/500/600] You are the perfect host or champion for a powerful supernatural creature. Your power grows through this arrangement.

For **400 CP,** you host or champion a supernatural creature that has access to **Otherworldly Heritage, Daddy Dearest,** and **The Real Deal**.

For **500 CP,** you host or champion a mighty supernatural creature with access to **Otherworldly Heritage, Daddy Dearest, The Real Deal,** and **Old God.**

For **600 CP,** you host or champion an immense supernatural creature with access to **Otherworldly Heritage, Daddy Dearest, The Real Deal, Old God,** and **Pillar of Reality.**

Hosts receive their supernatural creatures' full power as an alt-form that may be entered at will. Champions instead receive powers equal to the powers held by the supernatural patron minus an upgrade (for example, a patron with **Otherworldly Heritage, Daddy Dearest,** and **The Real Deal** would grant their champion **Otherworldly Heritage** and **Daddy Dearest**). Champions can access their patron's full power by acting in ways that the patron would approve of.

This power costs more or less depending on the conditions of the deal. For an additional **200 CP**, you and your supernatural ally get along amazingly well. They act in your favor while within the alt-form and grant you access to their full power as champion more often than not. For an additional **100 CP**, your supernatural ally views you as a friend and will assist you in the alt-form and as patron. For **0 CP,** this relationship is mutually beneficial. The supernatural creature will help you when beneficial to itself and can wrestle control of you while in your alt-form if it really desires to. For **-100 CP**, this relationship is hostile. The supernatural creature will make you work for every inch of help it grants and rapidly wrestle control in the alt-form on a whim.

Avatar [300] You are the avatar of an elemental force within this world. There are many such forces within this world, and you may freely select such a force to embody.

Being the embodiment of that force, you receive powers associated with that force. An avatar of the green, for example, could take on plant-like qualities such as shapeshifting, regeneration, and poison.

You needn't obey the wishes of your particular elemental force, although they will find it easy to contact you if they desire to. You may purchase this power multiple times, selecting a new elemental force each time.

Born on a Monday [100] You are an undead creature reanimated through dark magic. No longer do you require food, water, oxygen, or sleep. You are also immune to a multitude of human problems, like passing out from G forces.

As this is a lewd jump, you retain all the necessary functions required for sex.

> **Deadman [200 Upgrade]** No longer one of the corporal dead, you are a ghost. You are capable of unpowered flight, are utterly intangible, and are capable of possessing others. You possess a couple of additional powers that Deadman would envy. Not only can you appear in sight and sound to mortals, you can also possess objects as a poltergeist.
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> **I, Vampire [200 Upgrade]** You are an immortal bloodsucker. Your body is supernaturally powerful, and you are otherworldly beautiful. You receive level one of **Homo Magi** and **Magical Training (blood magic)** for free.
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> You possess the ability to hypnotise others with a glance, and you can drain a person dry to convert them into a vampire. This grants them **Born on a Monday** and this power.
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> Unfortunately, vampirism comes with two major drawbacks. The first is a slight weakness to sunlight, which burns your flesh with direct contact. The second is that you must drink

blood nightly to maintain your supernatural beauty. Prolonged periods without blood will grant you a more bestial appearance until you quench your thirst.



Blood League [200 Upgrade] You are utterly immune to the effects of sunlight and only require a drink once monthly. You receive level two of **Homo Magi** and **Magical Training (blood magic)** for free.

All other perks of your vampirism are similarly boosted, such as your otherworldly beauty and superhuman attributes. You may also dominate the minds of any vampires you've created. You can also grant vampires you create a **Blood League,** placing you at the head of an ever-expanding blood-sucking pyramid scheme.

Immortal [400] You've been granted the mystical endurance of the Phantom Stranger. This durability means you can survive anything short of cosmic annihilation. Whether you've been cursed to linger or blessed with immortality, the end result is the same. Your body simply regenerates from whatever caused you harm.

Shade [400] You are a conduit of the shadowlands, capable of its powers over darkness like the Shade. You are eternally young, can control shadows with a thought, travel to and from the shadowlands with effort, and even summon demons of darkness to hurt your foes.

Living Lightning [600] You have been chosen by the wizard Shazam and empowered by his mighty magic. This grants you many blessings. You receive the wisdom of Solomon (superintelligence and wisdom), the strength of Hercules, the stamina of Atlas, the power of Zeus (control over lightning), the courage of Achilles (both near invulnerability and indomitable willpower), and the speed of Mercury (flight, superhuman agility, and superhuman speed).

This also grants you level two of **Homo Magi** and **Magical Training (living lightning)** for free.

You may choose if this form of living lightning is an alt-form that can be entered by shouting “Shazam!” or if these capabilities function as a normal power and stack on your native form. You also needn’t be associated with the wizard Shazam if desired.

Metamorpho [800] You have come into contact with the Orb of Ra, granting you the molecular abilities of Metamorpho. Your body is capable of shapeshifting into nearly any form or molecule. You can take gaseous or liquid forms, stretch and shift your density, or even produce molecules of your choice.

Because you bought this for CP, the appearance changes that typically accompany this power are optional.

Magic Absorption [800] This is potentially the strongest power in these documents, and it's relatively simple; you can pull the magic from other creatures, taking those abilities temporarily for yourself. This is the equivalent of Black Alice’s power, and it is a doozy.

Items:

All origins receive a stipend of **300 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn. You may import items from previous jumps into the items you purchase here, provided they match types.

Batman's Real Superpower [Cost Varies] This item is as simple as it is useful: cold, hard cash. This income arrives at the start of each jump. It is not subject to taxes and is fully legal.

For **free**, you receive enough money to live without working for a month.

For **100 CP**, you receive roughly a million dollars.

For **200 CP**, you receive roughly a hundred million dollars.

For **300 CP**, you receive roughly a billion dollars.

For each additional **100 CP** you spend, you receive ten times the above amount of money. You may spend an additional **100 CP** to convert this money into a yearly income instead of a once-per-jump expense.

Mystical Costume [100/200] This mystical piece of clothing has been enchanted to support its user. It is strong enough to survive small arms fire and can shapeshift into useful forms. You may change its appearance with a thought, where the costume can take on the appearance of other forms of clothing and even shrink back to show more skin. The protective enchantments are not limited to the clothing itself, so even wearing this costume in the form of a chainmail bikini would provide its full protection.

The costume is reactive and matches your powers. It shapeshifts with shapeshifters, resists heat with flame elementalists, and is never less durable than your own skin.

For an additional **100 CP,** the costume can instead be enchanted further. It now possesses a will of its own and can fly while carrying its wearer. It isn't necessarily sapient but tends to be clever, so you'll find your cloak helping you dodge projectiles or fly away from danger.

Ritual Implements [200] This bag is full of items and ingredients of mystical significance. You'll find a smattering of everything within the bag, from crushed devil's horn to the feather of an angel. You also have items within the bag necessary for occult rituals: chalk, candles, and a small silver dagger.

Order Items:

Holy Cloth [100 CP] This piece of cloth is a minor holy artifact. By lighting it on fire, it repels all manner of dark creatures, and it also acts as a miraculous bandage capable of healing any minor wound it is wrapped over.



Lasso of Truth [200 CP] This magical whip is a copy of Wonder Woman's lasso. Individuals touching the lasso must tell the truth. The lasso can bind both mortals and immortals alike, and it is exceedingly difficult to escape the lasso while trapped within. The lasso is also perfect for use in the bedroom, especially during bondage.

You may trade your Lasso of Truth for a copy of any other lasso within DC Comics. This includes the Lasso of Submission, the Lasso of Persuasion, and the Nemesis Lasso of Absolute Wonder Woman.

Helm of Fate [400 CP] This is a copy of the helm of fate worn by Doctor Fate. This helm of fate possesses the consciousness of a long-dead witch. This sorceress has gathered magic from all across the globe and now offers it to you.

Wearing the helm boosts your magical abilities by a large margin as you draw upon the experiences of the sorceress. Not only that, but you can meditate while wearing the helmet to enter a secret realm within. This is a paradise realm where the sorceress dwells, eager to teach the magic contained within the helm. She's a fantastic teacher and great beauty, but has lived alone for so long within the helm that she's forgotten much about humanity, like the fact that people typically wear clothes.

Starheart [600] This green ring almost belongs in the realm of DC Cosmic; however, it pulls magic from a potent piece of magic known as the Starheart. The ring enables the user to fly, build energy constructs, and otherwise wield the powers of the original Green Lantern, Alan Scott. It is also a potent magical focus capable of greatly enhancing the magic of its wearer.

The only downside is that this ring cannot act against plant material. Wood or plants will easily pass through the ring's energy constructs, and the ring cannot act against such items. Be very careful if you find yourself facing Swamp Thing or Poison Ivy. At the very least, this ring lacks the usual weakness against yellow.

Balance Items:



Protective Amulet [100] This small amulet covers you in a small force field that can survive up to small arms fire. It also subtly redirects projectiles away from you.

Trident of Poseidon [200] This trident is a copy of the powerful trident wielded by Aquaman. It possesses the ability to control nearby water, produce local storms, and act as a powerful magical focus. It's also a potent weapon that can puncture mundane armor.

Tower of Fate [400] This mystical home is hidden away in a pocket dimension. This secluded sanctum is perfect for the enterprising young wizard. Not only is the tower warded against evil, it also possesses a massive library of occult texts. The basement floor even contains a permanent summoning circle that can be used to pull mystical servants from the aether.

The tower is also luxurious. Magic cools and warms the air and water used within, and unseen servants restock the kitchen and do the cleaning. It follows you into new jumps, importing into a place of great importance.

Magical Realm [600 CP] This realm is hidden from the rest of the world by a powerful enchantment. You are the ruler of this land and its inhabitants, able to change its laws, alter its customs, and otherwise see your whims fulfilled. You may even choose the island's gender breakdown.

The inhabitants of your island are followers who possess a small portion of power. You may grant them all **400 CP** worth of powers or perks from this jump. There is no individualization; you must grant all of your citizens those powers and perks.

The magical realm follows you into each following jump, importing into a new secluded location with an in-universe history.

Chaos Items:

Necronomicon [100] A dark tome of considerable power, this book possesses numerous pages dedicated to the practices of dark magic. Instead of a complete study of magic, the spells within this book are all wicked. You'll find rituals to conjure tentacled monstrosities, deadly curses, and a comprehensive guide to producing the undead.



Dark Cloak [200] The perfect tool for a thief or assassin, this cloak possesses the ability to render its wearer invisible. The cloak also muffles the wearer's footsteps and cloaks their scent. Only the cleverest of security systems can seek to penetrate the protection this dark robe gives you.

God Killer [400] This sword was granted to Slade Wilson to enable the mercenary to kill a god. You'll find it very good at its purpose. The blade guides your hand as you use it, cutting through foes like butter. The blade is not limited to its original form, unconsciously shapeshifting into useful forms during fights. Most dangerous of its abilities, the blade can absorb the memories of the divine as it pierces their flesh. It grants these memories to its wielder.

Dreamstone [600] A copy of Morpheus' original dream ruby, this dangerous tool brought the Justice League to its knees in the hands of Dr. Destiny. It has the power to control the dreams of others and warp minds.

This copy of the original gemstone is a bit weaker than the original dreamstone, but at the same time won't drive you mad. It also lacks the piece of Dream within, so you're unlikely to get a visit from the lord of the dreaming unless you're a real overachiever.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match.

> **(Dark Reflection)** Each companion presented below has a mirror universe counterpart. When you purchase a companion, you may choose to purchase either their original history or a darker history that better fits Balance and Chaos Mages. In effect, each original companion below is essentially two companions in one.
>
> You can purchase both histories if you'd like. You can import the two histories together as a single companion with individual stipends.

Paranormal Investigator [100] It's not every day you stumble into a half-demon bleeding out on a stone floor, but then your travels have never been normal. Out of all the half-demons you've met, she seems particularly unlucky, possessing bright red skin, glowing yellow eyes, a prehensile tail, and stumps where horns have clearly been shaved back.

Once you managed to stabilize her condition, you found that she was some sort of government agent specialized in occult cases. She's gruff, tough, and stubborn as a mule. It also becomes rather clear that her demonic parent was some sort of lust demon, not only because of her killer body but also because of the quiet longing she gets in her eyes when you do something even slightly provocative. You've got the feeling that she's been fighting this demonic nature for a long while.

> **(Dark Reflection)** Instead of a demon, you found a young woman dying on the floor. You carry her on your back, slowly but surely making your way to help. The woman grows heavier with every step you take, and you are certain her condition is getting worse. Then, with a moment remaining before your knees buckle, the woman's corpse dissolves into a pile of ashes.
>
> You see things from that day. Hallucinations of the woman standing in the shadows and watching you. Rarely you'll even see objects moving without a clear cause and in ways that seem to help you. Perhaps she is fond of you?

> The ghost has dark curly hair and glowing blue eyes. She seems forlorn and exhausted whenever you catch a glimpse of her in the corner of your eye.

The demon possesses **Otherworldly Heritage** and **Daddy Dearest (Half Demon)**. The ghost possesses **Born on a Monday,** level one **Homo Magi,** and **Deadman.**

Student of Magic [100] This beautiful young college student is just like any other. She is happy, hopeful, and full of dreams. She also happens to be an absolute fiend for fantasy novels, computer games, and engineering. She's also an accomplished witch on the side.

Orphaned at a young age and left to fend for herself, she accidentally discovered her magical potential by practicing spells in the mirror. She's managed to craft a grimoire of unstable spells from fantasy novels she's read, eagerly awaiting the day she gets whisked off to wizard school. Instead, she ended up getting old enough to go to college, where she met the first magical being she had ever seen, you.

You'll find she's a shockingly serious person with both her academics and magic. She'd be overjoyed if you'd teach her how to use magic properly, or if you'd be willing to be friends. She hasn't had many of those.

> **(Dark Reflection)** It boggled your mind when you were suddenly approached by the queen bee of your local college. She's beautiful, flirty, and dangerously clever. Through a series of misunderstandings, you end up finding out the truth: she's a witch who's dying to have another magician to talk to. She's been dying to talk to someone who isn't utterly mundane for years now.
>
> You'll find yourself invited to a variety of wild college parties just so she can pull you into a room alone and… discuss magical theory. Prove yourself interesting enough, and you might even find yourself participating in some wild tantric rituals; after all, you can't do those by yourself.

Both girls have level two **Homo Magic** and **Magical Training** (the student has fantasy-inspired magic as her specialty, whereas the queen bee has ritual magic).

Heart of the Wild [100] You managed to save this beautiful mature woman's pet dog, and she invited you in to pay you back. Soft is the way to describe her, with a voluptuous body and a tendency to wear fluffy clothing. She's a great person to hug, as you soon find out.

She works as the manager of a nearby pet clinic that treats animals of all shapes and sizes. She's apparently pretty good as well, even doing some medical work for a nearby zoo. She'll begin to invite you over. She states that she needs some help around the house and she'll pay you back in cash, food, or even advice. She doesn't seem to need the help, though: she's ridiculously strong in the few times you've seen her work, and she seems to eat more meat than a gym bro.

That's because she's actually an **Avatar of the Red**. She can pull powers from various creatures to use in her daily life and in the little amount of hero work she's done. The only

downside is that using her powers tends to make her a little *animalistic.* You'd be happy to help her out, right?

> **(Dark Reflection)** You found this young woman (or rather, her cat found you) while walking around town. With both pale blonde hair and icy blue eyes, she's almost corpse-pale. She dresses like a stereotypical goth, covered in tattered black clothing and makeup. Silver jewelry dangles from her neck and wrists and clatters as she walks.
>
> With all the stereotypical goth getup, you'd think she was remarkably morose, but she's actually a social butterfly who seems to take you under her wing. She introduces you to her book club, art club, occult society, and her coworkers at the morgue.
>
> In secret, she's a remarkably powerful apprentice necromancer, starting out by bringing her cat back to life. You'd never know unless you managed to get attacked at her house, where suddenly skeletal hands reach through the walls and give your enemies a sudden strangling.

The vet has **Avatar (the Red)** and level one **Homo Magi,** whereas the mortician has level three **Homo Magi** and the **Necronomicon**.

Old Friend [200] This ancient spirit has been watching you since your childhood. You thought that she was an imaginary friend, and the two of you grew close. Then you grew out of those days, and she was forced to leave you behind. Relationships between mortals and immortals never end well, so they contented themselves with observation.

Recently, however, you seem to have developed powers, causing her heart to hope once again. A relationship between immortals can end very well indeed.

> **(Dark Reflection)** Your entrance into this world awakened a servant great and terrible. This beast has been bound to your soul throughout all eternity. Not only are you the jailer, you are also the master of this ancient foe.
>
> That is because your soul is perfectly resonant with the soul of the beast; you are essentially two halves of the same whole. She rejoices as she feels your presence once again, and your cosmic dance continues.
>
> The beast loves you more than any other in this world. If given free reign she would rework Earth into a paradise for her beloved, uncaring of the many bodies she would leave in her wake. Luckily, she had been sorcerously bound (willingly, I might add) to fulfill your orders. Be careful what you wish for in her presence…

The friend and beast both possess **Otherworldly Heritage, Daddy Dearest, The Real Deal,** and **Old God.** They may be any sufficiently powerful type of spirit, from a leftover angel in silent vigil to a foul demon of the darkest pits. There is no species limitation; the friend could be a demon and the beast an angel.

King of Witches [200] A coven of three great witches and seven lesser witches has read the bones and discovered your coming. They view you as their ruler, a dark master who will bring greatness to their coven. You may freely select their personalities and appearances.

It also appears they were correct, sex with you (especially as part of a ritual) does empower the members of the coven. Your generosity can see the lesser witches match the stronger, or empower the strongest witches far beyond their current power.

> **(Dark Reflection)** You purchased this large statue from a pawn store owner who didn't know what he was selling. This statue made of dark stone is immensely powerful. The statue is of a large muscular woman with four arms, sharp fangs, and a long snaking tongue. She is shockingly warm to the touch, and the stone feels like flesh beneath your fingers.
>
> She pulls magic like a siphon, sparing only those she wishes to spare (mostly just you). If you ever learn her ancient tongue, you'll find that she was made as an offering to Hecate by a coven of witches. They sacrificed their blood and lives to the statue, which has wandered the Earth from that day forth.
>
> At least the statue seems to like you.

The three great witches possess level three **Homo Magi** and **Magical Training**, and the lesser witches possess level two **Homo Magi** and **Magical Training**. The coven imports together as a single companion, with each member receiving their own individual stipend. The statue possesses **Magical Absorption**.

Hunting Party [200] These four Amazonian warriors have left Paradise Island to track down a criminal to their people. The only problem is that the trail appears to have gone cold, so they enlisted the help of a local (i.e., you) to help them find the criminal and bring them to justice.

They don't seem pleased to be traveling the world of men, and even less pleased if you happen to be a man, but you'll quickly find them to be extremely pleasant travel companions. Not only are each of the four kind souls, they also have a natural rapport with you. It's like you've been friends for ages. When you all manage to catch their foe, they'll give you enchanted mirrors so you can keep in contact with the group. You'll even catch them visiting whenever Paradise Island has another traitor or needs to conduct some diplomacy.

You'll discover on the road that they seem to be interested in enjoying some of the fruits of man's world, yourself included. They also have a tendency to wrestle covered in nothing but oil.

> **(Dark Reflection)** Same play, different players. In this world, the traitorous Amazon above was turned into a vampire by an old vampire lord. The lord (a beautiful countess of the night) and the Amazon enlisted your help in hiding from hunters from Themyscira.
>
> The hunters in this world are not nearly as skilled as the ones above, but equally as friendly. You'll enter an exciting game of cat and mouse between vampire and Amazon,

ending with the countess turning the hunting party. You can take all six of these ladies with you on your journey.

The Amazons receive **Otherworldly Heritage**, **Amazonian Training,** level one **Homo Magi** and **Magical Training,** and a collective **Lasso of Truth.** The vampires receive **Amazonian Training, Born on a Monday, I, Vampire,** and **Blood League.**

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different DC Universe jump.

Earth 11 [0] You may freely gender-swap the various characters in the DC continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Earth 26 [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not Kryptonians. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the DC Universe by jumping here, but you have some say about what goes on here. You can pick a specific timeline to enter into, following a particular comic run, TV show, or even fanfiction.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Crossover Comic [+100] If you took this jump immediately after jumping to (NSFW) DC Street, you may carry over your progress in that universe to this one. If you are going to take all three (NSFW) DC jumps consecutively, you may lower the jump timer for each jump from ten years to five.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *Arrgh, Superman! - This world has reverted back to the age of sail. Supervillains patrol the coasts, keeping their eyes peeled for heroes from the Royal Navy. Expect medical care to be quite a bit worse, and hygiene will definitely suffer except for the few supergeniuses. This sail theme even extends to the skies, where mighty ships sail on waves of light.*

Dust - This is a world of dust and nuclear fallout. The heroes and villains have escaped from dangerous vaults, eager to wage war in the ruins of once-great cities. The world is dangerous and full of ancient terrors. This is a world of cowboys on steel horses and of outlaws hiding in once-buried laboratories.

Corpo Rat - This is a world of chrome and glass. Neon lights show bright ads showing the best products from giants like LexCorp and Wayne Enterprises. The streets are full of desperate and deadly people just trying to make their way in the world.

Isekai - You've been summoned to a fantasy world unlike any other. The knights and lords of this world are strikingly similar to the superheroes you know, and everybody lives in fear of the demon king dwelling in the east. At least Starfire looks amazing as an Elf.

Extended Stay [+100] You will remain here for an additional ten years. This Drawback may be purchased multiple times, but you can only remain here for up to fifty years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Family Matters [+200/300] Your parent(s) in this world are absolutely obnoxious. They've got the perfect idea of what your life needs to be, and they'll go to extreme lengths to make sure you've heard about it. Their ideas might not even be bad, but they'll make it so annoying that you don't even want to try it out.

For **300 CP,** your parent(s) are actively pushing you to do something harmful to your physical or mental health. You'll hear constant questions about how long it's going to take you to conquer the world, or how much you'll love marrying Ze'kal the demon lord.

Corrupt League [+300] This Justice League appears to be the same as the one you are familiar with. They aren't the same.

This league is morally compromised in a variety of areas. This might spare a couple of members, but the whole organization is one bad day away from taking complete control of the

Earth. Their actions might be the name of goodness, or they might just be wicked without knowing it. Regardless, they will become a major threat to Earth.

Threaten the Balance [+300] You are a target of the Lords of Chaos, Order, or Balance. They view you as an unmistakable threat to their preferred state of the world and will seek to cut you from the world. You may take this perk up to three times, until you have all of the Lords of Chaos, Order, and Balance acting towards your destruction.

Darkseid Lives [+400] This world isn't the usual DC universe but instead a version written by its worst enemies. The villains live successful lives in opulence and pleasure, whereas the heroes dwell alone in poverty and pain. Expect to find your time here deeply unpleasant unless you're competitive enough to keep up with the monsters running this place.

Vengeance [+400] You've managed to attract the attention of the vengeful Spectre. He's thoroughly convinced that you've committed a grave crime for which the sentence is death. You must prove yourself innocent by the time the jump is over, or you'll have to face the Spectre in battle. No pressure.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely gender-swapped as per **Earth 11** above.

Friend of Themyscira:



You've managed to draw the attention and attraction of an Amazonian hero of your choice. This includes, but is not limited to, Wonder Woman, Donna Troy, Artemis, and Hippolyta. The exact form this attraction takes is very dependent on your chosen hero, but you are guaranteed to be romantically and sexually compatible with your choice.

To pass the scenario, you simply have to develop a strong enough bond with your choice to get them to travel with you on your chain. This is easier said than done for even friendly Amazons like Wonder Woman.

You may take this scenario multiple times, selecting a new choice each time.

Reward(s): You get to take your choice with you as a companion. They receive their powers **f**or free and automatically import into new jumps with a full (**600 CP**) stipend. You may take all of your Amazonian companions together as a group companion that imports as a single companion but receives individual stipends.

As an additional bonus, you receive an endless bottle of Amazonian olive oil.

Nevermore:

Rachel Roth is Raven, one of Earth's greatest mystical heroes, and also the daughter of the demonic Trigon. With black hair and pale skin, she's an emotionally controlled person out of necessity. She's come to ask for your services in facing her demonic brother.



There are two methods to pass this scenario.

The first is simple: you must simply defeat her brother. Raven is not strong enough to fight him alone, but with the assistance of another combatant, she can defeat him. She'll be eternally grateful for your help in the matter (not that she'll show it much on her face), but unable to pay you back monetarily, offering magic lessons instead.

You'll find out that she's homeless and constantly on the run. If you offered her a place to stay, she'd be overjoyed. She's even willing to be your roommate, but that path will lead to constant temptations from her demonic side. It seems Trigon is a bit of a lustful demon; she'll fall hard into lust for you (followed shortly by love). Her body is nearly perfect and deceptively lewd. Did you know that lust demons can orgasm from giving blowjobs alone?

The second is a bit more devious. You happen to know her birth name, and that's enough to bind her magically as a devil. This requires knowledge of demonology (easy enough to find through the **Necronomicon, Helm of Fate,** or **Magical Training**), but magically binds her to your wishes. After casting the spell, she'll count as a slave for the purposes of **Shackles**

below and be permanently bound to your service.

This binding has the side effect of effectively taming her demonic side. She'll never lose herself to Trigon while bound. You'll be able to direct the urges of her demonic side, making her face your desires as if they were part of her nature. She'll never admit it, but she'll also get off sexually to her new lack of control.

Reward(s): You can take Raven with you as a companion. She receives level three **Homo Magi** and **Magical Training (demonic magic), Otherworldly Heritage,** and **Daddy Dearest** for free and automatically import into new jumps with a full (**600 CP**) stipend (unless you enslaved her, in which case she counts as a slave for **Shackles** below).

You receive a set of her costumes for free, including the famous black leotard and cloak. You also get a set of kinky succubus costumes.

Hello, Love:

Constantine has always been a thorn in your side. The conwoman is known throughout mystical England as a paranormal detective. She's also just shown up at your house drunk and riddled with bullets. With a Liverpool accent and a tendency towards mischief, she's a whirlwind of bad ideas and genuine heroics.

You'll find her fluttering around your house from now on. She leaves for days and then returns having solved a case or just gotten drunk. She's attracted to you, makes it rather clear, actually. She also knows a bit about what's actually going on with you, but she'll keep it under wraps.

To pass the scenario, you've simply got to get Constantine to join you on your adventures, hardly a difficult sell for one such as her. The harder part is traveling with Constantine.

Reward(s): You can take Constantine with you as a companion. She receives **You Will Live John Constantine,** level three **Homo Magi,** and **Magical Training (white and black magic)** for free and automatically imports into new jumps with a full (**600 CP**) stipend.

As an additional reward… is that an endless bottle of demonic whiskey? Best keep its existence a secret.

:evoL annataZ



A street magician named Zatanna Zatara elected to host a show in your hometown. She put on a fantastic show with a set of smoke and mirrors, thrilled the audience with her charm, and then selected a lucky member of the audience to participate in a trick. You were the lucky fellow who got to go on stage and be sawn in half, and just before you returned to your seat, she whispered for you to go and visit her after the show.

You visit her, pulled by Zatanna into a dark, lonely dressing room, and she asks with a deadly serious face why a person from another dimension was watching her show. Whatever your explanation, you were given free tickets to watch her shows with a backstage pass.

It seems she's just happy to have a fan from another world. The fact that you're easy on the eyes doesn't hurt. You'll find yourself shocked and amazed at each show she puts on, and maybe find yourself enjoying a couple of private shows of your own.

To pass the scenario, you simply have to progress your relationship enough to where you could convince Zatanna to leave it all behind. A tough sell, but putting on an interdimensional show is hardly nothing.

Reward(s): You can take Zatanna with you as a companion. She receives level three **Homo Magi** and **Magical Training (Logomancy)** for free and automatically imports into new jumps with a full (**600 CP**) stipend.

As an additional reward, you receive a magical cast and crew of followers, always eager to put on a stage presentation.

Order of Ancient Mysteries:

You purchase an ancient estate in England. The old man who owns it recently passed and put it on the market. It's got a scenic view, a beautiful garden, and an occult library? Who was this old man, and why did nobody mention the basement?



Upon entering the basement, you find yourself face-to-face with a grand glass bottle. Within the bottle is a naked creature unlike any you've ever seen before. It could be a hermaphrodite that looks like sex itself, a pale young woman wearing black gothic makeup, or a paper-white woman with stars where her eyes should be.

It appears the previous owner, Alex Burgess, has captured one of the Endless.

There are two methods to pass this scenario.

First, you can immediately crack open the bottle. It's the moral thing to do for a human, let alone a being that can defy the gods themselves. With the bottle shattered, the Endless disappears. You've accomplished what you set out to do, freed the captive, and attracted the attention of one of the Endless. You might find yourself blessed, ignored, or cursed in equal measure. Love between the Endless and mortals is usually doomed, but if anyone could find a way, it'd be an interdimensional being like yourself.

Second, the occult library holds an ancient spell of binding designed for unruly djinn. The spell conjures a golden chain and collar on the target. The chain and collar use the target's magic

against them to produce a binding spell of immeasurable potency. The Endless trapped this way must obey your commands, cannot harm you magically or physically (not even able to cause effects that will chain towards you, such as blowing up a ceiling to let it fall upon you), and will feel great pleasure at obeying your commands.

With this chain, you can open the door of the glass jar and release the Endless to fulfill their usual duties. You can then yank their metaphysical chain at any time to summon them to your presence. The other Endless will find this matter amusing (or otherwise bound to inaction) unless you purposely cross them by disrupting the usual functions of the universe or torturing their sibling. What is the life of a mortal, or even an immortal, compared to that of the Endless?

The Endless you've captured will have their own views of this enslavement, ranging from pure hatred to a subtle acceptance of their fate. Some will even enjoy the lack of responsibility they gain from this arrangement. It is said that love between Endless and mortals is doomed, but the storytellers never envisioned the kind of relationship you have now.

Reward(s): You may take your particular member of the Endless with you as a companion. They all have **Otherworldly Heritage, Daddy Dearest, The Real Deal, Old God,** and **Pillar of Reality** and automatically import into new jumps with a full (**600 CP**) stipend.

The enslaved Endless instead counts as a slave for **Shackles** below.

You receive the manor house as a property for free, and may take it with you into your future jumps.

Shackles:

You must have a way to produce slaves before selecting this scenario. This includes a variety of options, including preexisting mind control powers, mental manipulation spells, or Total Eclipse of the Heart.

Your goal with this one is relatively simple. Capture several superpowered and named individuals as your slaves.



Reward(s): You get to take your broken slaves with you as companions. They receive their powers for free and automatically import into new jumps with a full (**600 CP**) stipend. Your slaves are imported as a group companion for the purposes of companion limits.

You receive an additional perk based on your slaves.

If you only captured slaves who deserved their punishment, mostly by being naughty little villains, then you would receive the following effect. **Bad Boy:** Your body oozes sexual desire. You are amazing at seduction and seem to know the best ways to push buttons. You're desirable in ways that are hard to describe but plain to see.

If you capture slaves indiscriminately, you receive the following perk. **Slaver King:** You are an expert slave trainer, capable of using force to get your point across perfectly. You could turn even the strongest brat into a mewling sex slave with only half effort.

If you capture only innocents and heroes, you receive the following perk. **Addictive:** Your taste and smell are pleasurable and addictive. Just having sex with someone will leave them shaking with cravings. Expect to see your slaves love their new lot in life.

Villainous Fangirl:

You've managed to get yourself a fan from among the many rogues in this world. How exactly this manifests is up to the particular villain chosen. This also isn't a particularly villainous obsession, but rather a surprisingly innocent crush. They won't go out of their way to harm or control you, with many of them acting uncharacteristically kind.



Your goal is rather simple: survive the affections of your chosen rogue and build a strong enough relationship with them to bring them with you. As ill-advised as this is, you can also take this scenario multiple times, selecting a new villain each time.

Reward(s): Your chosen villain follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend.

Your chosen villain receives their full powerset worth of perks, powers, and items. For example, Jinx might receive level two **Homo Magi** and **Magical Training (Chaos Magic),** while Circe might receive **Otherworldly Heritage, Daddy Dearest,** and **The Real Deal**.

Copy Cat:

As you entered this world, you pulled a hero or villain from another world with you. This alternate timeline version of that character arrives in this world at the same time and place as you do, likely confused as to what happened.

This character shares many things in common with their mainline DC counterpart, but they will always manifest with a “twist” that makes them unique. They might be the magical version of a cosmic superhero, a villain version of a hero, or just an alternative person wearing the same title.



You’ll find rather quickly that you’ve managed to spare their life by pulling them from their world. They’ll also be shockingly happy with their new life in this world, largely due to the sparks that fly between the two of you. They’ll find you very attractive (either because you are attractive or because their world’s beauty standards find you to be a heartthrob) and you’ll get along like best friends within a couple of hours.

To pass this scenario, you’ll simply have to convince them to follow you into another new dimension. You’ll also have to face a team of heroes or villains that have come looking for the new dimensional traveler. This search party can be from the mainline DC universe or from their alternate timeline.

You may take this scenario multiple times.

Reward(s): Your chosen character follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Your chosen character receives their full powerset worth of perks, powers, and items. If this chosen character is an alternate version of a

character that is already (or planned to be) your companion, you may import them together (with individual stipends) as a group companion for the purposes of companion limits.

Legion Blues:

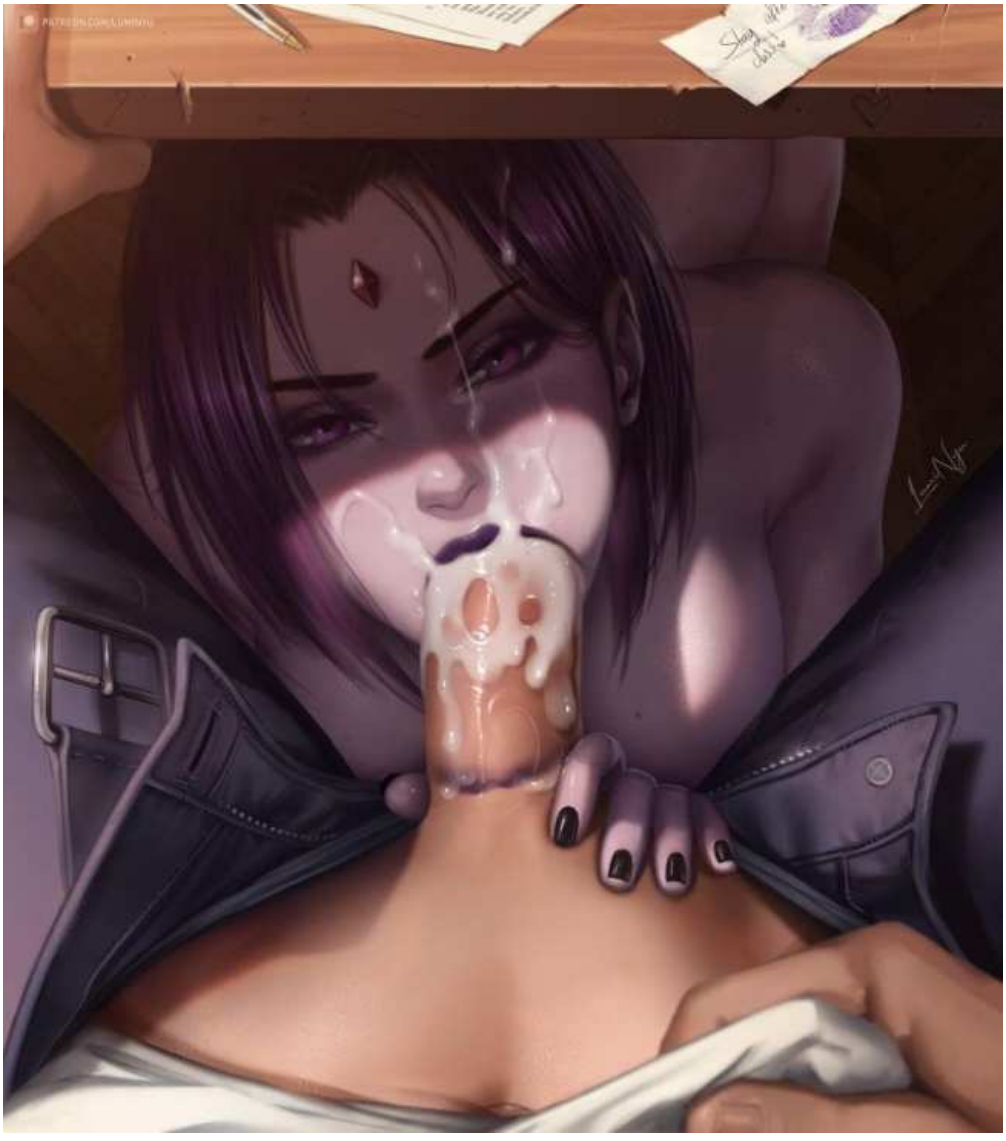
You find yourself quickly stumbling into a visitor from another time period. This may be any character of your choice, but they've managed to find their way to your time period. However, they ended up arriving here is irrelevant because they are stuck here.

Characters from the past will view you as a trustworthy guide to the new period they find themselves in. Characters from the future will reveal themselves to be huge fans of yours. How well they keep this secret depends on the character. Regardless of the time period they come from, you'll find that the two of you get along like destined lovers.

To pass this scenario, you'll simply have to convince them to follow you into another new dimension. You'll also have to face a team of heroes or villains that have come looking for the time traveler. This search party can be from the mainline DC universe or from their alternate timeline.

You may take this scenario multiple times.

Reward(s): Your chosen character follows you on your chain as a companion that automatically imports into new jumps with a full (**600 CP**) stipend. Your chosen character receives their full powerset worth of perks, powers, and items.



Your Hero Academy?:

You have been selected by the Justice League (or Legion of Doom) to train young heroes (or villains) to fight crime (or cause it). They have constructed an academy in a hidden location and

populated it with sidekicks that are becoming adults and hoping to strike out on their own.

You are the headmaster of this academy and are given total creative control to manage this school. Not only can you select your own staff, but you have total curriculum control. You have also helped design the school according to your own specifications.

Your goals are simple. Each year, the school will administer a practical test by the Justice League (or Legion of Doom). You must simply get 70% or higher for your student to pass the examination. You'll find the requirements to pass surprisingly easy, given that the heroes just want their apprentices to enjoy the college experience.

The real struggle will come from the sidekicks themselves as they enter young adulthood and make names for themselves. They'll disobey the rules, throw parties, and otherwise mess with your plans.

Luckily, nothing is considered "cheating" in the process. If you have the ability to directly beam skills into your students' minds, then by all means do so.

For a just reward, your students will not find lewd requests as unreasonable as they rightfully should. Not only can you make your school panties-free, you'll also only find one or two sidekicks who disobey the rule (and you can use their non-compliance as justification to "punish" them). The heroes (or villains) financing this will also not find these requests unusual.

Reward(s): You may take this school and its staff with you on your chain. The school maintains its funding, student resources, and grounds in following jumps. It will even gain new student sources equal to the original in each new jump.

You may hire alumni as staff members if they'd be willing, or take any willing alumni as companions. These companions receive their full power set's worth of perks, powers, and items. They also automatically import into new jumps with a full (**600 CP**) stipend. You may import your alumni together as a group companion with individual stipends.