

DC Multiverse: Earth-11

v 3.0

Each Earth in the multiverse has its own unique identity. Sometimes the Justice League are criminals instead of superheroes. Other times Superman's spaceship lands on the other side of the world, and he grows up as a Soviet figurehead. On this Earth, every hero, villain, and nameless bystander are the opposite gender from most Earths. Superwoman, Batwoman, and Wonder Man lead the Justice League. Darkseid is thicc. And so on.

You start with 1000 CP. You can change your sex for +100 CP, and you can start anywhere in the universe, including the local incarnations of New Genesis and Apokolips. Some starting locations might not be very good ideas though, at least depending on your origin. Fanwank whichever continuity you want to use or if any Crises happen, I don't care. Powers bought here are set to Post-Crisis levels regardless.

Yes, this is just for waifus.

Origins

You can replace a character if you want to. They don't need to fit your race or origin, but you'll cause some retroactive changes to justify your existence if they don't.

Drop-In

You appear at your starting location, with no preexisting history in this universe. It'll be easy enough to blend into the crowd as long as you can pass as a native, but interlopers from parallel dimensions aren't all that uncommon here.

Reporter

A journalist writing for a major paper, a famous blogger, or just someone who posts YouTube videos every once in a while, it doesn't really matter. The important part is that you aren't involved in the superheroics scene. You probably know someone who is, or a bunch of someones, but that's their life. At the end of the day you have a fairly normal life to come home to. Maybe that's also what you provide for said superhero?

Superhero

Flashy capes, rippling muscles, laser blasts gleaming through the air, who wouldn't give anything for a life like yours? Whether you have fantastic powers that set you apart from the common folk or you rely on your skills and cunning, you fight to protect the innocent and save the day.

Supervillain

Someone has to be responsible for putting all those innocents in danger, don't they? And that someone is you. It's a dog-eat-dog world out there, and you know better than to wait around for fortune to find you. If something's worth having, it's worth taking, after all.

Alien

Not too different from dropping in, you're a traveler far from your home. You crossed the long, dark abyss of space, and whether you're a perpetual outsider or have a close-knit group of friends, you'll never forget who you are and where you came from.

Race

Human (Free)

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

Atlantean (200 CP)

In ancient times Atlantis was a thriving civilization with advanced technology and magic, before a meteorite caused tectonic devastation that sank the continent beneath the ocean. To preserve their way of life, the Atlanteans transformed themselves to survive beyond the protective dome of Poseidonis. They're excellent swimmers, are capable of breathing both air and water, and are naturally stronger and hardier than baseline humans. In recent decades their queen, Aquawoman, has reintroduced Atlantis to the surface world. This option also includes merpeople, the half-fish residents of Tritonis.

Amazon (200 CP, male only)

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

Kryptonian (1200 CP)

After the explosion of their home planet, the Kryptonian race is rapidly nearing extinction. Superwoman, Superlad, and a handful of others were the only ones to survive the destruction of Krypton. Its capital city of Kandor survived as well, but in a shrunken state due to Brainiac capturing it before it could be destroyed. Kryptonians resemble humans on the surface, but

under the light of the yellow sun they develop a wide array of powers including flight, super strength and speed, invulnerability, heat vision, and many more. These grow in strength over time, but can be stripped away by the light of a red sun.

Martian (1200 CP)

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

New God (1200 CP)

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

Clone (Variable CP)

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

Hybrid (Variable CP)

Choose two races at half price. You're a hybrid of the two, similar to how Supergirl is a human/Kryptonian hybrid. Both your racial powers and weaknesses are halved.

Perks

Traveler's Spirit (100 CP, free Drop-In)

The greatest heroes and villains of this world all have a nearly unbreakable spirit. The will to stand up straight when anyone else would have fallen. The will to take yourself to your limits and beyond. The will to fight against all odds. You aren't from this world, but you have this fire inside you all the same. Your sense of self and purpose is rock solid, ensuring you can always grit your teeth and carry on through the pain, improve yourself through brutal training, and commit yourself to following through with your ideals no matter how difficult or terrifying they

might seem. Even if the world takes everything away from you, you'll still be standing strong, fighting until your very last breath.

Mortal's Grace (100 CP, free Reporter)

You can speak volumes through your body language. Your facial expressions, tone of voice, posture, gestures, and movements are all evocative of what you're feeling, and you can make complex, nuanced thoughts clearly known with little difficulty. You can speak with a clear, steady voice regardless of the circumstances, and you move with a fluid ease that draws eyes to you and keeps them there.

Savior's Presence (100 CP, free Superhero)

Heroes are everything we aspire to, the ideal we look up to as the best we can be. You represent that pinnacle, outwardly in your appearance if nothing else. You stand a head taller than those around you, bear defined muscles like an Olympian athlete, and are one of the most attractive people around. When you speak, you do so in a powerful and commanding but gentle and comforting voice, confident and clear so that the people you protect know they're safe. You have a naturally toned body, and find it difficult to lose your shape even without actively training. Getting work as a model would be underselling your appearance, and you do it all with a casual, down-to-earth ease. Either they want to be you, or they want to be with you.

Rogue's Charisma (100 CP, free Supervillain)

Isn't it so easy, wrapping people around your finger? Telling them what they want to hear, feeding them secrets that make them doubt their supposed friends and start to think you might not be all that bad? They're wrong of course, but they'll never know that. You're a natural at persuasion and manipulation, using your way with words, silver tongue, and sheer force of personality to throw someone off balance, confuse them, and sow the seeds of doubt. Of course, even if you don't have any villainous intent you'll still have a smooth and magnetic charisma. People can't help but want to be around you, whether it's as pawns, friends, or lovers.

Foreigner's Luck (100 CP, free Alien)

Things just seem to turn out your way. Nothing major, you won't be winning the lottery ten times in a row, but getting a winning ticket at all is nothing to scoff at. Games of chance tend to turn out in your favor, that lost item you're looking for just happens to be in the first place you check, your equipment doesn't jam or crash nearly as much as it probably should, when you enter a new location you quickly meet friendly people and trustworthy allies, and enemies you're trying to avoid turn the other corner or get called away just before they notice where you're hiding. Mostly just the little things, but they do add up, and giving yourself better odds for the more important risks never hurts.

Freudian Fight (200 CP, discount Drop-In)

The subconscious mind is unbelievably complicated, and no one truly understands how or why it works the way it does. No one except you, that is. Your otherworldly nature has left you with

a new perspective on how the environment can shape a person, an understanding that allows you to shape them in much the same way. Over the course of a fight, a conversation, or a similar back and forth interaction, you can play someone's subconscious to your whims. Use your posture, body language, and microexpressions to make yourself irresistible, or terrifying on a primal level. Dismantle an addiction, or create one anew. Change how they respond to certain situations and stimuli, or even who they're attracted to and how. You can't change who someone is, their identity, but with some creativity and persistence perhaps you can make them want to change themselves.

Reverse Refractory Period (200 CP, discount Reporter)

When you're dating a metahuman you're going to need a way to keep up with them. Even the ones that don't have superhuman stamina tend to be fit and athletic, and can assuredly go for much longer than a normal person before they're worn out. This ensures that when you start something you normally couldn't finish, you'll have just enough energy to see it through to the end. You don't have endless stamina, you can still get tired, but it'll only run out and leave you panting in a heap when the others are too. Whether you're in a knock-down-drag-out fight or stuck under a pile of sweaty Kryptonians, you'll catch your second (and third, and so on) wind right up until the end. Excuse me? Of course I meant after a fight! Get your mind out of the gutter!

Chainmail Speedo (200 CP, discount Superhero)

What good is armor that only covers a third of your body, if that? It won't stop any enchanted swords or laser guns that way! Except apparently it does, considering how popular this style of protection is among the Amazons. As long as you're wearing some armor, no matter how revealing, that amount of defensiveness will be spread across your whole body. Fight supervillains in sandals and pteruges all you want without worrying about getting your unprotected legs getting shot.

It's Not Personal (200 CP, discount Supervillain)

People tend not to hold the things you do against you, as long as you weren't targeting them for personal reasons. As long as it only happened because of circumstance, such as beating up a superhero in order to escape and not because you wanted revenge on them specifically, they won't hate you for it. Hell, you might even become friends afterwards if you weren't too hard on them.

Extraterrestrial Acceptance (200 CP, free Alien)

When people look at you, they look past any...abnormalities they might see. Oh sure, they'll see them, but they won't recognize that there's anything strange with your appearance. People won't stop and stare at your orange skin or glowing eyes, they won't point and whisper when you walk down the street in an outlandish or revealing outfit, and if you walk into your office job with enormous bloody swords strapped to your back the most you'll get are some polite comments about them at the watercooler.

Rule 63 (400 CP, discount Drop-In)

You may have brought a perspective from other worlds, but with this you can take the crux of this world along with you when you leave. You can genderswap anyone at will. Make it a sudden shock to everyone, retroactively change history so they were always that way, or anything in between. You can set this to everyone, or everyone of one sex, to cover a whole jump.

Superwoman's Boy Friend, Louis Lane (400 CP, discount Reporter)

Why would someone like Superwoman, a goddess in all but name, ever want to become romantically involved with an ordinary human like you? Well, you can ask her yourself, she's waiting outside to see you. Maybe you have your eyes on someone else, but whenever you're attracted to someone you'll find that they inexplicably have their eyes on you too. They've already seen you around a few times, and you peaked their interest much as they did for you. Something they saw in you that just set them off.

Status Quo Matchmaking (400 CP, discount Superhero)

Did you know that metahumans mate for life? It's true, since nobody stays dead in comics. Well, not really, but isn't that a nice thought? Falling in love, and never losing that initial romantic euphoria? Never feeling your love fade with time, or growing tired with each other? Your relationships with others no longer degrade. You can still find out they weren't the right person for you and the like, but your genuine feelings for each other will only grow stronger and everything you do with them will be just as fun and exciting as the first time.

Too Useful To Kill (400 CP, discount Supervillain)

Villains like you live a dangerous life. Your underlings and henchmen could be arrested and made to spill all your secrets, your boss could sacrifice you as a mere distraction to slow down the heroes and rival gang leaders, and your partners-in-crime are more likely than not all thinking about how they have to make sure they betray you before you get the chance to betray them. This prevents that from happening. You can maintain personal relationships with the blackest hearted of irredeemable monsters as much as you want, and they'll consider you their only real friend or too useful an asset right up until you decide it's time to cut off your dealings. The people you've entrusted your secrets to won't give them up for the world, and your allies will stay loyal to you until you're long out of harm's way. If nothing else, it'll give you some peace of mind if you want to get closer to any of the more unstable villains.

Obligatory Harem Perk (400 CP, discount Aliens)

While many species across the universe have monogamous family structures, the universe is a big place. Fortunately everyone is so accepting of your...*culture*. Your love interests don't seem to mind sharing you and won't see anything wrong with you picking up more of them.

Character Development (600 CP, discount Drop-In)

People change over the span of their lives, growing and developing in ways they often never expected. Unexpected situations force them to adapt, and their memories and experiences

build on them until they're all but unrecognizable to the person they used to be. Most of the time this happens unconsciously, opportunities taken and compromises settled, but other times it can be controlled and directed, such as practicing discipline or restraining one's temper. You leave your mark on the people you spend time with, and they grow and develop either consciously or unconsciously to be more in line with what you expect from them. Colleagues and coworkers, people you see regularly but not too often, will become easier to work with, while your friends will be much friendlier with you and will change their mind on things you disagree with before either of you even realizes there's a disagreement. A close friend or romantic interest could go from someone you can't stand to your ideal partner by the end of the jump you met them in.

Why Does It Have Pincers!? (600 CP, discount Reporter)

Ha, you didn't really think you'd be biologically compatible with all the crazy alien bodies out there, did you? Okay, fair enough, most aliens here are just recolored humans. If they even bothered to recolor them and didn't just change the name and slap on some powers. Whatever, my point stands. This lets you lewd anything as long as it's actually a living being, without any of that tricky 'biology' or 'physics' nonsense getting in the way. I'll even throw in the ability to make cool hybrid kids with them and everything. Screw genetics.

The Power Of Friendship (600 CP, discount Superhero)

The power of friendship, the power of love, whatever you want to call it. Considered by many to be the most powerful force in the universe (or one of seven, at least), you now have the ability to redeem the irredeemable and lift up anyone to be a shining example of virtue. You are now thinking of tradwife Darkseid.

Evil Is So Much More Fun (600 CP, discount Supervillain)

It is, isn't it? No rules to tie your hands, no obligations to hold you back, it's the life of the truly free. You can drag anyone down and corrupt them, showing them how exciting and liberating a life of crime can be. Fight alongside former heroes or watch them turn on their so-called friends, or just amass an army of minions and try to take over the world.

Green Skinned Alien Space Babes (600 CP, discount Alien)

Seriously? You want to make even more of the aliens humanoid? Fine, *fine*, I don't care. Who needs variety anyway. You can give anything that counts as alive an attractive, humanoid form, no matter how inhuman or abstract they are. Go knock yourself out.

Items

Knock-Off Tenth Metal Armor (100 CP, free Drop-In)

Shiny silver armor. It looks really cool, but it doesn't really do much beyond that. It might help you defeat evil if you can catch the sun just right to distract them with the glare?

Costume (100 CP, free Superhero)

A flashy costume that shows off all the best parts of your figure. Even if you aren't all that good looking it will constrict you into form so you always look great in it. Not like you need to breathe, right?

Evil Lair (100 CP, free Supervillain)

An abandoned, run down warehouse. A bit of a fixer-upper, but I'm sure that's alright. Whoever said evil doesn't pay?

Nana Perpetua's World Famous Pies (100 CP, free for Alien)

A recipe for delicious cream-filled pastries. Strangely enough, they always come out round and looking like small planets.

Pink Kryptonite (200 CP, discount Drop-In)

It's kryptonite, except instead of killing you it makes you gay. Or straight. It changes your sexuality when you're exposed to it. This sample works on everyone for some reason. I don't know why. I'd appreciate you taking it off my hands before any more accidents happen, thanks.

Lasso of Truth (200 CP, discount Superhero)

An unbreakable golden glowing rope. Wraps around anyone caught in very suggestive ways, and they're unable to free themselves without help. That is, unless they're strong enough to snap enchanted rope. You'll probably be fine unless you do something stupid like try to wrangle Superwoman with it.

Nano-Bombs (200 CP, discount Supervillain)

A vial of little, tiny explosives borrowed from Task Force X. They're small enough to be injected through a needle and destructive enough to blow up the subject's head when detonated. The ultimate blackmail material. Just, keep an eye out for Waller's goons. She knows how to hold a grudge, and she wasn't happy about these things being stolen. They're flushed out of the body after a month if they aren't detonated or disarmed before then.

Legal Alien Documents (200 CP, discount Alien)

A set of papers giving you the legal right to be here. Be where? Here. You have the legal proof that you're allowed to live wherever you are. You won't necessarily be a citizen and you won't be allowed anywhere you wouldn't be otherwise, but you won't be kicked out for overstaying your leave.

Black Kryptonite (400 CP, discount Drop-In)

A shard of black Kryptonite, small enough to hold in your hand or hide under your clothes. Anyone exposed to it will be split into two versions of themselves, a pure-hearted and compassionate version and an evil and aggressively confident version. The split is permanent, unless the two halves are willing and able to put aside their differences and find balance within themselves. Like that's ever going to happen. This type affects everyone too.

Paradise Island (400 CP, discount Superhero)

An island full of magical, very attractive warriors of a single sex who are extremely loyal to you. The magical enchantment surrounding and protecting the island prevents its discovery or entry unless you allow it. The only other way past it would be to break through an enchantment placed by the gods themselves, no easy feat by any measure. The island can optionally be underwater and/or well-versed in magic instead of combat.

Hypno-Pollen (400 CP, discount Supervillain)

A special pollen that, when inhaled, deteriorates the target's willpower and leaves them a compliant drone. It can be resisted through great presence of mind, but even then will leave the target off-balance and reeling. Used to great effect by the villain King Bee. Comes with flowers that produce a constant supply.

Flying Pimpmobile (400 CP, discount Alien)

The smoothest cruise this side of Vega, baby. Formerly the pleasure-craft of a Thanagarian merchant, now you hold the keys. Not only is it capable of crossing the depths of space like fish through water, it comes equipped with the latest and greatest of Earth culture: floor to ceiling lava lamps providing a smooth and relaxing light, rugs thick enough to get lost in, a rich purple paint job topped off with exotic leopard print trim, a long musical car horn, the works. The last time it was on Earth may or may not have been the 1970s.

Periwinkle Kryptonite (600 CP, discount Drop-In)

Exposure causes the affected to completely lose their inhibitions, although not necessarily in the way you might be thinking. If you threw it in your opponent's face during a high-stakes fight, they could very well leave the fight entirely to go dancing. Effects will be highly unpredictable and chaotic, but will always be extreme. This kryptonite affects everyone, and can only be reversed by a second exposure undoing the effects. Who knows what could happen if you used this on someone who already exists in a state of total chaos?

Star Sapphire Ring (600 CP, discount Superhero)

The signature tool and weapon of the Star Sapphire Corps of Zamaron, this Power Ring and paired battery combine the Maltusian technology of Oa with the Violet Light of Love. On top of the normal abilities of energy constructs, flight, communications, and the myriad of other functions rings come with, you can trap someone in a violet crystal of concentrated violet light. By the time they come out in a few days, they'll be fanatically in love with you. Like 'willing to kill worlds' in love. Your ring can function at the standard level of a Lantern without needing any inhuman levels of emotions, but pushing it past that will require the love of a true Star Sapphire.

Heart of Darkness (600 CP, discount Supervillain)

A magical crystal with your essence bonded to it. Anyone who touches this becomes subservient to you and becomes a part of a hive mind, capable of sharing thoughts and experiences and acting in perfect synchronization. The afflicted have some form of marking on their body, like coloration on their face or a womb tattoo. Those with incredibly powerful innate

magic such as demigods and strong *Homo magi* can resist the corruption at first, but they'll still be marked and connected so you can wear them down mentally over time.

Broken Boom Tube (600 CP, discount Alien)

You have a handheld, tube-shaped device designed based on the principles a Father Box uses to open Boom Tubes, allowing it to do the same. Unfortunately, this one's broken. While a Mother Box can aim its portals with pinpoint accuracy from across the universe, this one spits out the other side of the portal just about anywhere it feels like. It's always somewhere hospitable, more or less, it's not going to drop you in the vacuum of space or anything like that. But you have no idea what planet or what situation you'll find yourself in on the other side. And if you don't have a way back, the only way is forwards. Onwards!

Companions

Reporters get a 600 CP stipend for this section.

Companion Import (50 CP)

Interesting and unique description. Each companion gets an origin and 600 CP.

Canon Character (100/200/400 CP)

You can take any canon character along with you. Characters below an average Justice League member will cost 100 CP, on par with Batwoman or Dan the Wonder Man are 200 CP, and on Superwoman's level are 400 CP. New Gods are roughly equivalent to Kryptonians in terms of power, and you can't companion anyone substantially stronger than Darkseid or Superwoman.

Lilith d'Allaire (100 CP)

The dark mother of the night, high priestess of the Ashen Way Coven, the One Who Howls in the West, and many other titles (most of them self-proclaimed), Lilith is an avid witch and spiritualist. While it may be easy to discount her as a fake, thanks to her love of astrology, healing crystals, and Ouija boards, she does actually have a trace of magic in her blood and more than a few genuine spells to her name. She's generally more focused on the aesthetic of it all, the clothing and the makeup and the crystal balls, but when she actually sits down and focuses she's a fairly talented spellweaver and ritualist. Just make sure you know what the ritual does before she ropes you into one, she isn't above using 'fertility rituals' as excuses to get naked in the woods and drop a bunch of acid. Also her real name is Lisa Thompson, but don't tell her I told you.

Lasind'r (100 CP)

A Tamaranean princess. No, not that one. No, not that other one either. This one's on vacation on Earth (or wherever your starting location is, assuming it's not Tamaran), and she acts like it. Easily excitable but mildly patronizing behavior to the 'natives' aside, Lasind'r is a bit airheaded,

absentminded but not dumb, and very...*open*, as a Tamaranean. If she gets bored of Earth life, you can expect her to return home. Taking you with her, of course.

Rugged Survivor (100 CP)

A tough and hardened survivor from a distant, post-apocalyptic future, where the remnants of advanced technology appear as dangerous and unpredictable sorcery. Or perhaps from the long-forgotten past, when the law of steel and true magic ruled. It's hard to say; she isn't here of her own volition, and her descriptions of her home are strange and often contradictory. All the same, she's resilient, capable, and frighteningly lethal with a sword. She isn't in the habit of wearing armor though, or any more clothing than necessary for that matter. Apparently it was pretty hot where she came from. Currently she's searching for a way home or, failing that, a new place to belong to where her strength won't go to waste.

Pyrotechnic Jester (200 CP)

A prison guard turned prisoner turned escaped fugitive from the law. You aren't entirely sure what happened to her in that prison, but it's left her with a strange fixation on fire and explosions. Big explosions. This trigger happy gun nut has an adoration for you that borders on the maniacal, whether you want her around or not, and will bend over backwards for you at the slightest hint. Though, it somehow always seems to involve rigging something to explode.

Dr. Vergil (200 CP)

Dr. Amanda Vergil is a world renowned physicist, famed for her advances in multiple fields. She's not too great at dealing with people, at least until she gets to know them better. At that point you can't get her to shut up. Just don't ask her about her latest projects unless you have the next few hours free to nod along to an incomprehensible stream of what might as well be technobabble. If you could actually understand what she's saying, and cared enough to listen, I'm sure she'd latch right onto you. Girl's pretty lonely.

Superpowers

The origin and source of your powers can be anything reasonable for the setting. Powers can be combined to hybridize their effects. The origins and sources of powers can be whatever.

Focus (0 CP)

Your powers come from an object instead of being inherent to your being. You can apply some or all of your purchased powers to a mundane object, such as a piece of jewelry, clothing or armor, a weapon, a small trinket, or a (truck-sized or below) vehicle, and they either apply the power to the user or possess the powers themselves. For example, a car with super speed could drive that fast, or a ring with energy manipulation for one of the lights of the Emotional Spectrum with a technologic power source could act as a discount Lantern ring.

Limitation (applies discounts to powers)

Your superpower isn't as powerful or isn't as effective as described here. For half the original

cost, it's either half as strong or has a major weakness that can be easily exploited, such as being powerless against the color yellow. This applies to individual powers.

Transformation (+200 CP)

Your powers are locked behind a transformation that you need to undergo in order to use them. There's a specific way to activate it such as speaking a magic word or striking a series of poses, and if you're prevented from triggering the transformation you'll be unable to access your powers. Regardless of your race, your unpowered form is no more capable than the average human. Your transformed state can be a different gender. This applies to every power.

Fusion (+200 CP, requires Transformation)

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

Super Senses (50 CP)

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

Environmental Adaptation (50 CP)

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

Agelessness (50 CP)

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

Superhuman Skill (100 CP)

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

Superhuman Physiology (100 CP)

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

Sonic Scream (100 CP)

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

Elementalist (100 CP)

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

Super Strength (200 CP)

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

Super Durability (200 CP)

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

Energy Beams (200 CP)

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

Size Changing (200 CP)

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

Invisibility (200 CP)

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

Intangibility (200 CP)

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

Teleportation (200 CP)

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

Biochemical Explosions (300 CP)

Your body chemistry has been radically altered, resulting in explosions anytime you touch something. These explosions increase in strength the harder you hit, and different parts of your body have different yields. Tapping with your fingernail could take down a squad of armored soldiers, dropping a bead of sweat could level a city, and when you go all out you could go toe-to-toe with Leaguers like Superwoman and Wonder Man. You have several sets of clothing and costumes made from a material that doesn't trigger your explosions, and you know how to

make more of the material. These explosions never harm you, your clothing, or what you're Holding.

Flight (400 CP)

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

Shapeshifting (400 CP)

You have the ability to freely alter your molecular structure and atomic density. You can change your appearance, create weapons and tools out of your body, stretch and deform your shape and change your elastic properties, and disguise yourself as anyone or anything you've seen before. You can't change your strength and durability though, so turning your arm into a shield might not be the smartest plan unless you're already powerful enough to block the attack.

Telepathy (400 CP)

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

Corrupting Touch (400 CP)

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

Super Speed (600 CP)

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

quickly with how fast you can read and practice.

Comic Book Science (600 CP)

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

Master Magician (600 CP)

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

Energy Manipulation (600 CP)

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

Matter Transmutation (800 CP)

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

Drawbacks

Infinite Multiverse +0 CP

Instead of the comics universe Earth-11, you can go to a world based on another DC setting or series. Everyone will still be genderbent, of course.

Earth-5½ +0 CP

Only the men were swapped. 100% female population.

Vol. 2 Has Been Delayed (+0 CP)

You stay in this jump for an extra five years. This can be taken more than once.

Cursed (+100 CP)

Oh no?! The worst has happened, and now you've been cursed! All sorts of attractive women/men/whatever you're into are constantly throwing themselves at you. What? Of course this is a curse. Think of how distracted you'll be all the time. You'll never get anything done! Fine, it takes away 200 CP too. Net loss, bitch. That cursed enough for you?

Token Male Character (+100 CP)

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

Creative License (+100 CP)

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

Conventional Power Levels (+100 CP)

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

Broken Genderswap (+200 CP)

Upon entry to this world, something went wrong. You took in everything that makes this world unique (that being the fact that everyone's the opposite sex, in case it wasn't obvious) and promptly got stuck like that. You're trapped as the opposite of whatever sex you prefer, and

nothing you do can fix it or change you back until the jump is over.

My Superpower is FIST! (+200 CP)

Have you ever wanted to solve all of your problems by punching someone in the face? Now you can do that! And only that! For the duration of the jump you lose access to your Cosmic Warehouse and all of your items. You can still use items you didn't buy with CP or bring from previous jumps, but they'll be extremely unwieldy and you're more likely to hurt yourself in the attempt than accomplish anything with them. No, this doesn't affect purely utility objects like eating utensils and computers, although it will if you try and use them for combat or Superheroics.

Not-So-Secret Identity (+200 CP)

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

Testosterone-Filled Lout (+400 CP)

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

The CW (+400 CP)

Now you've done it, you're trapped in the ultimate hell. A SOAP OPERA!!!

Lone Wanderer (+400 CP)

No matter how much you try, you'll never be able to fill the hole in your heart. No matter how many people you meet, no matter how well you get along, no matter how deep your relationship goes, you'll never truly be able to connect with them. You can be friends, even close friends, but you'll never find that passion that could break through the sucking, gaping, agonizing void inside you. No matter how many people are around you, you're ultimately, deeply alone. And it will eat at you. It will gnaw at your thoughts, and rot away at your friendships, and weigh down on your emotions, until you're more emptiness than person. If you're already in a relationship, I highly suggest not taking this by any means. Ten years is a long time to fake it all, especially after you stop remembering why you bother.

Dr. Sivana's Cloning Experiment (+600 CP)

An evil (genderswapped) clone of you with all of your powers has been created by the infamous Dr. Sivana. Or a good clone, if you're evil. That's not important, the important part is that they're your opposite, and they're coming after you. They have access to any powers you gained in this jump thanks to being your clone, including non-biological powers because physics

are a suggestion to Sivana, and they won't stop until they've beaten you and undone everything you've accomplished here. Why? Well, they're your opposite, and their goals are the opposite of yours. Could you stand to tolerate them?

Required Secondary Powers Not Included (+600 CP)

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

Earth -11 +1000

Pronounced 'Earth Negative Eleven'. Note the space. Instead of the normal universe, you're jumping to it's Dark Multiverse equivalent. Bryce Wayne has just seen her lover, Sylvester Kyle, murdered by metahumans, and it broke her. In her hatred she will soon begin her war against them all, slaughtering them all to the man even without any superpowers or advanced technology of her own. It won't end there though, her bloody crusade could never end, and she'll continue fighting and killing until the Earth is nothing but a flooded waste of death and rot. The Batman Who Laughs isn't coming this time though, and Batwoman considers you among the metahumans to be eliminated whether or not you actually have any powers. Your starting location is on Earth, and attempting to flee the planet will accelerate the narrative decay and cause the entire dimension to collapse in on itself before you can escape her.