

Absolute DC Comics



By KingPan1c

God Is, and he wants you to submit. The Heroes have lost, and the universe has been stripped down, distorted, and rebuilt into something harsher. This is still a world of superheroes, but heroism is rarely easy. Governments, corporations, criminal organizations, cults, and cosmic powers all compete for influence, while ordinary people struggle beneath the consequences of their conflicts. A single individual can become a vigilante, revolutionary, tyrant, or symbol capable of transforming an entire city. The distinction between hero and villain is often determined less by how much power someone possesses and more by what they choose to do with it.

Beyond Earth lies an enormous cosmic landscape of alien civilizations, ancient gods, and powers that operate on scales incomprehensible to humanity. Kryptonians, Brainiacs, New Gods, Lanterns, Martians, Amazons, Atlanteans, and stranger beings can all become involved in Earth's affairs. The universe contains forces capable of reshaping planets, dimensions, and even reality itself; a street-level conspiracy can eventually lead to a confrontation with something far greater than human conception.

A harsher DC world where legends are rebuilt from the ground up, where heroes must earn their symbols, and where even the smallest act of defiance can become the beginning of something extraordinary. You have arrived at the moment when these new legends are being born.

Take 1000cp and resist, Jumper.

Origin

50% Discounts for purchases under your origin, 100cp purchases are free

Lone Champion

The world is harsh, but you've never stopped believing it can become something better. Whether you're an alien refugee, a humble laborer, an engineer carrying another's dream, or a champion empowered by ancient magic, you stand as a beacon of hope in a world desperate for one. You may stand alone today, but your actions inspire others to rise tomorrow.

Oppressor

In this world, what justice truly is is not very kind. Justice is people who accumulate power and use it to control others rather than liberate them. Whether you are a ruthless corporate magnate, murderous criminal, immortal revolutionary, or outright supervillain, you understand that power belongs to those capable of taking and keeping it. Your path is one of domination, manipulation, and building something that can survive even when you are no longer personally present.

Caped Crusader

Justice isn't handed down by kings or gods; rather, it is seized by those willing to fight for it. You learned that lesson in the streets, among criminals, revolutionaries, soldiers, and ordinary people abandoned by the system. You rely on preparation, ingenuity, and sheer determination rather than impossible gifts. To your enemies, you are the night. To those under your protection, you're proof that one person can make a difference.

Amazing Amazon

You come from a culture of warriors, Jumper. Maybe an ancient tribe, a forgotten civilization, or Hell itself. Honor, strength, and conviction define your life. Though you're one who studied the arts of war and magic, you fight not for conquest but for those too weak to defend themselves.

Cultist of the Light

You have devoted yourself to one of the primordial Lights that shape emotion, will, and existence itself. Whether a member of an interstellar corps, a devoted scholar, or an independent bearer of your chosen spectrum, you understand that power is born from conviction. Be strong; the Light rewards those whose emotions are genuine.

Runaway

You are someone who has escaped from the life that was supposed to define you. Perhaps you fled a powerful family, abandoned an organization, escaped a government program, or simply ran from a destiny you never wanted. You are resourceful, adaptable, and accustomed to surviving without reliable support, learning the truth about who you are and what you can do.

Manhunter

An outsider who observes humanity from the edges of society. You are a detective, investigator, wanderer, or protector who uses that outsider perspective to understand people rather than dominate them. Whether you are an alien refugee, supernatural investigator, or simply someone with an unusual ability to perceive the truth, you excel at uncovering secrets and understanding the minds of others.

Species

Humanoid **(Free)**

Human

The baseline species of Earth, with ordinary human physiology, with no inherent supernatural advantages. Humans make up for their limitations through adaptability, intelligence, technology, and sheer variety. You receive the normal benefits of being human, including the ability to reproduce and interact normally with human society.

Alien

You are an extraterrestrial humanoid whose natural physical capabilities are roughly equivalent to those of a human. Your species may bear unusual biology, coloration, senses, or cultural traits, but you have no significant superpowers by default. You can survive in your home environment and possess whatever minor biological adaptations would be normal for your species.

Magical Species **(-200cp)**

Minotaur

You are a humanoid bull-like creature possessing a powerful physique, horns, and excellent natural endurance. Your heightened senses and innate sense of direction make it exceptionally difficult for you to get lost, even in enormous labyrinths or unfamiliar environments. You are considerably stronger and tougher than a normal human and can use your horns as natural weapons. Your unusual appearance may make blending into ordinary human society somewhat difficult.

Fish-person

Your body has adapted to life beneath the waves, allowing you to breathe underwater and withstand the crushing pressure of the deepest oceans. You possess considerable physical strength and can move through water with ease, while injuries heal far faster than those of ordinary humans. Your physiology allows you to survive environments that would be immediately lethal to surface-dwellers. Depending on your exact heritage, you may have additional aquatic adaptations such as enhanced senses or natural weapons.

Amazon

You are a member of the legendary Amazons, an immortal warrior possessing tremendous physical abilities. Your strength, speed, endurance, reflexes, and durability are all vastly beyond those of an ordinary human, and centuries of potential training can turn you into an extraordinary warrior. You feel an innate affinity for Amazonian weapons, martial arts, and their ancient traditions. Unless something specifically capable of harming an Amazon is used against you, age and ordinary disease pose little threat.

Atlantean

You are an inhabitant of Atlantis, possessing a humanoid aquatic physiology capable of breathing underwater and surviving extreme oceanic conditions. Atlanteans claim physical strength significantly beyond that of normal humans, along with enhanced senses and a limited natural affinity for psychic abilities. You bear some resistance to magical forces and can learn Atlantean sorcery considerably more easily than an ordinary human. Your physiology is equally comfortable beneath the ocean as a human's is on land.

Cosmic Species **(-500cp)**

Kryptonian

You are a Kryptonian, with the incredible biological potential that makes Superman's species so terrifying. Under a yellow sun, your cells absorb solar energy, gradually granting you tremendous strength, speed, durability, enhanced senses, flight, and other abilities as your reserves increase. You can become vastly more powerful through continued exposure to suitable stellar radiation, though Kryptonite, certain forms of magic, and sufficiently powerful attacks remain potential weaknesses. Your powers are biological rather than learned, meaning even an inexperienced Kryptonian possesses the foundation for extraordinary growth.

New God

You are one of the immortal beings of the Fourth World, possessing a divine physiology far beyond ordinary mortal life. New Gods are born with tremendous strength, durability, longevity, and resistance to conventional forms of harm, while their bodies and souls are intimately connected to the strange metaphysics of the Fourth World. You can potentially survive injuries that would obliterate ordinary beings and interact with technology and phenomena that exist beyond conventional science. Your exact capabilities depend upon your individual nature and lineage, but even an ordinary New God is a formidable cosmic being.

Psychic Entity

You are a being whose physical form is merely an expression of your powerful psychic nature, similar to Martians or Despero. Your mind bears extraordinary telepathic capabilities, allowing you to communicate mentally, sense other minds, read thoughts, and potentially manipulate the perceptions or emotions of others. Your psychic abilities can also reinforce your body, granting you considerable physical strength, durability, shapeshifting, and other powers depending on your specific nature. You are much harder to truly kill than a conventional organism, as your consciousness and psychic essence are not entirely dependent upon your physical form.

Location

You may begin anywhere on earth. Danger lurks around every corner.

Perks

General

He Is Not (-100cp): You have the willpower of a true superhero. Giving up simply isn't in your vocabulary. You would turn down all bribes and corruption if they got in the way of achieving your goals. Pain, trauma, and threats can only barely hold you back. Whether it be propaganda, telepathy, divine authority, or simple peer pressure, attempts to force another's beliefs upon you are noticeably less effective. Once you've made up your mind, changing it requires genuine persuasion rather than power.

Martial Arts (-200/400cp):

You have mastered the arts of your body. You have mastery of a dozen styles of martial arts, able to keep up with many superheroes taught by some of the best fighters around. Comparable to the Joker of this world, throwing hands with people who are physically stronger than you isn't impossible.

For a higher purchase, you would be recognized as one of the best in the mainline world. Any martial arts discipline known on earth would be familiar to you, and you would recognize the basics even if you aren't a master in that specific art. In the general art of combat, you are sublime. You can predict an enemy fighter's moves just by seeing them, be skilled enough to replicate them on sight, and come up with your own counter technique in moments. Defeating an enemy physically stronger than you is commonplace, whether through abusing pressure points, redirecting energy or force, or striking weak points in the body or style.

Lone Champion

Worker of the Land (-100cp): You possess the practical knowledge of an experienced farmer, miner, and rural laborer. You understand soil, crops, livestock, basic geology, mining, construction, and the countless little skills required to make an isolated settlement function. Hard physical work doesn't intimidate you, and you can teach these skills to others with ease.

Raised Right (-100cp): You know how to work with people regardless of their class, culture, education, or personal history. You can speak to a struggling laborer without sounding condescending and negotiate with an executive without becoming intimidated.

Voice of the Oppressed (-200cp): You possess an almost instinctive awareness of the condition of large groups of people. Poverty, exploitation, political repression, social unrest, and other problems stand out to you even when deliberately concealed. You can walk into a city and quickly develop a sense for who holds power, who suffers under it, and where pressure is building.

Burden Bearer (-200cp): The more responsibility you place upon your own shoulders, the calmer and more determined you become, and others will notice. During disasters, people naturally look to you for direction, and you possess the temperament necessary to provide it. Carrying the burdens of others may exhaust you, but it will never break you.

Beacon In the Sky (-400cp): Your story and reputation spread easily, reaching people with ideals similar to your own and giving them the courage to rise. A single rescue can become a legend, galvanizing a town into standing up for themselves. Turning civilians into militia and workers into revolutionaries is as easy as doing what you do. Your reputation doesn't need to be universally positive to be effective; those who believe in what you represent will find you.

Breaking Chains (-400cp): You have a natural talent for helping people escape systems that keep them dependent or powerless. Whether dealing with an abusive household, exploitative corporation, criminal organization, oppressive government, or supernatural curse, you can identify the practical steps necessary to get someone free. You are particularly good at creating alternatives so that liberation doesn't simply leave someone vulnerable to a different oppressor.

The Story of SuperJumper (-600cp): You exist closer to a platonic concept than most beings could dream of. Like a being of hope whose body is merely a vessel through which acts of heroism can be done. Your body can almost passively grow stronger, rather slowly, but just by being there and being good, you will be able to overcome challenges that previously stopped you, with no upper limit. This growth improves drastically if you were to spend your time fighting the big enemies others couldn't, making it easy for you to be strong enough to fight off your enemy, be they a powerful CEO with an army of soldiers or an alien god of oppression.

Oppressor

Weakness and Division (-100cp): You have an eye for weaknesses in individuals, organizations, and societies. You can quickly identify rivalries, insecurities, resource shortages, ideological disagreements, and structural flaws that others may overlook. Given sufficient information, you can determine exactly where pressure should be applied to make something crack. This is as useful for destroying an organization as it is for taking one over.

Mass Appeal (-100cp): You understand propaganda and public perception instinctively. You know how to frame events, manipulate narratives, exploit existing prejudices, and turn uncertainty into certainty in the minds of a crowd. With appropriate resources, you can shape public opinion on a city-wide or larger scale.

Keep Them Down (-200cp): You understand the mechanisms that keep populations obedient. Fear, debt, dependency, bureaucracy, surveillance, social pressure, propaganda, and selective rewards all become tools for you. Maintaining control over people without needing to personally threaten every individual.

Law of the Land (-200cp): You possess an encyclopedic understanding of law and regulation wherever you travel. You can rapidly learn unfamiliar legal systems and identify loopholes, jurisdictional conflicts, procedural requirements, and legitimate methods of protecting your interests. Even when you cannot legally do something, you are usually capable of finding someone else who can.

Cutthroat Capitalism (-400cp): You're a master of business, finance, acquisitions, hostile takeovers, and ruthless economic competition. You can identify undervalued assets, exploit market weaknesses, and turn modest investments into increasingly substantial wealth. Even when competing against larger organizations, you instinctively know where to apply pressure. Given enough starting capital and time, building a corporate empire becomes a matter of choosing a strategy rather than luck.

Villainous Foresight (-400cp): You have mastered the principle that nothing should depend upon a single point of failure. You instinctively build backups into your body, organizations, inventions, plans, and even more abstract creations. Destroy one facility, and another is already waiting; kill one lieutenant, and another can take their place. Even being stabbed in the heart wouldn't kill a resilient being like you instantly.

Touch of God (-600cp): Like many of the 'powers that be' around here, you will last forever. You are immortal, unable to die from old age, and the negative effects of time on your body and mind are greatly minimized. Beyond that, you have a greater dominion over the domain of your kingdom, allowing you to corrupt matter and transform the land around you at a fundamental level. The flora, fauna, and social climate of your kingdom are well within your hands.

Caped Crusader

I am the Night (-100cp): You are exceptionally skilled at moving through urban environments without being detected. Rooftops, alleys, ventilation systems, crowds, abandoned buildings, and sewer networks become extensions of your hunting ground. You can traverse cities quickly and quietly while remaining difficult to track.

I am Vengeance (-100cp): Fear is your weapon. Your body language, voice, costume, reputation, and timing can make even experienced criminals hesitate when they realize you are nearby. You can deliberately cultivate an intimidating persona that becomes increasingly effective as your legend grows. With time and reputation, a weak-willed opponent might run away before the fight even starts.

Ace Detective (-200cp): Your talent for observation, deduction, and forensic reasoning is insane. Given enough evidence, you can reconstruct crimes, identify hidden relationships, and determine motives from details most people would overlook. You can mentally organize enormous amounts of information without becoming overwhelmed. You also seem to be able to work long hours without sleep without suffering the normal drawbacks, able to stake out enemies all night long.

Criminal Psychology (-200cp): You can read people with frightening accuracy. By observing someone's behavior, speech, body language, and reactions, you can infer their fears, desires, habits, and likely methods of operation. Experienced criminals are particularly easy for you to profile because you understand the mentality behind crime rather than merely its outward behavior.

Punching Up (-400cp): You become stronger and more technologically capable when fighting someone who possesses greater power, status, authority, or social privilege than you. The disparity does not need to be physical; a corrupt billionaire, tyrannical god, and superhuman powerhouse can all trigger the effect. The greater the obstacle standing above you, the more aggressively your body and gear respond.

War on Crime (-400cp): You can construct surprisingly advanced weapons and equipment from whatever resources happen to be available. Electronics, hardware-store components, industrial machinery, discarded technology, and even common household objects can become components in your arsenal. Strangely, simpler and cheaper materials often inspire your most effective solutions. Given time and access to a city, you can assemble an impressive arsenal without needing a conventional laboratory.

I am Batman (-600cp): You are an exceptionally dangerous opponent for systems of control. Your behavior is difficult to predict, conventional contingency plans tend to fail around you, and you possess an instinct for finding the weakest link in a larger structure. You can fight an organization through sabotage, investigation, infiltration, propaganda, and direct violence rather than relying upon a single strategy. This also applies to fighting styles, enemies unable to accurately read your moves, while you can pinpoint the errors and flaws in their stance at a glance. Reality almost bends to make your one-man war possible, and even give you a winning shot.

Amazing Amazon

Warriors Discipline (-100cp): You possess the physical and mental discipline of an elite Amazonian warrior. Daily training can be maintained without fail. You also have the discipline necessary to continue training when exhausted, injured, or discouraged.

Warrior's Lore (-100cp): You possess extensive knowledge of mythology, ancient civilizations, magical traditions, legendary creatures, and supernatural warfare. You can recognize magical artifacts and identify the general nature of supernatural threats with limited information. This knowledge includes both scholarly understanding and practical experience.

Daughter Of Hell (-200cp): Extreme environments hold few terrors for you. Fire, freezing temperatures, toxic landscapes, supernatural wastelands, hostile dimensions, and the crushing conditions of Hell itself can be endured with relative ease, as your body adapts rapidly to environments that would kill ordinary humans.

Truest Sight (-200cp): Your senses can perceive through many forms of concealment. Illusions, magical disguises, invisibility, supernatural darkness, and certain forms of deception become substantially less effective against you. You can also recognize when something about a person or object is fundamentally false, though understanding the truth may still require investigation. Lies may fool you no more.

Blessed of Hecate (-400cp): The magic of Hell in your hands. You have an arsenal of practical magic, particularly suited to combat and adventuring. You could summon gear, enchant items, sleep bombs, disintegrate on touch spells, binding aspects of people, tracking, and more. Many of your more powerful spells require prepared ingredients, often stored in convenient glass spheres and activated with a command. With preparation, you can approach a magical problem with the versatility of a dedicated sorcerer.

Friend of the Wild (-400cp): Nature responds unusually well to you. Animals are calmer around you and can be trained or befriended far more easily than normal, while you possess considerable knowledge of wilderness survival and natural environments. You can recognize many forms of supernatural corruption hiding beneath an apparently natural landscape. That which is unnatural sticks out to you.

Axe to grind with Fate (-600cp): Your attacks embody a strange conceptual sharpness that allows you to harm things that should be beyond conventional violence. You can cut supernatural beings, magical constructs, force fields, and even aspects of otherwise vastly more powerful entities. This doesn't automatically make you stronger than a god, but it means overwhelming durability is not necessarily enough to protect one from you. If an enemy possesses an exploitable metaphysical boundary, you have the potential to cut it.

Cultist Of The Light

Small Town Law (-100cp): You have all the practical skills of an experienced police officer. Investigation, procedure, firearms, interrogation, pursuit, evidence handling, crowd control, and basic forensic work are all familiar to you. You also understand how ordinary law enforcement actually functions rather than merely knowing the theory.

Emotional Discipline (-100cp): You can deliberately calm yourself, maintain focus despite fear, suppress distracting feelings, or summon the emotional state necessary for a particular task. This does not make you emotionless; rather, you remain the person deciding what those emotions mean and how they affect you.

Concentration and Creativity (-200cp): Your mind is exceptionally capable of handling multiple problems simultaneously. You can maintain concentration on complex tasks while fighting, converse with several people while analyzing a battlefield, or envision complicated constructs in your mind before bringing them into reality. You are naturally creative in combat and problem-solving, regularly finding applications for your abilities that their original designers never anticipated.

Spectrum Scholar (-200cp): You rapidly understand unfamiliar energy systems, particularly powers connected to emotion, will, souls, or similar metaphysical principles. You can study another Light and quickly determine its basic strengths, limitations, and methods of operation. This does not automatically grant you access to that power, but it makes learning or countering it substantially easier.

Abuse the System (-400cp): You are exceptionally good at finding ways to push your powers, technology, and equipment beyond their intended limits. A device rated for one hundred units may somehow be convinced to endure one thousand, at least for long enough to accomplish something important. You recognize loopholes, unintended interactions, and dangerous edge cases that other users overlook.

Conviction of Feeling (-400cp): The power you channel is only as strong as the feelings that drive your might. Emotions can amplify respective abilities, passion stokes flames, stoicism reinforces stone and steel, among other things.

The Exception (-600cp): You own an unusual ability to contain abilities and energies that should normally be incompatible or destructive to you. Opposing Lights, contradictory supernatural forces of life and death, channeling energy that would normally corrupt your body and soul, or powers that normally reject any aspect of yourself, can exist within you under your control, never acting without your will to guide it. Rather than destroying yourself through contradiction, your existence finds bizarre ways to make the combination work.

Runaway

Survivor (-100cp): You've become exceptionally good at surviving when everything goes wrong. You can quickly determine what resources are available, what dangers are present, and what needs to be done first when thrown into an unfamiliar situation. Hunger, homelessness, pursuit, and isolation are hardships you can endure considerably better than most people.

Self-Control (-100cp): Your body has an uncanny sense of balance, timing, and momentum. You can move across unstable surfaces, weave through crowds, and perform complicated physical maneuvers without losing your rhythm. Even unfamiliar terrain quickly becomes something you can navigate intuitively. Your movements appear effortless because your body is constantly making tiny corrections before you consciously notice them.

Perfect Timing (-200cp): Your sense of timing is almost supernatural. You instinctively know when to move, when to strike, when to speak, and when to disappear, allowing you to exploit tiny openings that others wouldn't even notice. This applies to combat, social situations, escapes, and mundane activities alike. When there is a narrow window in which something can be done, you have an uncanny tendency to act at exactly the right moment.

Ghost in the Crowd (-200cp): You are exceptionally good at hiding yourself and disappearing from notice. Crowds, cities, wilderness, buildings, and even hostile territory all provide opportunities for you to vanish without leaving an obvious trail. You understand how surveillance works and instinctively avoid the patterns that investigators look for.

Perpetual Motion Machine (-400cp): Your stamina is effectively inexhaustible. You can run, fight, work, swim, or perform strenuous physical activity indefinitely without accumulating meaningful fatigue, provided your body is otherwise capable of performing the activity. You do not need to sleep merely to recover from exertion.

Unstoppable (-400cp): Your body instinctively resists restraint. Grapples, bindings, handcuffs, nets, traps, all the way up to magical seals, attempts to physically immobilize you are noticeably less effective. You possess excellent flexibility, balance, and body control, allowing you to slip through restraints that would hold an ordinary person.

Monarch of Motion (-600cp): You can get the absolute most out of improving a single aspect. With this perk, something like 'speed' to time travel, warp reality, and do more. Can draw the utmost out of mundane aspects like your speed or foresight.

Manhunter

Unnoticed Observer (-100cp): People rarely realize how closely you are watching them. You can study conversations, crowds, and individuals without naturally drawing attention to yourself, even when you are actively looking for something. Your body language and presence instinctively communicate harmlessness unless you deliberately choose otherwise.

Outsider's Eyes (-100cp): You possess the ability to step outside ordinary assumptions and look at society from an outsider's perspective. Cultural habits, prejudices, contradictions, and unspoken social rules that others take for granted are much easier for you to recognize. You are consequently difficult to indoctrinate through simple appeals to tradition or the status quo.

Clear Mind (-200cp): Your thoughts are unusually easy for you to organize and examine. You can separate your emotions, memories, instincts, and assumptions from the actual problem you are trying to solve, allowing you to think clearly even under intense psychological pressure. Telepaths may find your mind unusually difficult to read because you can consciously control what thoughts you allow to surface.

Many Lives (-200cp): You can rapidly adapt yourself to unfamiliar cultures, occupations, and social roles without losing your sense of identity. Becoming a soldier, teacher, criminal, investigator, politician, or loving parent does not require you to discard the other parts of yourself. You understand how different roles change the expectations people place upon you and can inhabit them convincingly.

Mental Bastion (-400cp): Your mind is exceptionally difficult to invade or destroy. Telepathy, possession, illusions, emotional manipulation, memory alteration, and similar powers are stopped in their tracks when targeting you. Even if an attack manages to penetrate your defenses, your sense of self is unusually difficult to overwrite. Your mind is a fortress built around the simple principle that you are still you.

Universal Mediation (-400cp): You have an extraordinary talent for finding common ground between people who appear completely incapable of cooperating. Your understanding of psychology and culture allows you to identify mutually acceptable goals without requiring everyone to become friends. You can mediate disputes between individuals, factions, cultures, and even species.

Many Become One (-600cp): You possess an almost supernatural ability to unite disparate people behind a common purpose. Once you have established genuine trust with yourself, groups that previously hated one another can become remarkably cohesive under your leadership. You understand how to give different personalities a shared identity without demanding that they surrender their individuality. With enough time, you could turn a collection of strangers into a movement capable of changing history in a matter of days.

Items

Similar items you already own may be imported into these.

General

Emergency Broadcast Radio (-100cp): A rugged emergency communications system capable of broadcasting and receiving signals over enormous distances. It remains functional through power outages, electromagnetic interference, and most conventional disasters, making it ideal for maintaining contact when civilization starts falling apart. Just about any communication device can hear it and get a two-way connection, even if it wouldn't normally be possible.

Venom Delivery System (-300cp):

You've got the hookup. You receive consistent shipments of the experimental battle drug known as Venom. This drug can amplify a person's strength up to ten times, turning a normal person into a super soldier. With some surgery, you can imbue a soldier with a direct delivery system that lets them use Venom to its true power: complete control over their muscles and cells. This also grants a high level of regeneration, letting you regrow an eyeball right after it was removed, and grow back your spine or limbs in an hour. Beyond the strength amp, the drug unshackles the user's mind, allowing you to absorb and retain information at a massively increased rate. You learn exactly how to safely install the Venom Delivery System.

Lazarus Pits (-500cp): You control your own fully functioning Lazarus Pit, containing the strange green waters capable of restoring life and rejuvenating damaged bodies. A recently deceased person can potentially be restored to life, while the living can use it to heal otherwise catastrophic injuries and reverse the effects of aging. The Pit is not completely safe, however, and repeated or improper use can cause severe psychological instability.

Paradise Island (-500cp): You receive a hidden island modeled after Themyscira, inhabited by a population of Amazonian warriors loyal to you, shaped to your will. The island has advanced Amazonian technology like reverse-engineered invisible military vehicles and healing purple rays, as well as mystical defenses, training grounds, workshops, temples for worship of the gods, and other facilities necessary to sustain an independent civilization. Its location is concealed from conventional discovery, while its inhabitants can serve as warriors, craftsmen, scholars, and advisors. You are recognized as the island's ultimate authority, though the Amazons retain their own culture, traditions, and personalities; however, they have been redefined under your rule.

The Watchtower (-600cp): You now own a fully operational orbital headquarters overlooking Earth. The station contains living quarters, laboratories, medical facilities, communications systems, hangars, defensive weapons, and extensive surveillance equipment capable of monitoring events across the planet. Its technology is sufficiently advanced to support a serious superhero organization, while its position in orbit makes it an excellent base for responding to global threats.

Blackstar World (-800cp): You receive a miniature artificial world similar to Mogo. While only the size of our moon. The world possesses a vast ecosystem and a rudimentary planetary consciousness capable of communicating with you and responding to your wishes. It can support an enormous population and contains substantial natural resources, while its immense scale makes it suitable as a sanctuary. This planetoid is also adept at using The Flame, in whatever colour you wish. It can activate this power on a planetary scale, blowing away the entire world with its attacks or protecting it with its barriers.

Father Box (-800cp): An evil piece of New God technology, this darker counterpart to a Mother Box is capable of opening Boom Tubes: holes through the fabric of the multiverse, able to send people to higher dimensions. Beyond that, the device will be able to repair itself from almost all damage, send communication to any existence you wish in your local multiverse, and most importantly, interface with and advance any technology it interacts with. Its analytical but cruel intelligence can turn an army of swords and shields into energy blades and forcefields, able to mix tanks and helicopters into a freakish chimera. Given time and a strong enough power source, it can even grant superpowers to living creatures, one at a time. With ten years of background charging, it could create a single King Shazam-level superhuman or split that same power among multiple beings.

Lone Champion

Baby Blanket (-100cp): The old version. You receive a simple, indestructible baby blanket that seems to fit wonderfully as a cape. It is warm, comfortable, and capable of surviving fire, extreme temperatures, and the force of a powerful locomotive without being damaged. Despite its simplicity, possessing it provides a surprisingly strong psychological sense of home and safety, and you can change its colour at will.

Small Town Blues and Reds (-200cp): You receive a modest but comfortable rural property with a farmhouse, fields, livestock facilities, workshops, and enough land to support a small community. The farm comes with several loyal workers who are competent, hardworking, and willing to help you build something worthwhile. They also aren't afraid to bust out their rifles when a bully comes knocking. It can provide a steady source of food and basic resources even when the surrounding region is suffering from shortages.

Hammer of Steel (-400cp): A hammer built by unappreciated genius John Henry Irons from a miniature neutron star. With the paratech device granting its user magnetic control over objects in range, the ability to shift the hammer's weight, this thing would be able to handle smashing through a moon if the one swinging it was strong enough.

Dust Cape (-600cp): A device made by a genius loving mother, you find yourself in possession of one of these capes. This is a high-tech device, an exploratory spacesuit and rocketship all in one. Made of the dusty red sunstone of Krypton, this cloak can shift into almost any shape you please, its tendrils strong enough to hold back a strike that could send someone into orbit. You can channel any energy-based powers through the cape into your blows or the constructs you create as you please.

Oppressor

Executive Office (-100cp): A luxurious office belonging to you within a major corporate or political institution. It comes with communications equipment, a secure computer to use, and enough legitimate authority that no one will come sniffing around. Comes with a closet full of clean suits that can fit any size.

Kryptonite Sword (-200cp): A sword forged around a substantial quantity of Kryptonite, capable of harming Kryptonians as well as any solar-powered beings normally resistant to conventional weapons. The blade itself is extremely durable and can cut through materials far tougher than ordinary steel. Its radiation can be suppressed enough for you to carry it safely, or charged enough to be weaponized against even enemies who don't absorb radiation, though Kryptonians and other solar-powered beings will quickly recognize the danger.

Black Site (-400cp): You own a heavily fortified black-site prison designed specifically to contain superhumans, similar to Ark-M or Area 41. The facility includes specialized cells, suppression technology, laboratories, medical facilities, interrogation rooms, and a professional staff of guards and scientists. Its defenses can restrain weaker metahumans and provide at least temporary containment against substantially stronger prisoners.

Corporate Empire (-600cp): You control a major corporation with immense financial resources, advanced research divisions, extensive property holdings, and a large workforce. Hidden beneath its legitimate operations is a private military force equipped well beyond ordinary security companies. The corporation provides you with lawyers, scientists, engineers, accountants, spies, soldiers, and military vehicles for air and ground control, allowing you to pursue almost any project that money and organization can accomplish. You begin wealthy enough that acquiring additional influence is primarily a matter of deciding where to spend your resources, ranking in the top 60 richest in the world.

Caped Crusader

Batsuit (-100cp): You possess a custom combat costume designed to survive the sort of punishment normally encountered by a superhero. It provides substantial protection against bullets, blades, and impacts without hindering movement. Numerous hidden compartments contain small weapons and tools of a brutal variety. The costume can be repaired and modified indefinitely as you acquire better materials.

Utility Belt (-200cp): A seemingly mundane belt containing an absurd assortment of specialized tools. Lockpicks, smoke pellets, cutting equipment, forensic supplies, restraints, explosives, medical equipment, and more. Beyond that, just about any tools you can fit in the pouches will be stored and easily recalled as soon as you reach for them.

Batmobile (-400cp): You own a heavily modified monster truck built to function as a superhero vehicle. It is heavily armored and bulletproof, possesses a powerful rocket booster for sudden bursts of speed, and carries several concealed weapons and specialized gadgets. Despite its enormous size, it remains surprisingly maneuverable and can operate in difficult terrain.

Batcave (-600cp): You receive a massive underground headquarters hidden beneath your chosen city. The Batcave contains surveillance systems capable of monitoring much of the surrounding urban area, extensive workshops and garages, a medical bay that can keep you in the fight, and enough hardware to turn mundane tools and materials into true gadgets. With enough time and effort here, even household junk can become solid superhero equipment.

Amazing Amazon

Magic Armor (-100cp): You receive a suit of enchanted armor forged according to ancient supernatural traditions, be they divine or infernal. It provides substantial protection against physical attacks while remaining light enough for fast and acrobatic combat. The armor possesses a modest resistance to magic and supernatural effects, and its enchantments can be strengthened through additional rituals. Its pieces can be summoned onto the body at will for quick protection on short notice.

The Hieron (-200cp): A replica of the Amazons' sacred homeland in one museum-like building. This marble wonder contains shrines, libraries of the past, gardens, and enough living space for a community of warriors or refugees. Similar to Paradise Island itself, this sanctuary is naturally resistant to mundane intrusion, making any who approach horribly sick, and can conceal itself from many supernatural forms of detection.

Lassos (-400cp): You receive a collection of legendary Amazonian lassos, each possessing a different supernatural function. The collection includes the Shapeshifting Lasso, which allows its user to transform themselves or others, as well as the classic Lasso of Submission, alongside other legendary lassos associated with Wonder Woman's arsenal and Amazonian mythology. These weapons are extraordinarily durable and can restrain beings on par with New Gods.

Labyrinth of Atlantis (-600cp): You possess a supernatural labyrinth filled with magical resources, strange creatures, hidden chambers, and dangerous treasures. The labyrinth naturally shifts its layout, making it difficult for outsiders to map or conquer, while deeper regions contain increasingly terrifying monsters and artifacts from the sunken kingdom. It can serve as a dungeon, training ground, prison, research facility, or source of exotic magical ingredients, and luckily, most things that live here recognize you as the ruler of their domain. Somewhere within its depths lies at least one genuinely legendary artifact capable of becoming the centerpiece of your arsenal, comparable to the trident of Poseidon.

Cultists of Light

Badge of Honour (-100cp): A physical insignia identifying you as an agent of whatever organisation you are a part of. It functions as a universal credential among most civilisations, granting you access to restricted facilities, communications networks, and basic law enforcement services. You won't have any more rights or authority than the average cop wherever you are. Can take the shape of a cop badge or a ring with an insignia.

Agent's Ride (-200cp): You receive a heavily modified car suitable for an operative working on the streets. It is bulletproof, reinforced, equipped with advanced communications and surveillance equipment, and considerably faster than an ordinary vehicle. Hidden compartments and specialized equipment allow it to function as both transportation and a mobile base of operations. Despite its unusual capabilities, it still looks sufficiently mundane to avoid immediately announcing that you're a superhero or fed.

Wedding Ring (-400cp): A simple golden ring capable of absorbing your own energy and storing it for later use. You can draw upon this reserve whenever you wish, effectively allowing you to bank excess strength, stamina, weapon durability, or other forms of personal energy for emergencies. More unusually, the ring can adapt to absorb energies that represent weaknesses to particular beings, as the ring represents an impurity in their power, allowing it to potentially store things such as Kryptonite radiation or the particular energies that interfere with Lantern powers. The exact limits depend on what enemy you encounter, but with sufficient exposure, the ring can turn an enemy's natural weakness into something you can carry and deploy yourself.

Green Lantern (-600cp): You are now the owner of the Green Lantern, a spaceship with technology that resembles magic, originally sent by the Oans to recruit for their religion. A large green lantern logo shape, then inside of this vessel is a sort of psychic subspace, where people can be put into stasis, and one's thoughts guide the machine through the stars. The ship also has force fields capable of restricting an entire town. The powers of light are guided by their user, however. With a mind for violence, one can load the Green Lantern with living beings who have the potential to access the light and use it as ammunition, creating a weapon strong enough to destroy a planet with a town's worth of people.

Runaway

Test Suit (-100cp): An experimental prototype designed to safely channel unstable still point energies. It protects its wearer from some of the physical consequences of extreme acceleration and defends from other esoteric energies sourced from its wearer, no matter how harmful they might normally be.

Youth Mission Orphanage (-200cp): You possess a small orphanage and youth shelter dedicated to taking in children who have nowhere else to go. It is staffed by trustworthy adults and equipped with classrooms, living quarters, medical facilities, recreation areas, and basic security. The children are not automatically loyal servants, but they will generally regard you as someone responsible for protecting them. It can become a genuine community and a source of future allies, provided you treat its inhabitants well.

Lab of Stars (-400cp): This is your own small STAR Labs, complete with a small group of kind-hearted scientists and engineers, as well as laboratories, workshops, metahuman medical facilities, and advanced research equipment. The facility specializes in unusual phenomena such as metahuman abilities, alien technology, temporal anomalies, and exotic energy. Its staff can conduct legitimate scientific research without requiring you to personally understand every field involved. The staff here all have heroic tendencies, only barely choosing a life of science rather than street heroism, and if one is of that persuasion, they would be great mentors.

Still Point (-600cp): In your control is a stabilised connection to the Still Point, a strange place existing outside of linear time. From here, you can observe branching possibilities, examine alternate outcomes, and potentially interact with phenomena that would otherwise be impossible to reach, and with enough study, you can even reach in and take things out. The Still Point can serve as a sanctuary outside conventional reality, although entering and leaving it safely requires some understanding of its strange metaphysics. It can also serve as a power source with no peer known to humanity so far.

Manhunter

False Identity Fits (-100cp): You receive an extensive wardrobe designed for disappearing into ordinary society. The clothes are fashionable enough to look natural but deliberately unremarkable enough that people rarely remember them afterward. They include outfits suitable for different occupations, cultures, climates, and social classes. More importantly, wearing them helps you instinctively adopt the body language expected of whatever identity you are portraying.

Detective Notebook (-200cp): You receive a seemingly ordinary detective's notebook that automatically updates itself based on things you personally see, hear, or otherwise directly experience. It organizes observations, records faces and names, connects clues, and maintains a chronological record without requiring you to stop and write anything down. The notebook cannot magically know things you have no way of perceiving, but it ensures that anything you *do* encounter is never accidentally forgotten.

Dream Palace (-400cp): A psychic sanctuary existing beyond your own consciousness. Your memories, knowledge, skills, and notable experiences can be organized within it as though they were rooms in an immense mental structure. Even if your physical body is incapacitated, your mind can retreat into this sanctuary as you please. This place is an isolated location, importing into the psychic landscape of wherever you find yourself.

Stochastic Variables Division (-600cp): You gain access to a secretive organization dedicated to studying unpredictable phenomena, unusual individuals, and events that defy conventional probability. Its agents include scientists, investigators, intelligence operatives, and specialists in metahuman and supernatural activity. The Division possesses extensive databases and classified equipment, while its greatest strength is its willingness to investigate things that normal institutions refuse to acknowledge.

Super Powers

Stipend of 200

Martian Vision (-200/600cp):

You have the power to see the truth beyond the lie. You can see thoughts and concepts beyond humanity, the world it inhabits, getting a view of the truth of people's emotions, feelings, and their true intentions. You can also see how this intent has shaped the world around you. Emotional landmarks and places where people felt important things are visible and notable to your gaze. You can notice some spots that call to you, and can use them to take shortcuts through reality, teleporting between places with some sort of metaphysical or psychic connection. You can use concepts and thoughts to do battle in a minor way, using the hatred in a nearby person's heart to start a fire, or hijacking a nearby cold-rejecting to freeze a target.

With a higher purchase, your power is completely unshackled. You can easily connect with a stranger's heart, learning the truth inside them just as easily as you can tell someone your truth. You can swap the minds of two people, forcing them to understand each other, an experience that will normally pacify both, and that is the nicest way you can use your powers. The scale of your conceptual combat is increased, able to yank the moon out of the sky or affect entire cities at once.

Innate Magic (-200cp):

Unlike a normal human, you are an innately magical being. This means you no longer require components for spells as strictly, able to substitute some things with your own magic pool, a regenerating resource of your existence that goes beyond a body or soul. You have a knack for one type of magic, be it a form of elementalism, demon summoning, warding, scrying, or something else, giving you a handful of decent powers, putting you ahead of a majority of "mundane" fighters in this world, even with their high-tech equipment. An armoured soldier with a rifle is no threat to you.

Animal Mutant (-200cp):

Like many unfortunate Gothamites, you have been subjected to experimentation that has resulted in your animal nature coming to the surface. You now have an alternate animalian form, such as a large mutated crocodile or a wild Man-bat. This form will have much greater strength, speed, and durability compared to a standard human, able to smash through walls and outpace humans with ease. It will usually also have some unique powers, like the powerful echolocation and flight of a bat.

Bane of Existence (-300cp)

You've developed abilities comparable to a Venom-amplified super soldier. Your body is 10 times stronger than that of a normal human, reaching past the normal peak of humans around here. You also maintain complete dominion over your own fleshy cells, able to grow, shrink, or control your muscles as you please, further increasing how hard you can hit. These buffs pale compared to the growth your brain receives from your power, your information absorption, retention, and processing all growing, letting you learn skills like a computer.

The Flame of Light (-200/500/600cp):

You can control one of the flames: the Black, Red, Green, or Gold. Also known as Qard, Rao, Sur, Aur, or something unknown like the pink. The power of this flame is only limited by your will, understanding, and imagination, though understanding is hard to come by naturally.

For 200cp, you are Ain, an initiate of your chosen flame. You, like anyone who can channel the light, gain the power to fly and the ability to survive in space and similar environments without issue. The light will protect you from attacks with a force field.

For 500cp. You gain a higher understanding. As Abin, an adept and controller of your flame, you gain access to its true power, able to protect yourself with barriers of light that can withstand small arms, up to surface-scouring weapons. You also gain a deeper understanding of your chosen flame.

For 600cp. You are an anomaly. As Tomar, you are beyond an Abin; you are not limited by understanding, truly fueled only by your imagination; God is the limit. As Tomar, you can replicate the unique powers of the other flames if you had a mind to. Unfortunately, this is truly defined by who you are as a person. Neither Tomar Jo nor Tomar Re manifested any healing ability, even when both desperately wanted someone to live. They weren't the kind of people whose power was used to heal, but rather to stop those who would do harm.

Cyborg for Peace (-400cp):

Like Peacemaker, you have gained a body beyond human. You are strong enough to tear through tanks, fast enough to outspeed bullets, although weaker and slower than a Kryptonian. Beyond that, your body can easily integrate new technology, giving you full control of the attached systems. The computer systems already installed in your body can easily record and analyze battle data, allowing you to grow and improve as a combatant at a rapid pace.

Ancient Hawk (-400cp):

You are the commander of an Nth metal suit that grows from your mighty mace. Appearing by default as bandages covering your body and golden sharp metal as a helmet, you can change this costume as you please as long as it stays vaguely bird-themed. The greater benefit of the summonable custom outfit is the great strength it grants your body. With simple strikes, you can knock other superbeings into the stratosphere, able to move mountains with your might, and can withstand blows on par with Kryptonians. You also gain a set of wings, sharp enough to slice.

Ecoterrorist (-500cp):

Your body is now simply a vessel for your leafy heart. Your flesh and blood can heal and sustain itself on sunlight alone, similar to a certain galactic refugee. You can project spores that can mutate beings with plant DNA, turning them into monstrous creatures under your control and design. Most importantly, you can have a notable control over plants and shape them into large constructs, or force them to grow at your command, with enough scale to cover a skyscraper in minutes, or precise enough to disrupt radio signals with bacteria or speak through your constructs, using them as alternate bodies.

Still Force (-500/-600cp):

You can tap into the red light of God, granting you many powers. You can run much faster than sound, able to run across the country in minutes. You are also able to peer through timelines, able to gaze into the possible futures your world may have.

For higher purchase, rather than just channelling it, you have been anointed by the Light of God and been transformed by it. You take a massive, hulking form, greatly enhancing your strength while still maintaining the speed and reactions granted by your power. You also gain the ability to project the red light in the form of lightning-like bolts that can be made highly destructive when thrown at speed. Unlike Thawne, you may revert to your base form at will.

Kryptonian (-500cp, Free Kryptonian Species):

You have the power of the sun within you. Your body naturally absorbs solar radiation, supercharging your cells to activate your abilities. These include amplified physical stats like strength, speed, stamina, reflexes, and healing. Your senses are divine, able to hear the entire world from anywhere on a large scale, or able to read a person's heartbeat and teeth grinding clearly on a smaller scale. Your gaze can let out the sun within you, firing beams of heat as lasers, or simply detonating whatever you're looking at in an explosion the size of a house. Your mighty lungs can hold your breath for hours and let you breathe out breaths that can knock over buildings or cover them in ice with arctic breath.

Mind of Steel (-500cp):

You have an iron trap of a mind, smart enough to come up with all sorts of supertech. Helmets with sonic weapons, miniature power sources strong enough to power a whole suit of power armour, guns with bullet compositions, synthesizing super materials like Promethium that can stand up to atom bombs. Power Armour that can take hits from and fly as fast as the strongest around for a while, and a weapon built in Mundane tech like cars or aircon units are nothing, able to be repaired in your sleep.

SHAZAM (-600cp):

You have been blessed by God, granted power beyond human comprehension. Your body's strength, speed, and durability are immense, able to fight like lightning, your lungs letting you survive in space. You can fly at hypersonic speeds, and your senses are sharp enough to hear an entire city at once. On top of this, you can project electricity, either as wild streams and bolts or by condensing it into spears that can tear through Kryptonians.

Companions

Import (-50cp): Import or create a new companion with an origin they pay for with discounts and freebies, as well as 800cp.

Canon Character (-50/200cp):

Unlocks a slot to choose a canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. A higher purchase allows you to choose your relationship with them from the start, and guarantees they follow you on your Chain.

Pets

Parasite Pup (-50cp): A bizarre alien creature that feeds on energy rather than flora or fauna. It is affectionate, surprisingly intelligent, and capable of temporarily absorbing large amounts of energy from enemies, accelerating its growth into a kaiju-sized being. Despite its frightening potential, it behaves much like an enormous puppy and is perfectly happy curling up beside its owner after a meal.

Skeletal Pegasus (-50cp): A supernatural winged horse descended from the magical steeds associated with the Amazons. Despite its skeletal appearance, it is a healthy and intelligent creature capable of flight, tremendous endurance, and traversing certain supernatural realms. It is fiercely loyal to its owner, as much a war mount as a loving pet.

Psychic Ape (-100cp): A highly intelligent primate of some sort, granted powerful telepathic abilities. It possesses human-level intelligence, impressive physical strength, and the ability to communicate mentally with those around it. As a loyal friend, it'll always try to help calm you down if the mental strain of your life becomes too much.

Drawbacks

Ultimate Crisis (+0cp): The Absolute Universe has crossed over with the Marvel Universe. Marvel characters, locations, organizations, technologies, and supernatural forces exist alongside their DC counterparts, with the two settings sharing the same general continuity.

Editor's Note (+0cp): Your continuity is connected to another DC Jump in a nearby local dimension. The two universes can be reached through dimensional travel without causing any particular damage or instability. Characters and objects of power will inevitably cross over at some point in your 10 years here.

Supplemental Material (+0cp): You may use this Jump alongside another as a supplement rather than as a standalone Jump. You can import its perks, items, companions, species, superpower, and other options, with both CP pools kept separate.

All The Way In (+0cp): You may incorporate elements from any version of these DC characters. Characters, events, locations, powers, and other material can be drawn from different points in its continuity without worrying about strict canon chronology. Essentially, if it happened somewhere within any continuity, you may encounter it here.

Evil Particles (+100cp): You have a serious tendency toward self-destructive behavior, particularly when stressed, angry, frightened, or frustrated. You may pick fights you should avoid, make unnecessarily cruel decisions, indulge in reckless vices, or otherwise make your own problems substantially worse. While you aren't compelled to ruin your life at every opportunity, your worst impulses become considerably harder to ignore.

The Wrong Crowd (+100cp): Criminals, violent individuals, and other unsavory people instinctively recognize you as one of their own. Gangsters are more willing to approach you, criminals assume you understand their worldview, and violent people are more likely to invite you into their circles. Respectable people will become suspicious of you simply because of who seems comfortable around you.

Anxious (+100cp): You suffer from frequent anxiety and panic attacks that can emerge at inconvenient times. Stressful situations, sudden danger, social pressure, or reminders of traumatic experiences can trigger them, potentially impairing your ability to think or act.

Family Matters (+100cp): Your relationship with your family is an absolute disaster. Whether you are neglectful, emotionally distant, irresponsible, or simply terrible at being a parent, your family has plenty of reasons to resent you. Their problems will periodically intrude upon your life at the worst possible times.

Black (+200cp): You are prone to action without thinking. When confronted with danger, anger, temptation, or an opportunity to prove yourself, your first instinct is often to do something rather than consider the consequences.

Famous with friends (+200cp): People know you, and they know the people around you. Your companions' identities, reputations, and associations are much more public than they would otherwise be, making anonymity extremely difficult. Enemies can investigate your social circle to find weaknesses, while strangers may approach your companions simply because of their association with you.

I See Two Tomorrows (+200cp):

Perhaps because of an unfortunate interaction with the Still Point, you occasionally glimpse possible futures involving yourself. These visions provide no useful information or practical warnings, instead showing you the worst possible outcomes: abandoning your principles, betraying your loved ones, running away when people need you, or dying pointlessly. They tend to arrive at the worst possible moments, making it difficult to distinguish genuine danger from a vision of something that may never happen.

Public Enemy (+200cp): You have been officially designated a threat by a powerful government or institution. Your face, name, and known associates are circulated among law enforcement and intelligence agencies, while legitimate institutions are encouraged to deny you assistance. Your enemies will use your status to justify surveillance, raids, arrests, and increasingly aggressive measures against you.

Counteragent (+300cp): Someone has specifically designed an artificial opponent to defeat you. This anti-Jumper possesses a detailed analysis of your abilities, fighting style, equipment, and known weaknesses, allowing it to prepare counters that ordinary enemies would never anticipate. It will adapt whenever you reveal a new capability in public, and continually seek ways to make itself more dangerous with the world's resources.

Chaos Clone (+300cp): An evil duplicate of you exists somewhere in the Jump. It possesses your skills, knowledge, personality traits, and general capabilities, but has none of your moral restraints and actively seeks to cause suffering. Worse, it seems to be made of raw chaotic energy, immune to conventional physical attacks and able to travel across the world at a rapid pace, attacking distant places in a short time frame, forcing you to find some other means of dealing with it if only to save your reputation.

Doomed start (+400cp): You begin the Jump stranded on a dying planet, home to a few beings resembling Doomsday. Its environment is hostile, its resources are rapidly disappearing, and whatever civilization once existed there is either gone or in the process of collapsing. Survival alone is difficult, while escape requires finding some means of traveling through space or convincing someone capable of rescuing you to intervene.

Bad Idea #1 (+400cp): Like some kind of cosmic ragebaiter, you must dedicate yourself to stoking hatred, division, and apathy for your fellow man in as many people as you can. Taking after the first Bad Idea that Is would usually benefit you around here, but that isn't the case for you. Stoke hatred and otherness.

Anointed by God (+400cp): You have been marked by a higher power, and the connection comes with an unpleasant price. At regular intervals, you are forcibly drawn back toward the dimension of the Still Point, where simply existing outside its boundaries causes you to drain power and stamina.

Mirror Master (+500cp): Every time you use your powers, a hostile mirror duplicate of yourself is created somewhere nearby. These duplicates possess a reflection of your abilities and immediately regard you as an enemy. The more you rely on your powers, the more carefully you must consider whether the result is worth creating another enemy.

Assorted Crisis Events (+600cp): major crises periodically erupt outside the scope of your personal story. Reality may be rewritten, dimensions may collide, cosmic beings may attack, civilizations may collapse, and fundamental aspects of the setting may change without warning. You are not the protagonist of these events, meaning nobody is obligated to protect you simply because you are a Jumper. You must endure whatever consequences these crises inflict upon the world and yourself, even when you had absolutely nothing to do with causing them.

Notes

Flamebearer

Qard, the Black Flame, seen as the lowest by Oa and the highest by Mu. Thoughtless action, without fear of consequence, or fear of anything. A wild power that can lash out automatically, defending the user without their input, albeit in a somewhat indiscriminate way. It also grants resilience to damage, with its users being stated to be able to survive having their heads destroyed. It can be used to lobotomize people into following the user's ideology without a second thought, and it can manifest in different forms, usually taking one of the user's hands, as either a dark empty energy covering the hand or a writhing biological fleshy mass over the hand that seems to be able to integrate technology or shapeshift to benefit the user. It can induce full-body and essence corruption, like what happened to Mogo, and even seemingly trap your soul to act without thought forever, like what happened to Todd. Inky black creations and constructs, pooling liquids, tentacles, and more.

The Red Flame grants complete control over the body's functions, able to heal your own body and shape your flesh into weapons as you please. Using your own stomach acid as a weapon would be easy, as would growing bone weapons. Representing restraint from action, you also have a knack for restraining constructs like chains, boxes, and such. I would also add metaphysical seals like the ones that got Parallax in the mainline, and healing other people, like what's normally Blue Lantern powers.

Sur, the Green flame of correct action, informed decision, and action. This power grants construct creation on a more active level, blasts, phasing, and some telekinesis. Basically, your bevy of classic GL powers from most ages, except for the time stuff that's notably absent.

Aur, the Gold Flame. Stronger barriers, mind reading and interaction, able to imbue beliefs into the target's mind, making it extremely effective against other Flame bearers, altering their belief in themselves, making your attacks and constructs extremely effective. Its barriers are the strongest of the known Flames.

Nos is something unknown, manifesting as a Magenta Flame. Something completely unique, its powers are barely known. Its barrier seems to be the strongest, able to stop a planet-destroying blast from Mogo.

Labyrinth of Atlantis

The trident is a ghost weapon that can pass through guards, be formed into bullets or other shapes, and can be remotely controlled. Your artifact will be on this tier. For the type of monster in your dungeon, see The Trench