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You have arrived in the DC Universe at a time when the stars are opening up before you, with Kryptonians, Thanagarians, Czarnians, Green Lanterns, pirates, bounty hunters, and ordinary people all struggling to find their place among them. Whether you seek a home, a purpose, or simply enough power to carve out a kingdom of your own, there is an entire universe waiting for you. The only question is what kind of story you intend to leave behind.

Take +1000cp

Origin

Outsider

Whether you arrived from another world, another civilization, or simply never found a place to belong, you've spent your life looking in from the outside. Home is something you remember more than something you possess, and every new world is both an opportunity and a painful reminder of what was lost.

Drop-in

Some people are born into legends. Others choose to chase them. You are an ordinary traveler thrown into extraordinary circumstances, armed with little more than determination, curiosity, and an unwillingness to abandon those who need help. Through hardship, every mile traveled and every mistake made becomes another lesson, allowing you to grow into someone worthy of standing beside heroes.

Pirate

The stars are lawless enough that anyone strong enough can carve out a kingdom among them. Whether you're a slaver, raider, mercenary, or simply someone willing to take what others cannot defend, you've survived by strength, fear, and ambition. Civilization may call you a criminal, but history is often written by conquerors rather than saints.

Location

Anywhere you please

Perks

Outsider

Last Child (-100cp):

There are few experiences more isolating than being the last survivor of your people. Luckily, you instinctively grasp local customs, languages, etiquette, and social expectations well enough to avoid embarrassing mistakes while still retaining your own identity. No matter how foreign a place may be, you can eventually make it feel like home.

The Will to Not Act (-100cp):

Power means little if every impulse is indulged. You've developed remarkable emotional discipline, capable of suppressing negative impulses and emotions. Mental influence and emotional manipulation find little purchase against someone who already governs themselves so completely.

Alien Perspective (-200cp):

Growing up apart from the societies around you has given you a unique way of seeing the universe. You can see flaws or issues with how things are done as soon as you see the result of things. Your fresh perspective often reveals elegant solutions that lifelong insiders would never consider.

Indomitable (-200cp):

Your spirit is astonishingly difficult to break. Pain, exhaustion, terror, toxins, psychic assault, and emotional despair may slow you, but they almost never stop you outright if something precious remains worth fighting for.

Mind Over Body (-400cp):

Your body is yours to command in ways few living beings could imagine. Alcohol may leave you pleasantly buzzed without dulling your judgment, painkillers can numb agony without clouding your thoughts, and poisons or diseases may simply fail to affect you if you refuse them permission. Your perfect control of your body also allows you to restrain your powers as much or as little as you wish, able to tweak the most miniscule of effects.

I Learned It (-600cp):

Real change cannot be forced upon another; rather it must be learned. By living alongside people, leading through example, and offering sincere guidance rather than empty lectures, you become extraordinarily effective at helping others grow beyond their flaws. Those willing to accept your teachings overcome prejudice, trauma, and negative habits absurdly quickly. The growth you teach is not just mental or moral, with one's physical ability and skill in their personal discipline also increasing, a swordsmith's blades coming out sharper after their journey.

Drop-in

Starry Eyed (-100cp):

No matter how harsh the universe becomes, you never lose your ability to marvel at its wonders. New worlds, strange people, ancient ruins, and impossible sights fill you with excitement rather than fear or cynicism.

Story Worth Telling (-100cp):

Those who hear your tales feel as though they were there themselves. Your memory is flawless for experiences you've personally witnessed, allowing you to recall conversations, faces, places, and events years later with remarkable clarity. More importantly, you've developed a storyteller's gift, knowing how to capture not just the facts of an event, but its emotion, atmosphere, and meaning.

Brave and the Bold (-200cp):

Fortune has a habit of smiling upon those willing to risk everything for the right reasons at least in your case. When you knowingly place yourself in danger to achieve a goal you truly believe in, improbable opportunities seem to present themselves. Escape routes appear, allies arrive at opportune moments, and desperate gambles become just a little more likely to succeed.

Scrappy (-200cp):

You have an uncanny talent for making the most of limited resources. Broken machinery, improvised weapons, discarded tools, and whatever happens to be lying nearby can all become valuable assets in your hands.

Farmer and Winnower (-400cp):

You are both creator and destroyer, understanding that life often demands mastery of both. You possess the skills of an accomplished swordsmith, hunter, survivalist, and warrior, capable of thriving even in the harshest wilderness. Against dangerous prey, your instincts sharpen, your reactions quicken, and your techniques become increasingly refined as the struggle continues. When survival is on the line, few opponents will ever outlast you.

The Journey Changes You (-600cp):

A journey is more than travel; for you it is transformation. Whenever you genuinely challenge yourself through exploration, hardship, meaningful relationships, or personal discovery, your abilities improve at an extraordinary pace. Skills learned through experience become deeply ingrained, weaknesses gradually disappear, and even entirely new talents seem easier to develop. Simply existing will accomplish nothing, but every worthwhile journey leaves you a better person than when it began.

Pirate

Fearsome (-100cp):

Whether earned through reputation or simple presence, people instinctively believe you are more dangerous than you appear. Your confidence, bearing, and demeanor encourage hesitation in your enemies before a fight even begins.

Without Borders (-100cp):

You adapt quickly to foreign peoples and environments, able to survive in hostile weather and in the poor living conditions that come with living outside the law. Should reproduction between species be possible at all, your biology proves unusually compatible.

Slaver (-200cp):

You've mastered the unpleasant arts of non-lethal combat, restraint, interrogation, prisoner transport, and escape prevention. Capturing dangerous targets without permanently harming them has become second nature, and your prisoners remain surprisingly manageable even under difficult circumstances. You know exactly how to keep prisoners in line.

Scum of the Stars (-200cp):

The black between worlds is as familiar to you as solid ground is to most people. You are a highly capable starship pilot, navigator, mechanic, swashbuckler and raider, equally comfortable plotting hyperspace routes or organizing boarding actions. Even aging, damaged vessels continue functioning far beyond what should be possible under your care. If it can fly, you'll keep it flying.

Tyrant's Reach (-400cp):

Strength alone does not build an empire; people do. Those who serve under you become disciplined, organized, and loyal as they serve. Infighting decreases, morale improves, and even unruly criminals begin functioning as an efficient organization. Your authority naturally extends outward, encouraging conquered territories to accept your rule with surprising speed once resistance has been broken.

Conqueror (-600cp):

Wealth, manpower, territory, technology, and influence naturally accumulate under your control as you skillfully repurpose whatever resources become available. Small victories snowball into larger ones, allowing modest groups to grow into formidable interstellar powers under your leadership, growing fat off those you crush. Your own physique also reflects the life you've led, granting tremendous strength and durability rivaling the greatest natural warriors of the setting, making you every bit as capable of enforcing your rule personally as you are directing it from a throne.

Superpowers

Brigand (200cp):

Your body possesses the immense physical strength and durability common among the larger alien raiders of the galaxy, allowing you to casually lift armored vehicles, smash through concrete fortifications, and shrug off gunfire or explosions that would kill ordinary people. While you lack the raw might of a Kryptonian beneath a yellow sun, you remain a terrifying physical combatant capable of matching many metahumans blow for blow.

Czarnian (400cp)

You belong to one of the most notoriously indestructible species in existence. Your physical abilities rival those of the greatest natural warriors in the galaxy, granting phenomenal strength, speed, endurance, and durability capable of challenging even Kryptonians for brief periods. More impressive still is your extraordinary regenerative ability, allowing you to rapidly recover from almost any injury, regrow lost limbs, and survive wounds that would permanently kill nearly any other living being. Only vapourization or similarly extreme measures are capable of preventing your eventual recovery. As your experience grows, so too does the efficiency and speed of your regeneration.

Blessed Thanagarian (-400cp):

The blood of Thanagar flows proudly through your veins, strengthened by ancient blessings and the miraculous properties of Nth Metal. Your physique far exceeds that of ordinary humans, granting impressive strength, reflexes, and stamina alongside centuries of accumulated martial traditions. You are a master of armed and unarmed combat, instinctively understanding the rhythm and flow of battle as though born upon the battlefield. Most remarkably, your body can manifest magnificent wings of living Nth Metal. These allow effortless flight while also serving as durable shields or razor-sharp blades capable of cutting through advanced alloys and resisting magical forces.

I Still Dream of Krypton (-600cp):

You possess the physiology of a Kryptonian beneath a yellow sun, granting all the tremendous abilities one would expect—flight, immense strength, incredible speed, invulnerability, enhanced senses, heat vision, freeze breath, and staggering longevity. Just as importantly, you inherit the subtle instincts that come with such a body, allowing you to wield your powers with remarkable precision rather than clumsy brute force.

Green Lantern (-600cp)

Few powers in the universe rival the light of Will. You possess a Green Lantern Power Ring fully synchronized to you, granting access to one of the most versatile power sources ever created. So long as your will remains unbroken and your ring retains sufficient charge, you may create constructs limited only by your imagination, perform faster-than-light travel, survive indefinitely in space, project devastating energy attacks, generate protective force fields, translate alien languages, scan objects, and more. Like all Lanterns, mastery comes through creativity and determination rather than raw power alone.

Supertech (-600cp):

Your intellect stands comfortably alongside geniuses such as Lex Luthor, Mister Terrific, or other once-in-a-generation scientific prodigies. Given sufficient time and resources, you can reverse-engineer alien technology, construct advanced artificial intelligences, create powered armor, energy weapons, starships, force fields, medical miracles, and countless other inventions decades or even centuries ahead of contemporary science.

Items

50% discount for items under your origin, with 100cp entries being free

General**Star Map (-200cp):**

The universe is unimaginably vast, but you'll never truly be lost within it. This advanced stellar atlas continuously updates itself, recording nearby star systems, inhabited worlds, hyperspace routes, pirate territory, ancient ruins, and other notable phenomena wherever you travel. Hidden locations slowly reveal themselves as clues are discovered, while routes you've personally explored are permanently recorded. This item will update itself to function in other worlds.

Outsider

Smartphone (-100cp):

It possesses effectively limitless battery life, can connect to virtually any communications network regardless of technology or distance, and is capable of making secure calls across entire star systems with crystal-clear reception. Its translator software effortlessly deciphers most spoken and written languages, while an enormous music library somehow always contains exactly the songs you feel like listening to. As a small comfort during lonely journeys, it's impossible to permanently lose or destroy.

Super Suit (-200cp):

A Kryptonian bodysuit woven from impossibly advanced alien fabrics. Durable and comfortable, and self-repairing, just seeing this costume will raise the spirits of the downtrodden, a major morale booster. Should your appearance or physique change over the course of your Chain, the suit adjusts itself accordingly while preserving its iconic design.

Party Ship (-400cp):

Not every Kryptonian vessel was built for war. This luxurious pleasure craft was designed for recreation, long voyages, and enjoying life among the stars, featuring spacious living quarters, entertainment facilities, automated servants, medical systems, and every comfort expected by an advanced civilization. Though equipped with respectable defensive systems and capable faster-than-light travel, comfort remains its greatest strength, making it an ideal mobile home for you and your companions.

Super Pet (-600cp):

Every hero deserves a faithful companion. Whether you choose a dog, cat, bird, or another suitably intelligent animal, your pet possesses remarkable loyalty, exceptional intelligence, and physical capabilities that allow it to accompany you even through the most dangerous adventures. Should your own species possess innate supernatural abilities, your companion develops a proportionate version of those same gifts in this and future jumps.

Drop-in

Wanderer's Cloak (-100cp):

A well-traveled cloak that has seen countless adventures before finding its way into your hands. When worn, it subtly obscures your features, conceals any weapons or equipment carried beneath it, and makes it surprisingly difficult for casual observers to remember your appearance. It also protects against harsh weather, remaining comfortable in everything from frozen wastelands to scorching deserts.

Explorer's Space Suit (-200cp):

A rugged pressure suit designed for independent explorers venturing into the unknown. It provides breathable air, radiation shielding, environmental protection, and emergency medical support for extended periods, allowing you to survive the vacuum of space or other hostile environments with ease. Despite its protection, the suit remains lightweight enough to never hinder movement in combat or exploration.

Faithful Mount (-400cp):

Whether it's a fierce dinosaur or another equally impressive creature, this loyal mount is as dependable as it is intimidating. Exceptionally intelligent and well-trained, it obeys complex commands, bonds easily with your companions, and remains calm even amidst explosions or supernatural horrors.

Sword of Justice (-600cp):

Forged from the legendary Nth Metal by the greatest smiths of the galaxy, this is a masterpiece worthy of becoming a family heirloom. The blade is preternaturally sharp, extraordinarily durable, and light enough to wield effortlessly while remaining capable of cleaving through armor that lesser weapons could never scratch. Nth Metal grants the sword exceptional resistance to magical effects, striking true against enchanted beings and ignoring many supernatural defenses. It gradually grows in quality alongside its wielder, ensuring it remains worthy of a hero's hand for the rest of your Chain.

Pirate

Raider's Arms (-100cp):

A brutal set of spiked armor accompanied by a massive axe, clearly built to inspire fear as much as win battles. The armor offers excellent protection without sacrificing mobility, while the axe is perfectly balanced despite its intimidating size. Both pieces are effectively indestructible and automatically maintain themselves. They can also alter their appearance to better suit your preferred pirate aesthetic; able to go from Mad Max raider to classic swashbuckler on purchase.

Poison Dart Launcher (-200cp):

A compact wrist-mounted launcher designed for bringing down even Kryptonians through deception rather than strength. Its specially prepared darts deliver concentrated kryptonite toxins or any other poison, tranquilizer, or chemical agent you choose to load into it with remarkable accuracy. The launcher automatically manufactures a fresh supply of basic ammunition over time, ensuring it never remains empty for long.

Magic Hunter's Orb (-400cp):

A mysterious crystalline sphere infused with powerful alien magic, generated by the deaths of thousands of lives. Once attuned to a target you've personally encountered, it can reliably track their general location across worlds, hunting them down no matter how far they run. The orb may also instantly teleport willing creatures or restrained captives to a location you've previously marked, or if you please, just send them as far away as possible. Useful for capture and defense.

WarpSpace Flagship (-600cp):

A massive interstellar warship once worthy of commanding an entire pirate fleet. Equipped with faster-than-light travel, heavy long range, warship grade weaponry, hangars filled with tanks and vehicles, prison blocks lined with poisonous spikes, workshops to build new weapons, medical facilities, and enough supplies to support the hundreds of crew that staff the ship. The crew is made up of experienced pirates and technicians who recognize you as their rightful captain, equipped with energy weapons and heavily armoured. Your crew exact composition in terms of species and appearance is up to you.

Companions

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

Canon Character (-50/200cp):

Unlocks a slot to choose a canon character to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain

Drawbacks

Glutton (+100cp):

You constantly find yourself snacking, finishing other people's meals, or searching for your next bite to eat, making food a surprisingly significant expense. Going too long without eating leaves you distracted, irritable, and noticeably less patient than usual.

Homesick (+100cp):

No matter how welcoming your surroundings become, they never quite feel like home. Memories of places, people, or lives left behind linger in your thoughts, leaving you with an ever-present sense of longing.

Blunt Sword (+100cp):

You have sworn off killing. No matter how dangerous or deserving of death someone may seem, you cannot deliberately take their life, forcing you to rely on restraint, incapacitation, imprisonment, or other alternatives. Deliberately choosing a lethal solution is simply something you cannot bring yourself to do.

Motion Sick (+100cp):

Your body has never quite adapted to high-speed travel. Starships, hyperspace jumps, teleportation, violent acceleration, and similarly unusual methods of transportation leave you nauseous, dizzy, or disoriented for several minutes afterward.

Celebrity (+200cp):

You are famous enough that your enemies have done their homework. Your powers, weaknesses, habits, fighting style, and other disadvantages are all widely known, allowing anyone who prepares for a confrontation with you to come armed with appropriate counters. The more you rely on a particular ability or tactic, the more likely your opponents are to have developed some way of exploiting it.

Inebriated (+200cp):

You have developed a dependence on liquid courage. Any notable stress, boredom, or reason to celebrate will lead to you reaching for another drink. While intoxicated, your judgment becomes noticeably poorer, and prolonged abstinence leaves you irritable and distracted until the craving passes.

Aggro (+200cp):

There is simply something about you that invites confrontation. Bullies, criminals, monsters, hotheads, and anyone looking to prove themselves seem unusually inclined to single you out first. Minor disagreements escalate into arguments with alarming frequency, while hostile strangers are much quicker to resort to violence.

Vengeance Consumes (+200cp):

Once someone truly wrongs you or those you care about, letting the matter go becomes extraordinarily difficult. Thoughts of revenge linger constantly in the back of your mind, making forgiveness feel deeply unsatisfying until justice has been achieved.

Blood Debt (+300cp):

Someone out there believes you owe them a debt that can only be paid in blood. Whether motivated by vengeance, honor, greed, or simple hatred, they relentlessly pursue you throughout the Jump, employing every resource reasonably available within the setting. They begin as a mundane person, but you won't know who they are until you run into them.

Bare-Handed (+300cp):

For the duration of this Jump, you may not deliberately wield weapons in combat. Swords, guns, bows, spears, powered armor with integrated weapon systems: if it is intended primarily as a weapon, it is unavailable to you.

Wanted (+400cp):

Across civilized space, your name has become synonymous with trouble. Governments, bounty hunters, pirates, law enforcement agencies, and independent mercenaries all possess active warrants for your capture, with generous rewards ensuring no shortage of pursuers. Safe harbors are few and far between, forcing you to constantly watch your back whenever entering populated areas.