

Credit For Some Perks Goes To Wotan & FrequentNectarine.
Credit To Michael Hartnett for Grammar & Punctuation Help.
Jumpchain By Azik_Consul

Welcome to the Arrowverse

A live-action reimagining of various DC heroes, portraying their rises, their victories, their defeat, the loves and everything in between. This is not just one world, it is an entire multiverse; countless worlds filled with countless heroes and villains each fighting their own battles for their own agendas. On Earth-1 tomorrow Oliver Queen will return to Starling City and begin his journey as The Hood culminating in the rise of The Green Arrow; in a years time, the Particle Accelerator will explode showering the Central City with Dark Matter and making way for the Fastest Man Alive at that same moment in Earth-2 the same Particle Accelerator will spew forth Dark Matter that will be funnelled underground; creating Earth-2 Meta-humans and creating the Speedster Zoom. Finally, in three years time, Kara Zor-El will reveal herself to the world and become Supergirl. Regardless of what path you choose, this is the multiverse that will be your home for the next 10 years.

Enjoy

Here is 1000 CP for you.

Starting Location

Pre-Crisis

Earth-1: The ‘main’ world so to speak and the home of Team Arrow, Flash & Batwoman. Currently at face value, this world seems to mirror our own however, it is home to vigilantes, magic, time travel, demons and so much more. At this very moment, Oliver Queen has been found in the north China sea and in a few days time will be brought back to Starling City and begin his crusade as The Hood, checking names off his list. And if events remain unchanged, in a year's time the Particle Accelerator will malfunction opening the door to the impossible. (Fun Fact, Batman left Gotham in 2013; a year from now so he is still operating in Gotham).

Earth-2: The next door neighbour to Earth-1 and home to Harrison Wells, Jesse Wells & Hunter Zolomon. You arrive a year before Harrison Wells activates his Particle Accelerator and shunts the dark matter released underground creating meta-humans and bestowing the psycho serial killer Hunter Zolomon powers. You arrive in Central City.

Earth-3: Home to Jay Garrick, Joan Williams and its own metahumans and dangers; Earth-3 possesses features that are slightly anachronistic compared to Earth-1 with the most well known one being the presence of zeppelins and tommy guns. You arrive two years before Zoom arrives on this Earth and takes Jay Garrick prisoner.

Earth-9: Have you heard of the TV show Titans, yes; great, then this is that world. Home to Nightwing, Robin, Hawk, Dove, Raven etc; basically every character that has appeared on the show. Now, the actual timeline of this world is unknown so you may be arriving before or after the Titans are brought together again; earning the fury of Deathstroke. Enjoy.

Earth-19: Home to H.R Wells, Gypsy, Breacher and the entire collectors agency. You see, sometime around 1992-1993 a neighbouring Earth invaded and nearly destroyed Earth-19; to prevent this occurring again, inter-dimensional travel was banned and the collectors were created to hunt and punish those who broke that law. But don't worry, they will not even notice you so all is good; except there is no coffee, sorry, something

about a blight thing or whatever; but apart from that no problem.

Earth-38: It's a bird, it's a plane, it's Supergirl (and Superman). Unlike the others, this Earth is less meta-human and magic; more aliens who have travelled to Earth for refuge and live among humans. The existence of these visitors is not a secret; they are policed by the DEO, a government organisation led by Hank Henshaw (who is secretly the Martian Manhunter). You arrive three years before Supergirl reveals herself to the world and walks out from Superman's shadow. But in the meantime National City will not say no to a protector but, be warned this will put you on the DEO's radar. You arrive in National City.

Earth-X: The classic Nazi's won WWII world by nuking New York, London, PAris & Moscow forcing the surrender of the USA and UK and annihilating the USSR outright. Here, the world is ruled by the Fuhrer Oliver Queen and his wife Kara Zor-El and those that do not fit the Aryan dream of 'perfection' are rounded up and locked away in camps; punished and executed for being who they are.

Earth-66: Once home to its own version of Batman & Robin; the crime-fighting duo have now retired after decades of using 'bat logic' to foil supervillain plan after supervillain plan and fighting against villains such as The Joker, Penguin & The Queen Of Diamonds. Though, be warned this world has certain similarities to the old Adam West Batman TV show; weird huh.

Earth-90: Home to Barry Allen, a forensic scientist working at Central City PD; this world is similar to a 90's TV show called The Flash. In which Barry along with S.T.A.R Labs scientist Tina Mcgee help to protect Central City; dealing with corrupt cops, gangs, mad scientists and other meta-humans. This world, much like Earth-1, is also home to a variety of other heroes such as Hawkman, Green Lantern, Hawkwoman, Atom, Jesse Quick, Green Arrow & Firestorm to name but a few. Be warned however, in a little less than 6 years this world is going to be destroyed by Mar Novu. You arrive in Central City.

Earth-99: A world with a dead man of steel and a crippled Dark Knight; a world where Bruce Wayne broke his code and began to take lives, eventually losing count of how many lives he took and ending with the death of Superman. Bruce is now borderline suicidal and a nihilst; not trying to kill himself but at the same not trying to stop any attempts to end his world, he now lives in Wayne Manor looked after by Luke Fox; wearing an exoskeleton in order to walk. Be warned though, he is extremely paranoid with his killing of Superman simply because of the hypothetical danger he could have

become.

Earth-167: This world is reminiscent of Smallville, with one difference, in this world Clark gave up his powers and started a family with Lois Lane.

Earth-203: Home to Barbara Gordan, Helena Kyle, Dinah Redman, Alfred Pennyworth and so many others. This is a world in which Batman abandoned Gotham and it stood to his daughter and his former side-kick to continue his war on crime; alongside Dinah, they formed the Birds Of Prey, a group that even now is going strong. You arrive in New Gotham City.

Earth-666: The world of Lucifer, where Angels and Demons exist and where The Devil owns a bar in Los Angeles. You arrive long before Lucifer comes across Chloe Decker and begins his journey that ends with him redeeming the souls of Hell. You arrive outside Lucifer's club Lux.

Earth-TUD5: Home to Jefferson Pierce/Black Lightning and his family. Here metahumans exist as they are known by; Green Light babies exist but currently the actual number is very low. You arrive in Freeland, a city of crime, corruption and racism where the police are powerless and gangs rule the streets. 3 years ago, Black Lightning quit and he will not make a reappearance until at least 6 years from now. But truthfully, this city is dying and it needs your help.

Earth-TUD22: The homeworld of John Henry Irons; one where Superman went rogue and together with an army of Kryptonians laid waste to Earth; no one being able to stop them. In this world, Superman never knew the love of a family; the Kents killed in a car accident, Clark was sent to a foster home where he was mistreated and bullied after stopping his foster father from beating his wife; Clark was arrested and sent to a special government facility where he was experimented on eventually he escaped and became Superman and for the next 20 years he protected Earth until, he grew tired and frustrated with humanity and with his brother Tal-Rho, he began his destruction of Earth. Currently, humanity is at war with Kryptonians.

Post-Crisis

Earth-Prime: You have arrived after the Crisis on Earth-Prime, an amalgamation of Earth 1, 2, 38 & TUD5. The history of this world is different from what they were;

however, the majority of their stories remain much the same.

Earth-2: The new Earth-2 of the new multiverse home to its own brand of heroes and heroines. The most famous of them were the Justice Society of America, a group of costumed fighters destroyed by the Injustice Society, a group of villains who teamed up with a shared goal of bringing peace. Currently, there are no heroes left and the majority of the villains are currently located in Blue Valley and it will not be until 8 years later that Courtney Whitmore takes up the Cosmic Staff. You start in Blue Valley.

Earth-9: The same Earth-9 as before the Crisis.

Earth-666: The same world as before the Crisis.

Inverse World: A bizarre alternative dimension to Earth-Prime, this differs from Earth-Prime in that it is a cube not a circle and has a red sun. The world is ruled by Ally Allston and her cult; the Inverse Society dedicated to merging both Earth-Prime & the Inverse World together.

Origins

The exact details of your origin is up to you, you can have your Jumpers be a Cop, a Scientist at S.T.A.R Labs, a Forensic Scientist, a CEO (If purchased Jumper Enterprises). It is your choice. Any of them can be Drop-Ins.
Your age & gender is up to you. And you can simply say; same age as Oliver Queen, Barry Allen etc.

The Hero - You were born with a strong sense of justice and a strong appreciation for the law. In your eyes, no one is beyond help and if there's even a 1% chance of helping someone get back on the straight and narrow you will do whatever it takes. All life is precious and no one should be judge, jury & executioner.

The Knight - Something happened to you when you were young, something that marked you for the rest of your life and forced you to see the truth of the world. That it isn't sunshine and rainbows, that the justice system isn't perfect, that some people are beyond help and that sometimes, you have to go beyond the law to uphold it. Sometimes, you have to be a judge and jury but not necessarily an executioner.

The Curtain - You do not live fighting for good and justice, you live it for yourself, all the goals you have achieved, all the credentials and diplomas, all the skills and knowledge you have acquired wasn't done because of a strong sense of justice or an incident that marked your childhood it was done because like so many others; you just want to live you life by your own ideals.

The Shield - You have seen a lot of things in your life, but unlike The Knight, you never let it get to you, while The Knight believes that the law is flawed and justice dead, you still see the the good in people and it shows in the way you are in front of people; the way you make them laugh, the way you encourage them and the way that when others are the brink of despair, you somehow manage to bring them back up.

The Reverse - You always were 'different'; where others saw laws, you saw suggestions, where others saw morality you saw chains holding them back, where others saw love, you saw weakness. Where others look at the heroes they see truth, justice and honesty but when they look at you, they see The Reverse.

General Perks

Reboot (Free): When the Crisis occurs and you die, you will be brought back to life if the Multiverse is recreated you reappear there with both the memories of the old multiverse and the memories of your new life here. If the multiverse isn't recreated then you reappear in the Antimatter Universe, but good luck if you do.

Hand-Picked (Free): The free perk that makes Jumpers incredibly good-looking to way beyond even the main cast. You can choose if your body grows any body and/or facial hair, your natural smell is also enhanced. Additionally, no matter what you eat, your body will not change so no matter how many Big Belly Burgers you have, you will look the same and your physical capabilities will not deteriorate (don't worry, you can still increase them via training or perks etc). Lastly, no matter your situation, you will always be attractive regardless if you are covered in blood, grime, sweat etc and can at any time you want clean your entire body for example as aforementioned if you were covered in blood you can magically with a thought, clean yourself completely.

We've Met Superman (Free): I know it is meant to be a comic-book TV show but I still cannot believe that Clark was able to hide the fact that he was Superman from his own children for years without them even realising it just by wearing glasses and applying a mild-mannered personality. It doesn't make sense, I mean seriously, there is only so much bullsh** a person can believe. Bullsh** that is perfect for a Jumper; the type of bullshi** that prevents anyone from finding out your secret identity no matter what; so long as you don't use your powers openly and in front of others, than no one will figure out who you are even if they were to meet you in your superhero identity and then literally a minute later see you in your secret identity looking exactly the same; they will not make that leap. And for abilities such as X-ray vision or magic etc they will not help in figuring out your real identity.

Total Badass (100 CP): A pinnacle of humanity, a total badass, the elevation of human potential, names that have been said to describe either you or what you have become. Regardless of the how, your entire physicality is far above what others thought humanly possible, your capabilities beyond olympic athletes and so-called vigilantes, your senses beyond other humans. You as a normal human could for starters lift and throw grown men with ease, enter and leave a room in a matter of seconds, see in the dark as clearly as you do in the day, determining exactly where people are standing and how many there are just being hearing them and those are just SOME examples. This basically

makes you if not clear, the physical equal of Batman. For free, you can one-time change the appearance of your body into one that is suitable for a body like this, so if you want your body can look like Sara Lance, Oliver Queen, etc or somebody else entirely (when it says look like, it means like your physique will be like theirs).

A New Life (200 CP): You sometimes can get tired of the same old same old. The same old characters, the same old insert options and the same old families and relationships. Sometimes, you want something different; maybe you want to insert yourself as a brother to Barry, or a sister to Iris and child of Joe or maybe a twin to Mia or Oliver's grandson or maybe Caitlin's kid. Either way, using this you can decide to slightly alter your origin to allow for those types of changes. In future jumps, these changes have to be possible, for example you cannot choose to be a 26 year old son of someone who is for example 30 for obvious reasons but you can choose to be their teenage kid instead; unless you possess the ability to time travel and then you can go wild with your choices; but just make it so that you were born in the future. PS, your looks will change to match/become similar to the person you are related to and this includes skin colour.

Control (200 CP): Not to mince words, this perk lets you place limiters of any and all of your abilities and prevent you from hurting those weaker than yourself. So if for example, you had the physical strength to destroy cities, you could easily handle something as fragile as chopsticks with ease; with your limiters keeping everything in check.

Doppelganger (200 CP): Not to waffle too much, this perk lets you begin a jump as a doppelganger to an already existing character like Mar Novu and Mobius or an alternate version of a character from another dimension; for example Barry Allen (Earth-2) and Barry Allen (Earth-1). However, you do not have any of their powers and in cases of different races, you will look like them but you will be of a different species. You also gain relative memories and history. You can decide this at the start of every jump.

Alien (300 CP/Cannot Be Purchased With Meta-Human): You are not human, never were; you are a denizen of one of the other countless worlds in the ever expanding universe. Gives 1000 CP for the Alien & Alien Power section.

Meta-Human (300 CP/Cannot Be Purchased With Alien): Maybe you were born this way or maybe when you entered this jump, you were bombarded with Dark Matter & Exotic Particles. Either way, your DNA was altered; turning you into a Meta-Human. Gives you 1000 CP for the Meta-Human Power Section. (Does not have to alter your

DNA or anything like that if you don't want to).

Time Language (300 CP/Discounted To Speed Force): Discovered by Eobard Thawne, this time text is a language that has the unique property to survive changes to time. For example, if a person was erased from existence, their notebook which was written in the time language would remain. You, like Eobard, have discovered this language; gaining the ability to record information without fear of it being lost or forgotten due to changes in the timeline affording you access to information erased from reality.

Outside Perspective (400 CP): Be it Marvel or DC, reality and the laws of physics are thrown out the window, history is altered, people erased or killed and everyone irreparably damaged. Whether through time travel or reality warping, these changes are inevitable which makes you somewhat of an anomaly. A rogue speedster travelling to the past kills you, well they'll be surprised to find you waking and talking in the present, a psychotic psychiatrist with an all-powerful book warps reality to turn the very air you breathe into poison, well they'll be surprised to find that there's a little pocket of air somehow still remaining for you to breathe, an evil cabal changes the very universe to live out their fantasies, well they'll be astonished to discover that you still retain your memories and abilities regardless. It could be said that if reality is a bubble, you exist in a smaller bubble that at all times encapsulates and protects you or if you don't like that idea fanwank, for example, you could make it genetic, magical etc.

Your Age (800 CP): "*In the beginning, there was only one... a single black infinitude. Then the infinitude found release, and finally, the darkness broke, filling it with life. With the Multiverse, every existence multiplied by possibility, and spread out before space and time in infinite measure*".
Ages rose and fell, with the current age being that of the heroes. The individuals touched either by fate, coincidence or background machinations to fight against evil, forced into adventure after adventure, fight after fight all to defend those who could not defend themselves. Of course, their lives were not always villainous attacks and unhappy deaths, some heroes found love, others gained powers they could not even dream of and the lost found things they were lacking before their journeys began. Much like them, you have been touched by Destiny and are now forced to live the life of a hero or a villain, forced into encounter after encounter, adventure after adventure all to defend or destroy others, your age has come Jumper, walk it well.
Comes with a toggle for those who want one.

The Hero

The Thin Blue Line (100 CP): Every hero requires a code, a line which they will never cross regardless of mind-control, body possession, brainwashing etc. An act they will never perform no matter the situation or consequences. Like any true hero, you will never go past your bottom line, you will never perform an act that every part of you is against, no matter what happens, come hell or high water you will never break your code.

Lightning Rod (200 CP): Sometimes, a hero loses their way, in the fight against evil they lose themselves in the fog of war and forget why they were fighting in the first place and who they used to be. Sometimes, after fighting for so long the hero becomes as bad as the villain they were facing. Most heroes have to quote the Flash 'a Lightning Rod', someone or something that helps them find their way or stops them from losing their way in the first place. You however, do not require a Lightning Rod, because while others may lose themselves, you do not. You could go out night after night beating thieves, villains and everything in between, while at the same time lying to everyone around you and still be as passionate and driven as when you first started your quest. I think right now, there is only one individual in this universe who is your equal when it comes to dedication and willpower.

Consolidated (400 CP): The secrets behind Batman's Real Superpower, the ability to be an absolute Devil in any board room, the skill to successfully run and oversee a multi-billion dollar company with ease even if you were at the time running around at night as a masked crusader. The ability to take a normal Fortune 500 company and have it reach the level of Wayne Enterprises in just a few short years, the skill to take a destroyed and bankrupt company and build it back up to its former glory in little to no time (5 years max and that is with just this combine it with an increased intellect; year or two max). The ability to accumulate such wealth that others would require working for half their lives in order to surpass you and that could only occur, if for some reason you decided to walk away.

Team Jumper (400 CP): When you started this crusade, you probably assumed that until the end, you would walk it alone, you never thought that you would inspire others to join you. This pleasant surprise was both a good and bad thing. First, you were no longer alone and had people you could rely on and trust wholeheartedly; however, at the same time, you are now responsible for them and as such, it rests on you, to lead them. And

lead them you will, whether as a result of prior experience, you are an excellent leader able to get people with conflicting personalities and goals to not just work together, but turn them into the greatest team and fighting force in history. Even on the streets, your mere presence seems to act as a sort of lubricant able to get each member of your team co-operating and complementing each other on the fly.

My Darling Sweet Boy (600 CP): There are countless Speedsters in the entire multiverse and yet it is Barry Allen that the Speed Force favours, it is with him that it assumes a physical form and in a possible future multiverse; it is with him that it acts more human and has a greater connection with. Which kind of makes no sense seeing as how it is an extra-dimensional energy source that has existed for billions of years yet for reason decides to favour one random Speedster in one random Earth in one random Universe in a multiverse that's barely out of its diapers (paraphrasing Death there). There must be something special about him, don't you think, an 'aura' for lack of a better term that seems to attract the attention of extra-dimensional beings, energy fields and the like and have them start with a positive association and opinion of him. I mean why can't you have that.

The Knight

There He Goes Again (100 CP): The classic Batman disappearing trick, this bestows you with extremely masterful stealth and escape tactics allowing you to quickly vanish from sight, escape from various confining situations such as handcuffs, high-security facilities, prisons, businesses etc. There are various few places that you cannot enter, with you even being able to act as a Masked Crimefighter for a decade while still remaining an urban legend.

Polyglot (200 CP): Gives you working mastery of 40 languages, marking you one of the most polyglottic people in the world. For those curious, there are, as of 2022, 7100 languages in this world. For every purchase after the first a further 20 can be purchased (purchase after the first is discounted or doubled-discounted). Every purchase including the initial purchase includes reading, writing, and speaking as well. You can purchase alien languages as well.

Playboy (400 CP): Which was once the facade of Bruce Wayne, a playboy billionaire personality that was so masterful that not even the most paranoid of individuals could find a flaw, I mean even his closest friends who knew him for years had no idea that the playboy Bruce Wayne was just a facade created to hide his true self. I mean there is an Oscar worthy performance and then there is this, a performance that lasted for decades without let up, without fault, without a crack. Of course, this doesn't mean that you are limited to just a playboy routine, that was the favoured masquerade of Bruce Wayne, this gives you his ACTING TALENT; (just imagine a golden robot by the name of Calculon saying it) make of it what you will.

The Darkest Knight (400 CP): People always seem to think that those with the greatest intellect are the most dangerous and in some cases they are. But riddle me this, if you are stuck in a room full of trained killers from the League Of Assassins; a gigantic intellect is not going to help is it. What is going to help is having the martial mastery of THE greatest fighter on this planet, one who can beat the Green Arrow, face and defeat Ra's & Talia Al Ghul and can make the criminal underworld itself fear them. For which, 400 CP doesn't seem to be too high a price. Comes with expert marksmanship, knowledge of and the skill to use a large variety of firearms as well as mastery over most forms of weapons. Also, for free if you have purchased abilities whether alien or meta-human you acquire the skill to utilise them in combat on the same level as the rest of this perk gives.

His True Superpower (600 CP/1000 CP/Free To Coluans): People always say that Batman's superpower is his money, but what his 'true' superpower is, is his intellect. The intellect that made him the terrifying tactician that he was, that made him fight crime in one of the worst cities on the planet with incredible efficiency all without missing important events or those closest to him finding out and letting him calculate every variable in every situation with ease in his head while being in the field. It was Batman's great intellect that allowed for him to plan contingencies for every circumstance as well as planning contingencies for his contingencies, create and develop devices that on a comic-book based world are deemed the best on the planet and would take other multimillion dollar corporations a decade tops to develop devices similar to yours and that would only be if you yourself stopped further improving them and these are just SOME of what he can do when using his mind. So, now I wonder, what will you do with his intellect?
(P.S, if not obvious, everything Batman in this verse is capable of, you can do it to).
For **400 more CP**, the intellect you would have gotten has been bolstered to that of a 12th-level, to put this into place the average level of Human intellect is level 1, with Kryptonians an advanced race themselves being level 4. So everything, from your memory to your calculation skills to your multitasking, everything basically has been enhanced to the point where even in the 31st century you would be hailed a genius.

The **600 CP** option is **given 3 free specialties** such as, atomic physics, mechanical engineering, etc whereby you are at the forefront of that subject AKA, one of the very best in the world. Limited to Science & Engineering.
The **1000 CP** option is **given 6 free specialties**.
Additional specialties can be **purchased for 50 CP**.

The Curtain

Driver (100 CP): It seems you spent some time in the military if not that, you spent time in one warzone after another. As a result of the various dangerous situations and the unstable terrain you became quite skilled in your ability to drive multiple different vehicles from cars to vans to helicopters to planes to even ships and submarines. If there is a vehicle on this planet, then suffice to say you can drive it like a pro.

Certified (200 CP): Every vigilante and hero team requires at least one member that is an expert in the medical field because obviously, being a costumed crime fighter isn't exactly a safe career is it. I mean, most of those in the medical field deal with infections such as pneumonia or conditions such as diabetes mellitus, heart attacks and the like. But those 'lucky' enough to work alongside heroes and vigilantes must regularly deal with bullet wounds, poisonings, bombs in skulls, patching up broken bones or extracting windshields out of abdomens all of which without the necessary equipment you get in hospitals. Which as you can tell, require a certain level of skill and knowledge in the medical field. Your basic medical knowledge is almost comprehensive and your actual skill being almost robotic. You know that previous example of removing a windshield from a man's abdomen, you could do that and help him recover completely within a single night. Right now, you can be said to be up there when it comes to medicine being an equal to Caitlin Snow, an impressive medical professional in her own right. You are an expert in 5 medical fields/specialisations of your choice. For **50 CP**, you can gain mastery in three further specialisations. Can be purchased multiple times.

Overwatch (400 CP): Helix is a hacktivist group founded by Cayden James, an incredibly skilled hacker so much so that ARGUS labelled him 20 times more dangerous than Edward Snowden, a former computer intelligence consultant who leaked highly classified information from the NSA. His skill in hacking was such that he could create and figure out code that not even Felicity Smoak an incredible hacker in her own right that could easily hack into ARGUS, S.T.A.R Labs (while in the ownership of Eobard Thawne), NSA & the CIA as well as code incredible algorithms such as one that could give its user root access to every virtual server and mainframe it infected could not figure out. To call him the best hacker on Earth isn't enough, to call him the best hacker in the Multiverse is more accurate. At least, he was the best hacker in the multiverse but now, he has a rival in his skill; you.

Hound (400 CP): You are a terrier Jumper, a hound that never stops hunting once they get on the trail, a hunter who follows every lead and rumour to sniff out the truth, who systematically and analytically studies and investigates whatever captures their interest. In your hands no scoop is too huge or a story too impossible, with time and a little bit of elbow grease, any and every story seems to unravel in your hands as if wanting to be laid bare. Give it a few months, you could be winning a Pulitzer Prize.

More Lives Than A Cat (600 CP): Standard Plot Armor Perk that magnifies your luck many times over, giving you incredible amounts of Luck and tipping the odds so far on your side that it lets you survive attacks against Kryptonians, Shadow Demons, Meta-Humans and whatever else is out there. This doesn't make you invincible, just increases the odds; for example if a normal person's odds of survival against a meta-human was 1 in 100, your odds would be 1 in 10, if 1 in 1000, your odds would be 1 in 100.

The Shield

Job Security (100 CP): After the death of his daughter, Quentin Lance became an alcoholic going to bar after bar, picking fights with everyone and anyone and even turning up at crime scenes intoxicated and yet he never during that time got fired. I mean, seriously he turned up at a crime scene still drunk and more than likely wasn't the first time he went to work intoxicated and yet he wasn't fired so long as he got the job done. I mean I have heard of nepotism such as this where so long as you are good at your job you're fine, but I have never heard of security to this level, I mean why exactly are you and Quentin so lucky. Please, explain.

Old But Not Out (200 CP): Some meta-human abilities and alien physiologies can retard age but even almost god-like power cannot hold back the reaper. And they age, their skin wrinkles, their muscle mass decreases, their bones and joints ache. But, unlike the vast majority of beings you Jumpers aren't exactly normal are you, so why should your bodies be. However old you may become, your body will always maintain the full power and ability it possesses in your prime and you will age gracefully. Skin will not sag, muscles will remain just as they were in your prime, powers remain just as powerful, energy sources remain filled to the brim. Just as you were in your prime, you will always be.

Matured (400 CP): You are a man/woman/person of the world and it shows, you are filled with wisdom to give to the young, you are the party to your friends and allies and are a moral compass to whatever organisation you see fit to join. And to someone of your preferred gender, you seem to be something more, someone more, someone who even the most treacherous of individuals would be more than happy to go out for a drink with and someone who could be a great friend and an even greater lover (in both meanings of the term) to those willing to spend some time with you. However, this doesn't work on those that loathe you, obviously.

I Gained Two Dads (400 CP): When Barry Allen lost both parents; one to death, the other prison. He was taken in by Joe West, who raised and cared for him as if he was his own and became a second father to Barry; all the while raising his own daughter and providing for them, all at the same time. He raised a boy who believed his father was innocent and had every reason to hate him and the world into one that became a kind, just, honourable man. He raised a daughter into one that was not afraid to stand up for what was right and was willing to do whatever she needed to in order to achieve her

dreams. In essence, he was a great father, one who never shouted or was angered and never raised his children with anything but love, kindness and patience.

Much like him, you too are a great father/mother, able to raise your children to be good, kind people who will never forget what you have taught them. You know how to be patient, how to be kind and understanding, how to teach life lessons in an easy to understand way, how to balance an act of stern authority and doting parent. Basically, you are an amazing parent. As an add-on, your culinary talents have been increased, nothing Michelin star but very close after all, no one can survive on just takeouts.

Going To Work (600 CP): Congratulations, you are one of the very best detectives in two cities. Your senses are insanely sharp letting you gather data on an insanely detailed level around you and your mind is top-notch, able to infer and deduce from the littlest information. This is not omniscience you understand, merely letting you see how this information fits together; for example, think of a case as a puzzle. You can see how many pieces there are and when you do find a piece you know just where it slots in knowing just how each piece of info connects to the other. Knowing what information is useful for a case and what isn't.

The Reverse

Mind Of A Killer (100 CP): It requires a cold mind to kill a husband and wife, to manipulate the life of innocents for decades, to kill someone you think of as a child and brainwash them into murdering a friend. That is the type of mind you possess, the mind of a killer, the mind of one who has no qualms or doubts about killing and destroying others so long as they themselves get what they desire.

You're Reaching Out And Nobody's There (200 CP): Sometimes in order to accomplish your goals, it requires abilities that can warp and twist the mind or harness emotions and strip mortality. You don't want to use them, but sometimes it is needed. Thankfully for you, you are immune to abilities, technology, magic etc that can affect your mind, no out of control emotions, No driven by bloodlust, no mind breaking apart; nothing can affect, break, or manipulate your mind. Nothing.

The Mastermind (400 CP): You are able to create impossibly large, all-inclusive plans which can span centuries and across time periods. For example, while stuck in prison with your powers dampened and your execution date coming up, manipulate events with one visit that would engineer your release while stuck in the future. You are also able to create numerous contingencies and fallback options in the nigh-impossible scenario that your plans become derailed, able to create a contingency for your first plan and a contingency for that contingency as well. Hell if you try, you would be able to create a contingency for a contingency which is a contingency for an initial first plan. In other words, you would make Batman proud.

Like A Pest (400 CP): Out of all the villains in the history of the arrowverse, the one that is most like a pest, is Eobard Thawne. He has been killed at least 3 times and yet somehow he always comes back. I mean, firstly his ancestor killed himself and he was erased from existence, then he was erased again by the Black Flash and thirdly he was erased by the Antimonitor when he destroyed the original multiverse. Yet low and behold, he came back again and again, I mean can he not just die already, seriously. And you yourself aren't any better, I mean who the hell has 3 extra lives, nine, okay but three? That makes absolutely no sense. You better not be laughing at me Jumpers!
By the way, if there exists dopplegangers, clones, alternative selves from a different dimension or versions of you from a different time etc than instead of you simply reappearing after you die, you can if you want resurrect yourself like Eobard did at the end of Season 8 and reappear within your other versions with them ripping themselves

apart to reveal you.





Negative Jumper Force (600 CP): You've heard it all before, Eobard Thawne a genius realising that he could never travel back in time without his Reverse sensing him through the Speed Force, so he created his own The Negative Speed Force. But what you may not know, is that in the future after the Crisis has come and gone, Eobard will create another force; The Negative Still Force almost identical to but almost opposite to the Still Force. He was able to create his own versions of cosmic forces that had the exact same abilities and in some cases, had additional abilities that the originals did not have. Much like Eobard, you have the knowledge, skill & ability to create your own artificial mirror versions of fields and forces that you can observe or have a connection to; these forces you create are completely indistinguishable in scope and scale to the original. However, your creations will not be completely identical to the original. There will be some differences but those differences will give you an advantage compared to the original; for example, the Negative Speed Force bestowed the same powers as the original speed force but also acted as a form of temporal protection preventing the speedsters connected to it from being erased from existence by staying within it. This also comes with an intimate and detailed understanding of both the original version and the artificial version you created and you can safely and seamlessly use both the original and the copy together with them working in harmony, even if you created two artificial versions of forces that cannot work in harmony, your forces will. Your forces can also evolve over time, unlocking new abilities and gaining sentience though thankfully, you possess the knowledge to prevent the last part from happening.
However, the forces you create can be designed by you to be extra-dimensional I.e much like the Negative Speed Force allowing for any in the multiverse to connect to it. However, by doing so you will not be able to control who connects to it. Or you can decide for it to simply be present within you and unlike the canon examples of artificial forces your forces will not corrupt a user like the Negative Speed Force does or strip you of emotions like the Artificial Speed Force; unless you want them to for some reason.

Aliens

For Jumpers who do not want another alt-form they can choose to become this species and have their base form become that species or they can choose to simply keep the powers and weaknesses while remaining as they are.

Human (Free): No special abilities

Dyralian (200 CP): An alien race that possesses the ability to temporarily mimic the powers of other aliens around them.

- **Power Mimicry** (400)



Kriblix (200 CP): An alien race that very little is known about.

- **Healing Factor** (400)



Naltorians (200 CP): Coming from the planet Naltor, Naltorians externally look indistinguishable from humans. Normally, only women possess the ability of oneiromancy, but regardless of gender, you do too.

- **Oneiromancy (400 CP)**



Starhavenites (300 CP): Starhavenites are indistinguishable from humans however there exist a small minority called Valerians which possess minor differences in appearance such as flake-like marks on their foreheads and cheekbones, no eyebrows and sunken eyes. You are a part of this minority.

- **Super Strength** (200)
- **Super Durability** (200)
- **Enhanced Smell** (100)
- **Camera Immunity** (100)



Aurafacians (450 CP): A race of spider-like symbiotes which attach themselves to a host body. You arrive in full control of your host.

- **Spider Creation & Control** (100)
- **Spider-Man** (200)
- **Super Strength** (200)
- **Super Durability** (200)
- **Super Speed** (200)
- **Transformation** - Ability to transform from a 2D image into a 3D shape.



Infernian (550 CP): A species with control over fire.

- Pyogenesis/Pyrokinesis (600)
- Super Strength (300)
- Super Durability (200)



Tamaraneans (650 CP): Denizens of the planet Tamaran. Tamaraneans are externally identical to humans, while their abilities are in use, their eyes change colour and their skin begins to glow a golden-red hue that seems to originate from beneath their skin.

- Super Strength (300)
- Super Durability (200)
- Healing Factor (200)
- Flight (100)
- Contaminant Immunity (100)
- Solar Energy Absorption (400)

Normally, the colour they turn eyes, both sclera and iris is green, but you can decide the colour.



Dominators (750 CP): Originating from Swan Moon, Dominators try to maintain the status quo in the universe by any means necessary.

- **Telepathy** (700)
- **Super Strength** (200)
- **Super Durability** (200)
- **Temporal Awareness** (300)
- **Contaminant Immunity** (100)

All Dominators befitting an advanced civilization possess an incredibly advanced intellect and eidetic memory from birth.



Phantoms (800 CP): Once known as Zulian Maletarians, the Phantoms originated from a planet at the edge of the Rao System; the same system of the Daxamites, Jarhanpurians & Kryptonians. The Maletarians were eventually locked up in the Phantom Zone and have since become its guards.

- **Fear Projection** (400)
- **Conversion** (200)
- **Teleportation** (600)
- **Life Force Detection** (100)
- **Flight** (100)
- **Accelerated Healing** (200)
- **Phantoms can also generate extreme cold and ice.**



Jarhanpurians (1200 CP): Former denizens of Jarhanpur; the sister planet of Krypton & Daxamite prior to its (Jarhanpur's that is) destruction. Jarhanpurians are an incredibly powerful and ancient species.

- **Super Strength** (400)
- **Super Durability** (400)
- **Extended Longevity** (100)
- **Contaminant Immunity** (100)
- **Healing Factor** (600)
- **Self-Sustenance** (100)
- **Geokinesis** (700)

OR

- Technokinesis (700)

Instead of one of the two options above, you can instead create your own abilities with similar levels of power. For example, Pyrokinesis or Electrokinesis.



Daxamites (1300/1400 CP): Hailing from the planet Daxam, Daxamites are indistinguishable from humanity in appearance and under their native sun possess no unique abilities. Daxamites being the 'sister species' of Kryptonians, possesses similar to the aforementioned race. Under the light of a yellow sun Daxamites gain:

Super Strength (400)
Super Durability (400)
- Super Speed (400)
- Healing Factor (200)
- Contaminant Immunity (100)
- Extended Longevity (100)
- Self-Sustenance (100)
- Electrosynthesis (300)
- Power Source (600) (Locked To The Yellow Sun)

For 1300 CP, you are a Daxamite with a vulnerability to lead which can both penetrate your skin and poison you if it remains too long in your system. For 1400 CP, you are now immune to lead.



Coluans (1400 CP): Synthetic lifeforms that hail from the planet Colu, Coluans are basically a synthetic computer-like species.

- Cybernetic Interface (600)
- Super Strength (400)
- Super Durability (200)
- Flight (100)
- Self-Sustenance (100)
- Shapeshifting (300)
- Ancestral Memory (400)
- His True Superpower Perk (1000)
- Healing Factor (600) (However, Coluans must be conscious in order to regenerate)
- Contaminant Immunity (100)

As powerful as they are, Coluans do possess certain unique weaknesses. First of all, Coluans are techno-organic beings as such they are susceptible to things such as computer viruses and high voltages can cause Coluans to reboot akin to a computer but the reboot can strip them of emotions.




Green Martians/White Martians (1400/1450 CP): You are a Martian; whether green or white is your choice. As a White Martian your true form is a monstrous white, bipedal creature standing at 8 feet tall. As a green Martian, your true form is a green skinned, red-eyed bald humanoid standing at 8 feet.

- **Super Strength** (300)
- **Super Durability** (400)
- **Contaminant Immunity** (100)
- **Healing Factor** (200)
- **Extended Longevity** (100)
- **Shapeshifting** (600) (Martians generate a form of bio-clothing which changes appearance to whatever the Martian desires)
- **Telekinesis** (600)
- **Telepathy** (600)

For an **additional 100 CP** you can choose to gain the 700 CP version of telepathy.

Martians however possess several weaknesses.

- First is that upon close contact with fire, Martians will be forced back back into their true Martian forms if they have shapeshifted.
- Secondly, the atmosphere of Maaldoria (homeworld to the Maaldorians) is toxic to Martians.
- Thirdly and this is limited to Green Martians, the blood of a White Martian if injected into a Green Martian will start a transformation leading to the Green transforming into a White. However, as you are paying CP, it will not affect you if you choose to be a Green Martian.

- P.S., the Martian God Hronn'meer placed a curse on the Green Martians preventing siblings from attacking siblings unless they suffer from immense pain but unless you insert yourself as J'onn J'onzz's brother this will not apply and beyond this jump, this curse will not matter.





Kalanorians (1750 CP): Hailing from the planet Kalanor, Kalanorians are an incredibly powerful species rivalling that of Kryptonians. They are a three-eyed orange-red skinned large humanoid race.

- **Immortality** (300)
- **Telepathy** (700)
- **Empathy** (400)
- **Self-Sustenance** (100)
  Super Strength (400)

Super Durability (400)
- Super Speed (200)
- Temporal Awareness (400)
- Flame Of Py'tar (600) (The energy projection of the flame is projected via the third eye)



Kryptonians (1000/1600/1750 CP): Basic Kryptonian package: You start out the level of power as Clark Kent.

Super Strength (400)
Super Durability (400)
- Healing Factor (200)
- Super Speed (400)
- Contaminant Immunity (100)
- Self-Sustenance (100)
- Power Source (600) (Locked To The Yellow Sun)
- Enhanced Sight (100)
- Enhanced Hearing (100)
- Enhanced Smell (100)
- Heat Vision (200)
- Frost Breath (200)
- Telepathic Resistance (600)
- Extended Longevity (100)
- Eidetic Memory, Free Of Charge

For an **additional 200 CP**, you can become a Worldkiller; a Kryptonian altered and empowered by Dark Magic, as a result of your origins; your power source has been augmented and you have gained a resistance to Kryptonite.

Power Source (1000 CP)

For an **additional 200 CP**, you can acquire the power of Purity; a worldkiller.

- **Superhuman Sonic Scream (400)**
- **Sound Inducement (200)**
- **Empathy (400)**

For an **additional 200 CP**, you can acquire the power of Pestilence; another worldkiller.

- **Retractable Claws (400)**
- **Disease Manipulation (600)**
- **Evolution (800)** (Normally, Pestilence would evolve into deadlier and deadlier diseases however, you can choose for the perk to work as it is written below).

For an **additional 150 CP**, you can gain the power of Kryptonite Exposure

- **Kryptonite Exposure (300)**

Kryptonians possess the stereotypical weakness of

- Green Kryptonite
- Red Kryptonite (Causes loss of inhibitions overtime, corrupting the Kryptonians and causing negative traits to be amplified)
- Silver Kryptonite (Causes Kryptonian to fall into deep and frightening illusions where nothing can wake them; they are not actually unconscious; it is more akin to daydreaming).

Kryptonians cannot see through lead.

High Frequencies such as the Superhuman Sonic Scream can and will cause pain and disorientation.

Jumpers can choose to arrive for free in a spaceship like Kara, Clark & Mon-El did and for free get a crystal to create their own fortress as well as an A.I like Jor-El (or can install an already owned A.I into the fortress). (Fortress will follow you jump to jump).



Fifth Dimensional Imp (1000/1500 CP): A denizen or the Fifth Dimension.

- **Reality Warping** **(1000)**

You can be banished and sent back to the 5th dimension if you say or write your name backwards (this goes away post-jump like in the comics, it will be 90 days). Also, your power comes from your connection to the Fifth Dimension if the connection is blocked, then you will be literally powerless. Finally, you cannot directly kill with your abilities I.e, you cannot directly turn someone into a pile of sand but you can telekinetically control their gun and shoot them.

For an **additional 500 CP**, the name weakness no longer exists.



Hybrid (Varies): This option allows you to be a hybrid of two species acquiring the abilities of both species and because of your hybrid nature, you will start far stronger than your parent races and will also possess limitless potential; meaning that there is no limit to how powerful you can become. The pricing works by paying the full price of the most expensive race and half price of the cheapest race. Both magical and alien races can be purchased so you can be a hybrid of magic and alien races.

Alien Abilities

Aliens can purchase further abilities and if they have lower tiers of abilities for example 200 CP super strength they can purchase 400 CP strength by simply paying 200 CP. Jumpers can also purchase abilities without purchasing alien races and if you don't want to, you can simply choose to acquire the powers without changing species. Or if they want they purchase abilities and create a new alien race; this can be either an alt-form or you can turn your base form into it.

Camera Immunity (100 CP)

You do not show up on pictures or camera footage. Comes with a toggle.

Contaminant Immunity (100 CP)

You are immune to all known forms of diseases, ailments and illnesses, chemicals and toxins, from the majority of worlds in the universe. However, this doesn't make you immune to everything, for example certain types of alcohol from other worlds have been shown to affect Kryptonians which possess this ability as normal alcohol affects humans.

Enhanced Senses (100 CP Per Sense)

Your senses are increased to the level of a Kryptonian.

Enhanced Sight: This allows you to view the entire EM spectrum letting you see things like radio waves, infrared radiation and even through solid objects barring lead (though unlike classic X-rays, your X-ray vision is harmless). Additionally, you can zoom in on things to the subatomic level as well as view events and objects millions of miles away with relative ease. This comes with complete control.

Enhanced Hearing: Great enough to hear almost any sound regardless of frequency and volume with you being able to hear almost every sound in the entire world. With practice, you can learn to block out sounds and or focus on specific sources.

Enhanced Smell: Better than any animal and not exactly a sense that is widely used. But smell is useful when you want to distinguish between people after being with them for only a few minutes tops and be able to find them through a bustling metropolis no matter how hard they try to hide their odour. Through the power of CP, you are protected from over-stimulation.

Enhanced Taste: I have half a mind to label this the god tongue but that would not be doing this justice after all, I don't think that even the famed god tongue is able to literally taste the exact chemical composition of everything they eat and drink.
Enhanced Touch: Less Kryptonian more Daredevil, with this, you can feel air currents, body temperatures, sense attacks by feeling the vibrations of air as they come toward you. You can locate people through walls and floors by feeling the vibrations they make through their movement. You can sense changes in heat able to distinguish the change in temperature even by one degree just by feeling it.

Extended Longevity (100 CP)

Like the ancient Jarhanpurians, your lifespan can be said to be nigh-infinite allowing you to easily live for millions of years without any physical sign of ageing.

Flight (100 CP)

It's a bird, it's a plane etc, like Supergirl & Superman you can fly incredibly fast, allowing you to travel across the world in seconds, without you tiring out. However, if you have super speed or other such abilities for example the Speed Force that allow you to run faster than this perk, then I will change to you being able to fly as fast as you can run.

Lifeforce Detection (100 CP)

The ability to detect the life forces of others.

Self-Sustenance (100 CP)

The ability to survive with no food, water or oxygen. This removes any requirement or need for anything beyond personal enjoyment. This also allows for you to retain your physique at peak condition regardless of what you eat or drink. Your ability to survive also allows for you to survive in harsh environments such as outer space and underwater; able to withstand the conditions unprotected.

Spider Creation & Control (100 CP)

The ability to create and control spiders, these spiders are small and deadly enough to enter an individual and kill them with ease.

Conversion (200 CP)
The ability to convert others into your kind with a single cut. How this manifests is up to you, but for Phantoms, once infected and the conversion ongoing, the soul of the affected will leave their body and the individual will become trapped in a cocoon and if it is not shattered before it fully hardens; the soul of the infected will be lose forever but if the cocoon is shattered, the conversion will stop and be erased and the individual will remain their original species. Comes with a toggle.

Frost Breath (200 CP)
You have the ability to take in copious amounts of air and expel it as incredibly powerful force winds. You can manipulate the temperature of the air and lower it to subzero temperatures letting you encase others in ice in seconds.

Frost Vision (200 CP)
Inverse of heat vision, you are able to produce very cold beams from your eyes that can freeze a target in moments.

Heat Breath (200 CP)
You have the ability to take in copious amounts of air and expel it as incredibly powerful force winds. You can inversely to Kryptonians increase the heat of your breath to extreme temperatures letting you burn a person to cinders in seconds.

Heat Vision (200 CP)
Congrats, you can now emit high intensity lasers from your eyes, you can control the temperature and intensity of your lasers as well as the area it affects with anatomical precision. Allowing you something as simple as causing fire and defrosting frozen turkey to causing explosions, to burning through metal to damaging Kryptonians. However, your degree of precision is dependent on how good your eyesight is. The appearance of your heat vision I.e. does it resemble Kingdom Come Superman's heat vision, Smallville Superman's, Supergirl's cyan blue lasers or deep red, is your choice.

Sound Inducement (200 CP)

The ability to create omnidirectional vibrations that within a certain range can induce vertigo, stun and push back objects as well as explode inanimate objects.

Spider-Man (200 CP)

The ability to launch webbing from your wrists that are strong enough to hold down Kryptonians with little to no problem.

Healing Factor (200/400/600 CP)

Your body heals at an accelerated rate allowing for regeneration of broken bones, burns, cuts and bruises in a matter of seconds. As a by-product of your accelerated healing; your body burns calories far faster than normal humans, allowing you to maintain a healthy weight and physical condition with little to no effort. For an extra 200 CP, your body's ability to heal is enhanced, letting you regenerate from the worst of injuries in minutes if not seconds. You could recover from being stabbed in the throat and being shot in the head near-instantly and it would not be wrong to say you are nigh-unkillable. For 600 CP, your regeneration has been enhanced to the level where you can now quite literally reconstitute your entire body, even being able to reform yourself from ash.

Super Durability (200/400 CP)

You are insanely durable, able to take hits from metal pipes, bullets straight to the chest and hits that could cripple normal humans.
For 400 CP, Your durability has greatly increased where you can be said to be invulnerable to nearly all forms of physical harm. Your body cannot be hurt by chemicals, weapons but large quantities of energy and beings possessing incredible amounts of physical strength such as Kryptonians can harm you.

Super Speed (200/400 CP)

For 200 CP, your speed is faster than a normal human able to outrun cars and other automobiles with ease but far from the likes of fighter jets and Kryptonians.
For 400 CP, you are able to run and fly at speeds rivalling the greatest fighter jets and being able to casually break the sound barrier (770 MPH is required). However, the limits of your speed are not well known but Superman is able to fly around the world from one

country to another in minutes.

Super Strength (200/300/400 CP)

For 200 CP, your strength is greater than a normal human being able to lift and throw grown men with one hand, punch through solid steel, break metal with just your hands. For 300 CP, your strength is far greater than a humans and close to that of a Kryptonians. With your strength, you can lift planes, trains and hold buildings in place with your bare hands. For 400 CP, your strength is equal to that of Kryptonians; able to lift millions of tonnes, push back a spaceship going full throttle and beat back the majority if not every type of alien existing in this verse.

Antimatter Immunity (300 CP)

You are immune to antimatter, perfect for the upcoming crisis.

Electrosynthesis (300 CP)

An ability limited to only Daxamites; this utilises electrical energy and converts it into chemical energy to heal the user on a cellular level (it is a passive skill). Now, the canon ability requires external sources of electrical energy; however, for free as an add-on, your ability can now also use internal electrical energy (if your body produces it) to heal as well.

Immortality (300 CP)

You are immortal; immune to age and disease.

Kryptonite Exposure (300 CP)

Much like the inverse Superman, exposure to green kryptonite instead of weakening you instead increases your strength. Also, unlike with the inverse Kal-El, Green kryptonite will not affect your appearance and it will not cause you addiction or cause prolonged headaches.

Temporal Awareness (300/400 CP)

You can sense alterations in time as well as know exactly who was responsible for the alteration.

- 400 CP: You are also immune to changes in the timeline.

Shapeshifting (300/600 CP)

You possess minor shape-shifting capabilities allowing you to change your appearance as well as manipulate your limbs letting you stretch and elongate your limbs infinitely as well as letting you morph your limbs into blade-like appendages.

For an extra 300 CP, you possess shapeshifting abilities equal to the Martian species letting you transform into any living being, creature or android. You can control your body down to the molecular level affording you capabilities such as camouflaging yourself to blend in with the environment, transform your body into any shape and size and the ability to alter your own density affording both immense durability (by increasing your durability) and the ability to pass through majority of obstacle such as heat vision, lasers, magical blasts, even the gravitational pull of a Black Hole.

Ancestral Memory (400 CP)

You have the ability to remember everything your ancestors remember from the moment of conception to their death. You can also pass on your memories to your descendents allowing them access to your knowledge and information. You can decide what information you pass down to the next generation; allowing you to restrict information that you feel is too dangerous.

Empathy (400 CP)

The ability to read the personalities, psyche and emotions of others. By simply looking at another you can see everything about them, the things they wish to hide, what they are feeling and why and all the experiences they have had. With a simple look, you can destroy people.

Fear Projection (400 CP)

The ability to project the fears of others within close proximity of yourself through what in universe is called ‘fear visions’ if the visions are not stopped and your influence mitigated, the affected will become trapped in a catatonic state. In the Phantom Zone, this ability is

amplified and no longer requires close proximity to use.

Oneiromancy (400 CP)

The ability to see the future as you dream; these visions are not absolute and not always clear leaving them open to interpretation; however, if interpreted correctly, the futures you see can be prevented. This ability also allows you to project your consciousness from your physical body and travel around in your astral form; this ability also allows you to enter the subconscious of others and 'walk among their dreams'. Finally, the mental energies that allow for these abilities can be projected into the physical world letting you manipulate that energy either as blasts or shaped into objects.
Normally, Naltorians suffer from narcolepsy when this power first manifests, you however do not.

Power Mimicry (400 CP)

The ability to temporarily mimic the powers of aliens around you. You can also sense the powers of others; sensitive enough to differentiate between individuals of the same species.

Retractable Claws (400 CP)

These are claws which spring from each fingernail (think Sabertooth) that are sharp enough to easily pierce the skin of a Kryptonian.

Solar Energy Absorption (400 CP)

Like the royal family of Tamaran, you possess the ability to absorb and store solar radiation in their cells with this radiation remaining stored even in areas away from sunlight and heat. The radiation can be projected and channelled as either heat and/or fire. For example, you can release fiery concentrated bursts capable of melting and igniting a variety of different substances, defensive shields of flame, balls of exploding flame; basically you can release the solar radiation however you see fit with only your imagination limiting you. This also renders you immune to radiation and damage from extreme temperature attacks.

Superhuman Sonic Scream (400 CP)

The ability to release a powerful scream on command; strong enough to knock down and temporarily incapacitate a fully powered Kryptonian. The frequencies of the scream can also be controlled and altered allowing for targeting of specific targets and species while leaving others unharmed.

Cybernetic Interface (600 CP)

Much like Coluans, you are able to transform your body into a form of digital code and can teleport through electronics with them serving as a portal; this can be partial teleportation of full-blown. You can also interfere with any machinery, digital electronics/signals and manipulate computer systems as well as manipulate technology from a distance akin to technological telekinesis.
Whether this is a result of you being a digital being or is just an ability is your choice.

Disease Manipulation (600 CP)

The ability to create, modify and release specially modified contagions with a single touch. How fatal these contagions are, their rate of deterioration, their rate and route of transmission, mutation rate, symptoms etc are up to your discretion.
With time and effort, you could create contagions that could target every species in the entire universe with even the mighty Coluans being susceptible to your touch.
These contagions must initially be spread to patient/s zero by touch but if your contagion can be transmitted beyond contact then it can be transmitted to f patients beyond patient zero without direct touch.

Flame Of Py'tar (600 CP)

A flame-like magical power source that grants its user the ability to project the Flame Of Py'tar through their body and the ability to manipulate the flames themselves to incinerate all who touch it. Also, as the flame is both magical and alien it can operate in ways normal fire can't such as allowing a user to bathe an entire city in flames including themselves without being hurt by it.

Power Source (600 CP/1000)

Both a strength and a weakness, this perk allows you to tie your abilities to a stellar object

for example a yellow or red sun and in exchange for your abilities being fuelled by absorbing the radiation of the object which in the absence of, you cannot use. Your abilities will steadily grow in strength the longer you remain within proximity to that source; around 1AU (distance between the sun and the earth) at the same rate a Kryptonians would under the yellow sun. You can decide what abilities or perks you tie to that source and any any point can untie your abilities allowing you to use them whenever but they will never get stronger under the presence of that stellar object however the strength gained under the exposure of for example the yellow sun is permanent.
For 1000 CP, you, like the Worldkillers, now have your own internal power source (No this doesn't mean that you have a literal reactor in your chest) that you can tie your abilities to instead of a stellar object allowing for your abilities to get stronger without the drawback of the 600 CP purchase, you can also on top of tying your abilities to your power source tie them to a stellar object as well letting you further augment your abilities.

Pyrogenesis/Pyrokinesis (600 CP)

The ability to create fire as well as manipulate both internal and external sources of fire. The temperature of the fire created can be manipulated and controlled with practice and training. You are also heat and fire-proof.

Telekinesis (600 CP)

The ability to move things with your mind, you can do the stereotypical lift and throw objects, let yourself fly, enhance physical might, one-shooting daxamites, overloading city destroying lasers and everything else.

Telepathic Resistance (600 CP)

You are immune to telepathy.

Telepathy (600/700 CP)

The classic stereotypical psychic ability that allows the user to read minds, communicate and sense others, fighting in mental combat, mentally paralyse others, transfer thoughts and emotions, shield others from telepathic attacks, creating links with others, memory manipulation, possession, creation of an entirely new personality and everything else associated with telepathy within a few dozens of miles barring one thing however; mind control.

For an **additional 100 CP**, you now also have the power of inception otherwise known as mind control which allows you to manipulate other people to do your will.

Teleportation (600 CP)

The ability to open a portal and teleport anywhere however, the actual limits of this power is unknown but I will say as you are paying CP for this, you can teleport to anywhere on Earth.

Geokinesis (700 CP)

The ability to control and become part of the very Earth itself. With this, one can control the very elements themselves e.g. water and the weather being able to cause events such as Pompei and Noah's Flood, manipulate seismic waves to create earthquakes, teleport through the Earth itself, alter the very make up of your body to that of the Earth and even being able to find any being on the planet so long as they are touching the Earth or on objects that are touching the Earth e.g. buildings. However, you can only connect yourself to one planet at a time so e.g., if you connect yourself to Earth you will not be able to control Mars.

Technokinesis (700 CP)

The ability to create, shape and manipulate technology and technological constructs. For free and optionally, this can come with a metal like alternative form which allows for better integration with technology however be warned that while in that form you will be weakened by anything that can weaken a robotic/cybernetic entity.

Evolution (800 CP)

The ability to evolve over time; constantly growing stronger over time with your abilities increasing in strength and ferocity and weaknesses reducing as you grow ever more powerful. With only effort and exposure, a Kryptonian could even become immune to Kryptonite. I would say power doubling every year.

Reality Warping (1000 CP)

As the name says, you possess immense magical power enough to literally warp reality itself to do as you desire; with only one caveat, you cannot manipulate the free will of another apart from that the sky's the limit. However, as your power derives from magic, it can be nullified by anti-magic technology or abilities.

Magical Beings

Same ruling on alt-forms for Aliens applies here. Credit goes to original creators of Arrowverse Jump for this section as text below comes from their jump.

Human (Free): No special abilities

Kaupe (100 CP): A magical hairy creature with a muscular build and tribal marks imprinted on the chest. They also come with sharp nails and long teeth that can claw and chew an ordinary human to death. A Kaupe can also turn a being into a Kaupe hybrid by scratching them. They possess enhanced strength which can break metal cuffs and bite off flesh and an enhanced sense of smell able to catch and track nearby pursuers with ease,



Dybbuk (200 CP): Malevolent spirits invisible to the world. Dybbuk's are so evil that they are forbidden from crossing into the afterlife. In order to physically interact with the world, a Dybbuk must possess an inanimate object; however, you start out in your original body which, if destroyed, will regenerate at the start of the next jump. A Dybbuk endows whatever it possesses with enhanced agility and strength.



Shtriga (300 CP): A malevolent witch/warlock which syphons the lifeforce and souls of others to remain young and strong. Now, Shtriga possess two forms: their actual emaciated, grotesque form and an attractive human form; they also possess enhanced strength above that of an ordinary human and enhanced speed able to catch ordinary humans off guard. Finally, unlike the vast majority of magical species, Shtriga are immune to protective signals able to cross protective warding with ease.
However, for all their abilities there come weaknesses. First of all, their process of feeding takes time and the victims must remain alive otherwise all the lifeforce they have gained could be stripped from them leaving them weak the same can occur; if the spell you placed on your victims that allows you to feed is dispelled. They are also weak to cayenne pepper for some reason.



Shapeshifters (300 CP): Shapeshfters have the ability to shapeshift into any individual they desire. They also possess an incredibly strong healing factor letting them heal from stab wounds, gunshots, snapped necks etc, however they still feel the pain of the injury. As a side-effect of their shifting ability, every time they shift, their lifespan resets, basically letting them live forever.

Demons (1000/1500 CP): Malevolent entities from Hell ruled by the Triumvirate. All Demons grow in strength as they gain a greater number of human souls and as the number of souls grows; so too does the Demon's standing in Hell.
The most common and stereotypical ability of a Demon is possession; this allows a Demon to take on a physical form and walk the Earth at full strength. They also possess abilities such as

- **Immortality**
- **Superhuman Strength**
- **Superhuman Speed**
- **Telekinesis**
- **Teleportation**
- **Illusion Creation & Manipulation**
- **Shapeshifting**
- **Deal Making**

These are just the basic abilities of a Demon. For 700 CP, you start out at the level of Neron a high ranking demon; who had

- **Telepathy**
- **Life-Force Absorption**
- **Conjuration** (Able to bring back from Hell a nipple eaten by a damned Unicorn)

As well as mastery of Dark Magic to the level where not even Norah Darkh & John Constantine together could match him.
For an **additional 500 CP**, you are equal to Nergal, a Demon Lord who was powerful enough to exorcise a weaker Demon back to Hell with a single thought.
Onto weaknesses.
Firstly, a Demon cannot cross a barrier made of salt.
Secondly, a symbol named the Eye Of Horus carved or placed on the door of a residence can prevent a Demon from entering.
Lastly, a Demon is only as good as his word and if they were to break their side of the deal, whatever the Demon has gained, will be given back for example a soul.



Angels (1200/2000 CP): Winged celestial servants of Heaven. Whether you are a loyal soldier (you will not fall; no matter what) or a fallen celestial is up to you.
Angels are possible of:

- Teleportation
- Telepathy
- Empathy
- Chronokinesis
- Superhuman Strength
- Healing
- Resurrection
- Pyrokinesis
- Blessing
- Smiting
- Exorcism
- Purification
- Curse/Magic Dispelling
- Illusion Manipulation
- Immortality
- Possession

- **Perceive Changes In Reality**

Angels can also hide themselves, objects etc from any means of detection, are immensely resistant to harm and the ability to shut down the powers of others.
And God knows what else (see what I did there). For an **additional 800 CP**, you can choose instead to be an Archangel boosting your abilities beyond an ordinary Angel. What exactly an Archangel can do is unknown but it can be assumed that they are one of the strongest entities in the history of the Multiverse.



Hybrid (Varies): This option allows you to be a hybrid of two species acquiring the abilities of both species and because of your hybrid nature, you will start far stronger than your parent races and will also possess limitless potential; meaning that there is no limit to how powerful you can become. The pricing works by paying the full price of the most expensive race and half price of the cheapest race. Both magical and alien races can be purchased so you can be a hybrid of magic and alien races. Yes this does mean that you can create an Angel and Demon hybrid.

Non-Meta Abilities

Death Awareness (100 CP)

The ability to know when a death is going to happen and where and to who a few seconds before it happens.

Protection Spell (100 CP)

Cast by Merlin herself on the knights of the round table so that if any of them were to die in the company of others they would return once more with the souls of those around them bound to the knight in question and for every soul bound, another life. You too have been placed under this protection spell and another soul bound to you allowing you to rise from death once more. For more souls to be bound to you, you must pay an **additional 100 CP per soul**, they also regenerate at the beginning of each jump. For those not comfortable with having souls bound to you, this can just be a generic one-up.

Mirakuru (200 CP/Discounted To Total Badass)

Created by the Japanese during World War II, Mirakuru was a serum that caused enhanced physical abilities once injected. However, it was found that use of the serum came with an increased risk of death and those who survived were never the same as they exhibited changed personalities, causing increased aggression and hostility.

The physical abilities of those injected were enhanced to beyond peak human capabilities; where for example one the strength of who was injected with the serum was able to break an assault rifle in half with his bare hands, pierce a man's chest just by punching him at full strength and could apply enough force to a person's skull with both hands to kill them. Their speed and agility was enhanced to the point where a serum taker was able to cross distances in minutes that took ordinary peak humans hours, kill three skilled killers and disappear all in a matter of seconds as well as disappear in the split second someone turned away.

Durability (the serum increases the resistance of the muscle and bone structure) to the level where a user survived repeated shots in the chest at close range, withstood blunt force trauma such as being clipped by a car and was able to with no damage, punch through solid concrete and military-grade steel durable enough to withstand regular

bombs (which by the way they were able to punch through with no problem). Stamina & Endurance, allowing one to take the aforementioned gunshots to the chest without a flinch. And transverse a city, attack various people, get into a confrontation with The Arrow and his team and escape; all a few moments after waking up from a coma and all without any signs of fatigue.

Reflexes where they were able to grab an arrow shot from Oliver Queen and catch the league of Assassins trained Sara Lance at the same time while both attacks are coming at you from behind in addition to cutting apart arrows shot at close range with a single sword. Senses of smell, sight and hearing drastically strengthened to where with the former, a user was able to smell the TNT of a landmine; your other two senses are similarly enhanced. Finally, the users healing factor was also enhanced allowing them to heal from bullet and extensive burns in hours and cuts and bruises within minutes. However, injuries such as missing organs and limbs cannot be healed.

You Jumpers can choose the source of your enhanced physicality whether it is the Mirakuru serum, genetics/biology, magic, training etc (you will not suffer from side effects). You can decide and if you choose for it to be the Mirakuru serum, you cannot be cured and do not suffer any side-effects.

Desire Exhibition (200/300 CP)

The ability to draw out a person's hidden desires and as an add-on, lower their inhibitions. This ability works similarly to hypnosis or telepathy and if enough power is applied, you can actively compel others to reveal internal secrets, sins, truths etc. However, for this ability to work, eye contact is required and only Angels & Demons are immune.
For 300 CP, eye contact is no longer required.

Fear Exhibition (300 CP)

The ability to sense and expose the fears of others as well as make people admit their deepest fears, as well as causing them to manifest. Does not require eye contact (regardless whether the canon version requires eye contact or not).

Healing Blood (300 CP)

Much like the universal panacea, the Desert-Rose, your blood is now a cure-all allowing

perfect recovery from every illness, poisoning and injury; short of death.

Magic (300/600 CP)

A mysterious and powerful supernatural art that focuses on the manipulation of primordial energies to warp reality itself to produce effects that violate the laws of nature. To harness the primordial energies a practitioner must speak an incantation in order to create a specific magical effect otherwise known as a spell. With the proper incantation and spell, a practitioner can grant themselves almost any power; for example, teleportation, exorcism, pyrokinesis. Even banishing beings to Hell is possible. A practitioner can also imbue objects with properties which can be used to store magic, enhance the power of the practitioner or possess specific magical effects. You possess incredibly powerful magic equal in strength to Astra Logue, who with training can become powerful enough to destroy the Loom Of Fate.

- **For an additional 300 CP**, you now also possess the Dark Magic of Damien Darkh allowing you to grow stronger for a time the more you kill. But even without causing any death, you still possess incredibly powerful magic allowing for telekinesis; capable of stopping armoured trucks in their tracks as well as containing and miniaturising explosions. Of course, the telekinesis can be used subtly as well allowing for immobilisation, choking, strangling and levitating of others with simple gestures and with the deaths of others as a power source, this power can be used to disintegrate objects with your mind. Telepathy which allowed Damien to communicate from across the world. Life force absorption via physical contact when taking, you can also take the darkness of the person you absorb from to add to your powers at the moment. Accelerated healing factor: able to heal from bullets and arrows as well as preventing you from suffering from fatigue and the ability to quickly recover from the effects of sedatives. Enhanced endurance: to the point where you can be shot repeatedly and stay unfazed by it. Enhanced strength: strong enough to effortlessly lift a fully grown human over his head with a single hand and snap Oliver Queen's steel arrows with one hand. Teleportation: the range is unknown, but you can teleport with at least one other person. Conjuration, Electrokinesis and Power redirection: the ability to absorb and reflect attacks back at the source and that was just what we saw.

Reincarnation (400 CP)

The ability to cheat death and be reborn in an endless cycle of death and rebirth. Over

time, your reincarnation will begin to recall all the knowledge and experiences from their past lives as well as all of their abilities; however, perks such as enhanced intellect, luck, appearance etc will always be with you from the beginning the rest you will gain upon recalling your past lives. You can decide whether you look the same in every incarnation or your appearance changes (of course, as every Jumper has appearance boosters you will look good regardless). If your soul is destroyed or imprisoned then you cannot be reincarnated. Time in the jump is paused and begins again when your memories of your past lives return.

Invisibility (400 CP)

The ability to appear invisible and inaudible to those with different you only letting those you choose to see and/or hear you. Also, unlike standard invisibility this ability also prevents you from being noticed via x-ray, thermal vision, smell etc. Cannot be seen by anyone.

Immortality (600 CP)

Maybe you were exposed to the radiation of a Thanagarian meteorite or maybe you were born with this unique gift; regardless of source, you are immortal and immune to every earthly disease and illness. And as a side-effect of your Immortality, you possess powerful regenerative capabilities being able to regenerate from a single cell.

The Shade (600 CP)

The abilities of one Richard Swift otherwise known as The Shade. Much like Richard, you were touched by the Shadowlands which entered and endowed you with immense power over shadows and darkness; enabling you the ability to control, harness and manipulate shadows into any form you see fit affording you quite a lot of nifty tricks. For example, you can teleport, speak and communicate using shadows, produce a mist that no one can see through, cloak yourself with darkness to render yourself virtually invisible and create a forcefield of shadows to hold back attacks. Like with Richard, you are also unaging, possess the ability to travel to and from the Shadowlands as well as bring others with you, enhanced durability and regeneration as well as the ability to interfere with electronics. Like I said, quite a lot of nifty tricks.

However, light-based attacks can weaken you. Also, unlike with Richard, your powers are not linked to the black diamond or to anyone; they are your own.

Mark Of Cain (800 CP)

The mark given to Cain to punish him for murdering his brother Abel. The mark cursed Cain with the ability to never age and never die. The mark bestows eternal youth allowing for his appearance to be unchanged by time and the ability to regenerate from every and all injury and in the case where he is in multiple pieces, the ability to regenerate from the largest available piece of him there is. The mark also bestowed on him a perfect memory preventing him from ever forgetting his crime and ensuring that he would always remember everything he has done and everywhere he has been stopping from finding any enjoyment in his life.
However, the mark while regenerating him does it slowly and while his injuries heal, he will feel the pain of the wound regenerating.

A.M.A.Z.O (1000 CP)

Maybe it is your out-of-jump abilities or maybe it is a Mirakuru hybrid pumping within you. But whatever it is, it allows you to modify your DNA to permanently mimic the physiology of others and gain their abilities. To copy someone requires you to briefly examine who you want to copy; where a quick scan of their DNA occurs and your DNA is modified, allowing you to gain their abilities and powers. However, you also copy their weaknesses as well. For example, copying a Kryptonian will also give you their weakness of Kryptonite. (By the way, to prevent future confusion you can copy and keep multiple powers at the same time and this includes powers like The Flash's).

Eclipso (1000 CP)

On Earth-2, there is an island named Diablo. It is said that on that island there were 2 tribes forever at war. One of the tribes eventually summoned an entity from the Shadowlands; a place of darkness, shadows and emptiness that exists and is fuelled by humanity and their negative emotions. This entity was Eclipso, a being of immense power and infinite malevolence. Though, you probably don't really care about that do you, you just want to know what you'll be getting don't you.

- **First** of all, you possess the ability to absorb/consume the souls of corrupted or troubled beings, the more eaten, the stronger you become. **Coupled with that**, is the ability to detect the level of darkness within the souls of others within a certain range around you.
- **The third power** is the ability to hypnotise others putting them into a suggestive trance where they are more susceptible to commands.
- **The fourth** is telepathy allowing for uses such as mental illusion casting, the ability

to implant thoughts into another and sense the fears of others and bring them to the surface.
- **The fifth** is the ability to possess others, the more the target embraces their inner darkness the easier it is to possess the target.
- **The sixth** is the stereotypical enhanced physicality i.e strength, speed and durability.
- **The seventh** is teleportation.
- **The eighth** is the ability to project dark energy strong enough to rip a hole straight through Solomon Grundy.
- **The ninth and final ability** is linked with partially first and this is the power of passively bringing out the darkness of those around you as well as darkening the area around you.
- Also, Eclipso in the Stargirl show had the ability to merge the Shadowlands with Earth-2 what the effects would be. I don't know, you can choose to have this or not, it's your choice.

The Monitor (1600/2000 CP)

As a result of his 'towering ambition', Mar Novu was exposed to coronal radiation at the dawn of time; the protective suit of his was unable to contain it and survive. His body absorbed the radiation to survive but as a result, he became something beyond comprehension. He gained immense knowledge of the multiverse, the ability to perceive and communicate with others via the transdimensional energy of the multiverse allowing him to perceive others for example Cisco vibing him as well as allowing him to watch over other universes. He could also create portals allowing him to transport people and/or items to wherever he wants even to afterlives. He could also manipulate molecules, resurrect others, see the future (but this isn't infallible), manipulate time allowing him to create temporal loops, displace others and himself into different time streams, prevent timelines changing even if one were to alter the past, bestow powers onto others such as the ability to travel between universes or restore lost metahuman powers. And those were just the ones shown. But remember, he was able to destroy an entire universe as well as survive its destruction. You can decide the source of these powers for example, can be due to chronal radiation, genetics/your race, magic etc.

For 2000 CP, your power has been enhanced to the level of Mobius; The Antimonitor, one of the most powerful beings in the history of the multiverse far above the level of The Monitor with only The Spectre being beyond him in power. On top of what The Monitor can do, you can also create and manipulate antimatter and gravity, possess others, have increased physical strength beyond even Kryptonians and are now biologically immortal.

You are also now immune to antimatter.

The Spectre (2500 CP): A Spectre is a person called to a higher purpose and imbued with immense power over the energies of the multiverse. By channelling the multiverse itself, a Spectre is capable of incredible things from manipulating matter and antimatter, to travelling through time, to boosting & subsequently killing the Speed Force to beating the Anti-Monitor to recreating the entire multiverse; however, the last act while successful will result in the Spectres death. Spectres can also manipulate and control both matter and antimatter, possess a form of cosmic awareness, pre and recognition and super strength far beyond even the Anti-Monitor. Normally, a Spectre's eyes and their energy glow green but you can change it if you want and those who take Spectre & the other Forces connection can choose for their lightning to be green. You can decide the source of these powers for example, can be due to chronal radiation, genetics/your race, magic etc.

Meta-Human Abilities

You Jumpers Can Decide Whether Or Not There Is Actually Dark Matter Present In Your Body And Whether Or Not Your DNA Was Actually Altered (Like Devoe Who's DNA Did Not Change When He Acquired His Superhuman Intellect)

Acid Generation (50 CP)

The ability to generate acid corrosive enough to easily melt through solid brick walls, You are also immune to acid.



Hydro-Physiology (50 CP)

The ability to transform various limbs into water. Also, unlike with the Hydro Hunter, your body will not dissolve upon contact with a large quantity of water.



Petrification (50 CP)

Tactile ability to turn anything you touch into stone.

Sandman (50 CP)

The ability to turn yourself into sand.



Decomposing Touch (100 CP)

By making physical contact with another, you can infuse part of your genetic make-up into them. Once that happens, the victim's body will begin to break down and within a few hours, they will be akin to a mummy and soon after will be reduced to ash. For inorganic items or targets, they will decay instantly, this also applies to bullets and other such weapons hitting you. This ability is controlled consciously meaning that unless you desire it, what you touch will not disintegrate.

Your ability can be temporarily negated/neutralised if you are infused with the blood of a speedster. However, this is only temporary and your abilities will return with time. Also, don't worry about the negative effects of splitting apart your genetic material; through the power of CP, it regenerates.



Force-Field Generation (100 CP)

The ability to create box-like force fields around others via compaction air molecules. You can also manipulate the size of the force-fields allowing you to crush those imprisoned to death leaving their bodies as small cubes. The fields can also be psionically manipulated with it even being able to travel for a short time across Central City. The actual durability of the fields is unknown but they have been shown to take gunfire without issue.



Gold Creation & Manipulation (200 CP)

The ability to turn any/every part of you into gold including both your skin and bones affording increased durability and strength to you. Furthermore, you have the ability to control all gold within a certain range around you, even something as small as gold circuitry.

However, remember that while Gold is a durable metal it can be melted. So if I were you I would be careful around extreme quantities of energy, especially if you had turned your bones and/or skin to gold.



Lifeforce Draining (100 CP)

The ability to literally drain the life out of someone (every arguing couple's dream) with a single touch which results in the victim drastically ageing until they are little more than dust and bones. With training, you can eventually learn to use that stolen lifeforce to either de-age yourself or enhance your abilities both physical and/or otherwise.



Fragokinesis (200 CP)

The power to literally make anything you touch explode now the object has to be touched by the palm of your hand; in order for the ability to work, nothing must be covering the skin of your palm. The actual size and power of the explosions is dependent on the size of the object; the larger the object the more powerful and bigger the explosion. You are also in complete control over this ability.

When you utilise your ability, what you charge to explode glows purple (you can choose the colour).



Kinetic Energy Absorption (200 CP)

The power to release a pulse that absorbs all the kinetic energy around you, causing everyone and everything to be in a temporary state of potential energy unable to move or even register what is happening around them; this is partially due to the fact that kinetic energy is absorbed even from neurons resulting in reduced electrical transport and reactivity causing all affected to perceive normal events as incredibly rapid with even walking seeming to be akin to super speed.

However, each pulse requires 2.7 seconds between each usage and those who can generate enough kinetic energy before you can generate another pulse can stop and knock you out. With time and training, the quantity of energy absorbed and the interval between pulses can be decreased allowing for potentially instantaneous pulse creation with no lag time.



Seismokinesis (200 CP)

The ability to induce friction through physical contact upon contact with the ground causing tremors to occur. The range and damage of the tremors you create is up to you with the only other user; Adam Fells nearly destroying S.T.A.R Labs if he hadn't been stopped.

Tar Manipulation (200 CP)

The ability to create and manipulate tar as well as merge with existing tar for example a road allowing you to control what you merge it as easily as you would your body. You can also produce fire from the tar you create and are able to regenerate faster than a normal human letting you regenerate your body entirely even as your flesh is burning and peeling off. However, if you are exposed to large quantities of water, your tar will harden.



Truth Inducement (200 CP)
The ability to force the truth out of people by making eye contact. (You can decide whether coloured electricity is seen going through your nervous system or not)

Animatopathy (300 CP)
The ability to leave psionic imprints of dark matter at the molecular level on inanimate objects (including dead bodies) allowing complete control over their movements. This ability ranges from a few metres to line of sight.

Citizen Steel (300 CP)
Not really a metahuman ability, but semantics. You, much like Citizen Steel, have the ability to transform your skin into steel with the transformation slightly increasing your height and musculature and bestowing immense durability enough to handle guns, landmines and attacks from Eobard Thawne with relative ease. As an obvious effect of turning yourself into steel, your strength is also enhanced; allowing you to at your best to push back a train coming toward you at full speed though it would take a few seconds of pushing back for it to completely ground to a halt. Finally, you possess a regenerative healing factor allowing you to take energy blasts from an A.T.O.M suit which can cause small explosions on contact and heal in less than one minute.



Clayface (300 CP)
Maybe like Tanner, you were exposed to the mud of Clayface, or maybe it was the Particle Accelerator; either way, you can alter the density and size of your body mass, allowing you to take a variety of shapes and change your appearance into whoever you want. You can

also fashion your form and limbs into weapons, for example spiked anvils. As a result of your powers, you are incredibly durable and by changing your molecular structure to become rock-hard; you can increase your strength.

However, if you come into contact with water your molecular structure will be destabilised making you briefly dissolve also sub zero temperatures prevent you from shapeshifting,

Density Control (300 CP)

The ability to increase your density by holding your breath; increasing your strength and durability to superhuman levels allowing for you to lift and throw a military tank with hardly a problem and tank bullets and lightning blasts without any problem or injury it would take something on the level of a grenade to knock you ou and even then you would be durable enough to survive it.



Dimensional Manipulation (300 CP)

The ability to fold the barriers between dimensions allowing for you to enter any and all dimensions within a universe. This can be used to travel obviously for example opening portals to other dimensions and then travelling from those dimensions back to anywhere to Earth and can be used defensively by creating a portal to absorb an attack and creating another one to redirect it to whatever you want.



Elasticity (300 CP)

The cells of your body have been polymerised resulting in the cells being elasticised at the atomic level letting you manipulate your body akin to a certain Mr Fantastic allowing you to do things, like for example stretch your neck and limbs to unspecified ranges, turn yourself into a human slingshot, reflect a bullet straight back to the shooter, even enlarge your fist like a cartoon; basically you can contort, shift, elongate your body in whatever way you can think for you; with this ability, the only limit is your imagination.

As a result of your malleable physiology, you can shapeshift into any person you can think of.

Finally, because you are basically akin to rubber; you have a certain measure of strength and durability able to take bombs and bullets with ease and corrosive acid and lethal-doses of UV radiation to the face with minor and slightly moderate damage respectively. And able to grab and hold a helicopter in place with little trouble and prevent a vehicle speeding away with just one hand (though you would require holding another stationary object in order to provide some support).

Be warned, as you are basically rubber, extreme heat can and will melt you and your body cannot release heat like a normal human body you will be constantly steaming at high enough temperatures.



Empathy (300 CP)

The ability to feel the emotions of others as well as project your own emotions onto others. The limits of this ability is not wide; with you only being able to feel and project emotions to those around you. lt would take some form of amplifier for you to project or feel throughout Central City.

Jinx (300 CP)

The ability to subconsciously manipulate surrounding quantum particles causing good luck to you and bad luck to those around you.

Be warned, if you use this ability over a long period of time, your range over the quantum particles will increase drastically causing increased good luck to you and bad luck to you. And remember bad luck can be anything from tripping to being in a car accident.

Pathokinesis (300 CP)

The ability to manipulate the feelings and emotions of others with just a look e.g. causing an entire coffee shop to feel incredible warmth causing them to attack one another. ln individuals with strengthened immune systems and or increased healing factors the change in emotion will occur more slowly and gradually worsen for example, rage can turn into open hostility and paranoia.

When you use this ability your eyes turn red and while your victims are affected their eyes

will also turn red. (You can choose the colour).

However, you yourself are not immune to your powers and if reflected back at you, you will instead be affected for example, if you are trying to make some happy you will be happy instead and they will be unaffected. And, certain colours can reverse the effect of your powers.



Power Duplication (300 CP)

The ability to temporarily copy the abilities of any and all metahumans within 20 yards of you; temporarily, as when the metahumans move outside of the 20 yard radius, you will lose the copied abilities. As an add-on, the powers also allows you to immediately detect whenever a metahuman enters your range as well as where they are and unlike the original, you will not suffer any effects from a large quantity of metahumans entering your range. Post-Jump, you can copy the powers of others so long as it is due to biological changes, for example, a Quirk, Compound V, X-Gene.

Radiokinesis (300 CP)

The ability to absorb radioactivity and harness it to increase your physical parameters even if the radiation source were to be half a city away.

Using that absorbed radiation, you can increase your height to twice your usual and with time more than twice your usual height; significantly increasing your strength and durability to the level where bullets will ricochet off you, automobiles can be lifted and thrown and grown men can be literally swat away.



Size Alteration (300 CP)

By removing the space between molecules, removing gravity particles and taking out dark energy, you have the ability to shrink others to the size of miniature action figures. While a person remains shrunk, their mass is offset basically meaning that they weigh what they look like. Also, in the case of meta-humans, aliens and the like their abilities are also reduced in potency and range.

At your discretion, you can reverse this ability and refill what you extracted, increasing the target back to their usual size. It is unknown what happens if this ability is used on a target that has not been shrunken,

This ability can be used both by touch and at a distance by releasing a golden energy from your hands.



Sonic Scream (300 CP)

The ability to emit a high frequency scream strong enough to kill normal humans, keep an interdimensional breach open and even speed up a nuclear reaction. You also possess enhanced hearing, letting you detect movements and other noises from miles away (I will give you this as the actual distance is unknown) as well as knowing where the noises are coming from. The enhanced hearing can also be used as a form of echolocation by sensing the reflection of sound waves from objects preventing any form of sneak attack.

Transformation (300 CP)

The ability to turn into any animal that has ever existed in the history of this world and maybe even other worlds as well. However, the animals you transform into will always be a certain colour for example, when Gar transforms his animals are always green (you can choose the colour). Your clothes do not transform with you.



Vertigo Inducement (300 CP)

The ability to disrupt others' sense of balance, triggering vertigo in them. When you use this ability, your eyes glow green and so will those you affect. (You can choose the colour)



Atmokinesis (400 CP)

The ability to control and create the weather in any form. Users can generate clouds, create blasts of wind, tornadoes, blizzards, lightning bolts, snow etc. With training, a atmokinetic can manipulate not just external weather but also create and miniaturise weather to any size for example, creating a small tornado in the palm of your hand or tennis-ball size hailstones inside a morgue moreover, they can learn to affect external climate in a larger radius such as creating a tsunami or snowstorm to destroy an entire city; with the radius increasing with time and practise.

Lastly, while this is not a 'canon' ability and shown by only one person via meta-tech, you can learn to create 'custom' weather such as a tornado made of lightning.



Cellular Replication (400 CP)

The ability to replicate your cells at superhuman speeds, allowing you to create clones of yourself. This ability can also be used to heal yourself allowing you to rapidly heal from injuries such damaged or missing organs to severed limbs. You can also replicate the molecules of anything you are wearing or carrying like for example the clothes you are wearing however, things more complicated such as automatic weapons cannot be copied.

The clones you create can only be controlled by you via a hivemind; in the absence of commands, they will act akin to large dolls simply standing there. Also, there is an unspecified limit on how far you can be from your clones and still give them commands. You can also choose for your clones to have all of your abilities.



Cryokinesis (400/500 CP)

The ability to absorb the thermal energy from molecules causing drastic lowering of the temperature of the surrounding environment allowing for cryokinesis as well as manipulation of ice-based substances for example, slush and hail; also, as a by-product of your ability, you can also freeze whatever you desire.

The ice created can be shaped into whatever form you wish, creating literal icicles, forming a slide from the ice and propelling along it as a form of increased movement or blowing out air at cryogenic temperatures to create miniature ice crystals in the lungs of those who breathe the air in. Your powers can also somewhat affect the weather around you, causing a drastic drop in climate temperature resulting in snow.

The exact temperature you can reach will decrease (I.e, get lower and lower) as your

mastery increases with there being no limit to what temperature you can reach given time.

You are immune to the cold if not obvious but do not possess any physical enhancements, you can also choose to have your eyes glow blue (or another colour) when you are using your powers.



For an extra 100 CP, you have the ability to form a protective layer of ice around your body, affording you some measure of durability and allowing for your actual body to remain uninjured even if the protective layer were to be damaged or broken it would not cause you the slightest injury. This however comes with one side-effect and that is even when not in use; your core body temperature is lower than a humans but there is no issue from such an effect.

Lastly, while your durability is enhanced in this form; you can be destroyed by strong attacks such as being hit by a car which will shatter you.



Electromagnetic Spectrum Manipulation (400 CP)

The ability to manipulate the electromagnetic spectrum as well as the frequencies and wavelengths of the spectrum from radio waves to jam communication all the way up to cosmic waves and the ability to generate multiple forms of radiation for example an EM pulse to disrupt nearby technology to UV radiation blasts which can travel 186,000 miles per seconds.

You can also view the entire EM spectrum letting you see the wide range of energies of the electromagnetic spectrum. You can also somehow even teleport via electromagnetic radiation.

You can also choose to surround yourself with glowing energy and cause your eyes to glow/change colour.



Man-Shark Physiology (400 CP)

Much like Shay Lamden, your entire physiology was changed into that of a Shark; augmenting you to well beyond peak human condition. Firstly, your strength and durability is superhuman, letting you take guns, grenades and several Flash thrown lightning bolts as well as tear down houses without a problem. You are also far faster than normal humans on land and on the ocean, you are able to swim with the speed of a shark nearly equalling that of The Flash. Your regeneration is also enhanced letting you regenerate limbs in seconds.

Befitting your new half shark physiology, you can breathe underwater and have the ability to sense the bio-electricity in living beings allowing you track a person via their electrical signature throughout an entire city if need be. You are also immune to telepathy as a bonus. As a free add-on, you unlike Shay are free to shift between human and Shark form; however, clothes do not shift with you, so be careful transforming into your human form.

However, you are now weak to electricity especially in water and must regularly return to the water in order to re-oxygenate your blood while in your Shark Form. Also, while in your Shark Form, if your temperature falls below 53.6 degrees fahrenheit you will fall unconscious and if your body is upside down while in your alternative form, you will enter a state of temporary paralysis until you body is put right way up.



Magnetokinesis (400 CP)

The ability to generate and control magnetic fields letting the user control metals of any size and property.

Photokinesis (400 CP)

The ability to control and manipulate light. The applications of this ability are quite a bit; there's the basic stuff of generating light which can reach temperatures as hot as stars that obviously can reach the speed of light (I mean the attacks are literally light) and controlling light to turn yourself invisible (with a bit of practise, you could learn to turn your clothes as well) but there are also applications such as illusion creation as well as the ability to hack computers using fibre-optic cables (where light signals can be sent); you could even given time and training, learn to transport through light from one place to another.



Poison Ivy (400 CP)

A title claimed by only two individuals; Pamela Isley & Mary Hamilton. The first gained her abilities as a result of experiments unwillingly performed on her and the second as a result of Pamela's roots infecting her.

The first and classic ability of Poison Ivy is the power to generate and project plant life; these plants can be generic examples such as tulips or even exotic and unique plants such as the Desert Rose which is said to be able to cure anything barring death. The second ability is the power to manipulate both existing and created plant life such as summoning strong enough vines to impale others and crush cars as well as drag the latter away without issue. Pamela can also telepathically communicate with other plant based metahumans even those she has created and manipulate her pheromones allowing her to make whatever chemical she desires with whatever effects she can think of for example mind control.

As aforementioned, Pamela's vines and obviously now yours are capable of changing a person's physiology, transforming them into a meta-human and giving them the same powers and characteristics as Pamela. She can also absorb life-force from the meta-humans she has created, letting her restore her powers; however, if too much lifeforce is absorbed without giving time to restore it, the metahuman will be killed.

Via sound vibrations Pamela also can sense the presence of items and people over vast distances. Lastly, Pamela grows stronger via constant exposure to sunlight and water like a typical plant and in the prolonged absence of which she can become steadily weaker.

When Pamela uses her powers, her eyes glow bright green.

Technopathy (400/500 CP):

The ability to control and sense all technology within a 5 mile radius regardless of the origin of the technology in question as well as how advanced it is. While in use, your eyes and the lighting of the technology controlled glow purple (you can choose the colour). As an add-on to your ability, you can upload your consciousness to pieces of technology achieving technological immortality. This ability is not passive and requires active concentration to utilise so for example if you are distracted while controlling a piece of technology your control can and will waver. However, unlike the canon use, you cannot be affected by biological computer viruses.

For 500 CP, you can now also mentally enter computer and technological systems. The range of your abilities will grow in strength the more you train and utilise it.



Teleportation (400 CP)

The ability to instantly teleport to anywhere within your field of view.

DNA Manipulation (500 CP)

The ability to melt down the concentrated bonds between DNA; allowing them to become extremely pliable, allowing for them to be extracted and infused within another, including the user with a simple touch. Used on a metahuman, their abilities can be drained and given to someone else again including the user. This ability can also be used to manipulate DNA in the conventional sense allowing for actual manipulation of a beings genome allowing for example one to simulate/copy the DNA structure of another person to pass a DNA test. And who knows, with time and practise, one could even both give and cure cancer after all what are cancer cells if not cells that reproduce uncontrollably.

Firestorm (500 CP)

As a result of the countless number of atomic reactions occurring in your body; coupled

with an ability to process fission and fusion allows you to generate and harness nuclear energy from within your body and absorb energy for the environment. The immense energy allows you fly by firing nuclear blasts downwards, manipulate matter at the subatomic levels so long as you can view the matter you wish to manipulate, the power to release the nuclear energy as a form of blasts strong enough to knock down ordinary humans and hot enough to burn through most structures and hurt most meta-humans from Vandal Savage (remember him) to Eobard Thawne. You are also stronger than most humans, nothing like throwing cars but enough to knock them out with a punch and snap tiberian steel which can easily hold Hawkman & Hawkgirl.



Haemokinesis (500 CP)

The ability to manipulate and control one's own blood; allowing for some Deadman Wonderland (within reason) shit such as for example creation of tendrils of blood that could penetrate human skin, a large blade that would decapitate a human with ease and projectiles that could incapacitate others.

This ability can also be used to absorb the blood of others to heal and or empower the user and by infecting those the blood is absorbed from with their own dark-matter infused blood, the blood can replicate itself within them eventually reviving as zombies basically (complete with the slow movement) with the user having full control however, if the 'zombies' go without dark matter being injected into them or without the user in this case you nearby they will melt into a puddle of black blood at least initially, with practise, the 'zombies' will not melt without you being nearby.

The 'zombies' in question, gain increased strength and the ability to absorb dark matter; they also gain long black nails. If a meta-human is turned, then the user also gains access to

the meta-human's abilities, for example, the Speed Force if the Flash is turned. The user's blood also creates a psychic connection between the user and the turned allowing for the user to perceive the thoughts of the victim and remotely possess the victim allowing for communication over long distances via the 'zombies'.

Furthermore, by absorbing the black blood that fills the infected, the user can increase their own power and blood mass allowing for creation of larger and larger blood constructs as well as (with enough blood) the ability to transform into a gigantic blood construct which enhances your strength and speed as well. The user can also use that blood to temporarily heal themselves even to the genetic level however, genetic conditions while they can be healed, the healing is only temporary and continuous black blood transfusions are required. The increased black blood concentration at large concentrations begins to show physically as black veins (though you can choose to forego this aspect).

Like the majority of metahuman abilities; the user AKA you, possesses enhanced strength, durability and a regenerative healing factor with the former allowing the user to break locks with a single hand, lift a grown human off their feet and throw cars at people and the second allowing you to fall from a building onto a car and get up with no issue and the last allowing you to heal from a lightning throw from the Flash and light based bullets that to normal humans are incredibly lethal.

Finally, there is the most unique ability this affords, and that is protection from antimatter; however, for this to be effective the users abilities must be at full strength.



Telepathy (500 CP)

The ability to send neuroelectrical signals beyond yourself and into others AKA, telepathy. With it you can sense others via their minds, control them like puppets with you holding the strings or if you desire control them more subtlety like they are a character and you are the one writing the script. The telepathy is dependent on the target being within the reach of your physical senses but once you have your claws in, they can be on the other side of the world and you would still be able to control them/read their mind. Of course, this can also be used offensively such as inflicting them with psionic pain or filling them with traumatic memories and the like. It goes without saying that with time and practise your range, power and what you can do will increase.

Vitrikinesis (500 CP)

The ability to manipulate mirrors and other solar reflective surfaces (surfaces that reflect light). You can also use mirrors and other surfaces to see people and locations (so long as there are mirrors and surfaces present), communicate through them, travel through them; this can be done without physical contact and if you are in a mirror or surface you can travel to another without leaving it as well as being able to teleport items and people via mirrors and surfaces and finally, being able to repair and manipulate mirrors and reflective surfaces and if broken their shards.

Furthermore, you can create mirror duplicates of others; this is achieved by creating a fractal reflection of an individual as they are pulled through a mirror and surface. These clones are psionically linked to you allowing you to destroy them ease and at times of great stress, they will subconsciously mimic your actions; the clones will possess the memories and knowledge of the original but will not possess their abilities. The only way to differentiate between a human and a duplicate is either for them to be photographed through a prismatic filter where the duplicate will appear as living mirrors or the clone themselves reveal their true form (they can also manipulate their form e.g. turning their arms into a sharp edge). If the duplicates are ever damaged; they can be easily healed by you. Lastly, you can teleport inside your duplicates however doing this, destroys them with them literally exploding.




Vocal Mind Control (500 CP)

The ability to control the minds of others via your voice; even if they are fully aware of their actions, they can do nothing except follow your commands. You also possess immunity to any attempts to mind control you regardless of the power involved or the source of the attempted mind control (think of it as a free boost due to you paying CP).

Cicada (600/800/1000 CP)

Honestly, a lot of people complain about season 5, but I actually like Cicada the primary reason being that he was the one who got away, the mysterious killer whose real identity remained unknown. Anyways, Cicada's power comes/came from a shard of dark matter infused technology embedded in his chest, altering his DNA and obviously bestowing abilities.

First of all, his strength and durability was enhanced, the former allowing him to bend steel with ease with an unknown upper limit and the latter where it took hits having 2.68 billion joules of energy (a lightning bolt has one billion joules) behind them for him to feel it. He also had the ability to fly (the speed of which is unknown but I'll say a fighter jet as you are paying for it; however if you possess some form of superhuman speed for example the Speed Force which is faster than a fighter jet, then I will say as fast as you can run).

As a result of Nora travelling back in time and interfering in the Flash's punch of the Enlightenment satellite, the dark matter shard destined for David Hersch ended up in the body of Orlin Dwyer and his niece Grace Gibbons who acquired enhanced reflexes nothing to the level of the Flash but quick enough to block bullets as well as deflect laser blasts from two guns, Cisco's vibe blasts, a lightning throw from The Flash & an ice blast from Killer Frost all at the same time. As well as the ability of Ergokinesis which means that she could/can/maybe (dear lord, time travel is confusing) control all dark matter energy within a close range including from her own body which can be used to unleash dark matter energy from her hand to grab targets and manipulate them. **For 800 CP**, you acquire the abilities of both of them.



One last thing, when Orlin was hit by the shard, it was embedded in his chest infecting the wound with dark matter and seemingly evolving the potency of his abilities and causing him to grow stronger and also develop new ones. For **1000 CP**, you can choose to leave the dark matter shard inside you with it continuously strengthening and evolving your abilities (if you want, you can choose to not have the fragment inside you but still have the evolving and strengthening aspect and if you want you can still have a part of your skin where the shard is/was glowing).

Chronokinesis (600 CP)

The ability to 'shoot' bubbles of manipulated times around you letting you slow down or accelerate time for both objects and people within the bubbles. You, of course, are immune to the effects of the bubbles and your temporal manipulation.

Dimensional Energy Manipulation (600 CP)

You have gained a psychic link to the natural energies of the multiverse, enabling you to

connect with the vibrations of the multiverse and manipulate them.

The earliest manifestation of these abilities is called dimensional awareness otherwise known as ‘vibing’ which lets you see times and places across time and space; the past, present and future, even events that were erased, timelines altered, even into the Speed Force itself all of it can be seen and by taking those ‘natural energies of the multiverse’ you can even manipulate what others see and perceive; effectively rendering you for a time invisible to them and even communicate through those vibes such as passing messages between earths. As your vibes grow stronger, you will be able to perceive what others are feeling and thinking.

Manipulating those ‘natural energies’, you can create inter dimensional portals to any place in the multiverse regardless if it is a pocket dimension, another city, or another universe entirely, you could even with practice open a portal into the Speed Force itself.

You can also generate vibrational blasts from your hands capable of incapacitating fully-grown men and temporarily disrupting a speedsters connection to the Speed Force, and those are just the beginning.




Gravitokinesis (600 CP)

The ability to manipulate the gravity of those around you allowing you to make them weightless, hold them in place or crush them. This increase in gravity can be limited to the whole body or different portions. For example you can manipulate a person's gravity to hold them in place in the air while at the same time increase the gravity around their throat to choke them. And those are just average uses; in the hands of a genius, who knows what this ability can do.



Lightning (700 CP)

The ability to generate pure electrical energy from your very cells at every single second of every single day. This energy can be used to attack others, to control technology for example bypassing passwords and other identity-verification methods, hack into computers, turning radio's on and off etc, creating constructs, manipulate the matter of objects via electricity, manipulate the electrical energy of others, detect and view electrical signals whether from locations and/or people, and finally fly by generating an electrical field around yourself and pushing the field beneath you allowing you to with practise even reach the ionosphere.

Now, the original user Jennifer Pierce like her father can absorb electricity as well either from nearby electronics, from the earth (electromagnetic energy) or cosmic energy from the magnetosphere doing this can increase her power as well as giving her more energy to fly (like fuel for a plane) however, unlike Jenneifer who can absorb and hold only so much energy (I.e, because she produces her own energy, she must regularly discharge it); because you are paying CP, you can instead absorb limitless amounts taking away the biggest weakness of these powers.

The second main ability and one connected with your power to generate pure energy is the ability to transform yourself into a living electrical field letting you overpower meta-dampening tech, increase your body's temperature to literally burn off substances such as poisons, turning yourself intangible and consume your entire body in plasma-like fire. You can also decide to contain this transformation inside instead granting you immense amounts of internal energy.

How this links to your power is unknown but you and Jennifer can also create powerful

balls of light that can be used to temporarily blind those around you or for attacks of concussive force.

Finally, there are two last abilities. Firstly, you now have a potent regenerative ability that will let you heal quicker than a normal human but nothing noteworthy but it has been speculated that with time, the regenerative ability can and will strengthen.

The second ability is one that to be honest makes no sense and that it is the ability to teleport to a ‘safe place’ beyond the reach of the Antimonitor and the Crisis it was this ability that helped Jennifer survive her worlds destruction and allowed her to keep her memories of the Pre-Crisis multiverse.

All of this is just the beginning, your abilities will grow in strength with time. P.S, you can choose what colours your lightning is, your eyes glow and the glow under your skin (sometimes might appear when powers are in use).




Limitless Thinking (700 CP/800 CP/Free With His True Superpower 1000 CP Purchase)
The ability of one Clifford Devoe, one of the smartest men in the multiverse. With this ability, his thought processes, deductive capabilities, memorisation, tactical capabilities etc are all enhanced to levels exceeding the majority of most individuals in this multiverse far, far exceeding the level of speedsters.

For example, Clifford Devoe was able to anticipate the actions of Team Flash knowing they would need no excuse to bring back Barry Allen from the Speed Force, he also was able to calculate just where Barry would reappear, knowing a bus would appear their; he also manipulated a handful of individuals to be on that bus knowing in advance exactly what abilities they would possess. He was also able to familiarise himself with a composer's 600 works in a single morning and then extrapolate his thought processes and his movements

to finish his unfinished works and that wasn't even difficult for him. He was also able to design a ship that could travel via pocket dimensions and literally plan out the entirety of season 4 with the only reason he lost being that he steadily began losing his emotions. Which thankfully you will not have to worry about.

Also, you will not begin to lose interest in others or become disconnected or any of the side-effects Devoe experienced including the ALS he began to experience.
Your intellect is literally limitless and ever increasing.

For an extra 100 CP, you can now also increase your neurological processes allowing you to think and solve problems faster. For a person that was a genius among ordinary humans, by increasing their neurological processes, she was able to create a cure for unstable metahumans that could not leave their cryogenic pods without dying and create a meta-booster; a serum that could give its users access to specific meta powers. So imagine what you with a limitless intellect can do. Comes with no side-effects or anything.

Sage Force (800/1000 CP)

One of the three new forces created at the rebirth of the Speed Force; the Sage Force enhances the mind of the user, affording access to various psionic abilities.

Sage Force users have the ability to manipulate and feel the emotions of others, manipulate their fears, trap others within hallucinations filled with their fears and if those individuals trapped are hurt within the hallucination, they can be physically hurt outside the hallucination. If the users are able to feed on enough fear, they can create force fields of pure psychic energy.

Sage Force users can also create incredibly detailed realistic illusions such that those under its spell truly believe that the illusion is real and their actions performed within are done so out of their free will. However, those with incredible willpower can fight off the illusions and overcome their fears. Finally, it has been shown by the sole Sage Force user that those connected by the Sage Force can absorb energy, especially energy from the other Forces for example Bashir (the sole user) was able to absorb the lightning thrown at him by The Flash.
Users can also create constructs from Sage Force energy and the ability of telekinesis.

The Sage Force causes its users eyes to glow purple and give off purple lightning but like with so many other abilities, you can choose to change the colour.

How it is possible to have this before the Sage Force's creation is simple, fanwank for example, you can say you are connected to the Sage Force from the future or your Benefactor created its own Sage Force and you carry it within you etc.

You can choose whether your powers come from the Negative Sage Force or not. There is no difference between them. **For 1000 CP**, you can choose to connect to both of them. Aesthetics wise, your powers look the same regardless of the source. You can decide for it to have sentience, it won't have a problem with you.



Speed Force (800/1000/1200/1500 CP)

You now possess a connection to the Speed Force with your physical capabilities having been enhanced beyond human potential with your strength and durability being particularly enhanced letting users throw fully grown men over a thousand feet, survive impacts such as falling off buildings, being blasted with energy and being hit at superhuman speeds with little if any need for recovery. The rest of their bodily functions allow them to run for hours and eventually days at maximum exertion with no issue. The users have also been bestowed every power a Speedster possesses from an accelerated healing factor which allows users to be able to completely heal from non-lethal injuries such as broken bones, burns to paralysis, in a matter of hours or days Users are also more resistant to physical impacts and collisions, preventing them from being stunned or dazed. As a result of their healing, users also age much slower than humans allowing them to live for possibly hundreds if not thousands of years easily.

The main ability of the Speed Force is the ability to move at superhuman speeds with the users agility, reaction time,inertia, friction, etc being likewise enhanced allowing them to

use their speed without hurting themselves as well as preventing them from hurting others unless they want to. Users also give off when running orange/yellow coloured electricity which can be weaponized allowing for users to absorb and channel that electricity through their bodies to enhance their abilities and their physical strike. With training, their lightning can be projected or launched at speeds proportional to how fast they can run, shaped into a variety of forms, be absorbed from electrical devices to temporarily boost the users speed and by temporarily splitting off Speed Force energy, users can create clones of themselves. Speedsters can also mimic abilities such as aerokinesis or seismokinesis or intangibility via speed and vibration; they can also create mirages, clones, channel the speed force to others allowing for others temporarily to move at superhuman speeds, the ability to travel through time and travel to other universes and those are just some of the abilities afforded by the Speed Force.

As add-ons to the ability to time travel, Speed Force users can by generating enough energy slow down time to a complete standstill. They can also while running reverse the flow of time and when travelling back users can choose to merge with their past selves allowing a do over and complete immersion in the past. Speedsters can also sense when other Speedsters travel back in time and can 'intercept' them, preventing them time travelling. For free, you can also cause atmospheric interference everytime you travel to another universe causing the sky to turn red and for thunderclouds to appear; you can choose for them to happen a second before you arrive as if heralding your arrival or a few minutes before you even travel for some timey-wimey reason.

Each Speedster possesses different connection strength i.e some users have a stronger connection to the Speed Force you possess a connection equal to Barry Allen; the Flash basically meaning that the level you can reach is limitless.
You can choose whether your powers come from the Speed Force or the Negative Speed Force, the differences being that.

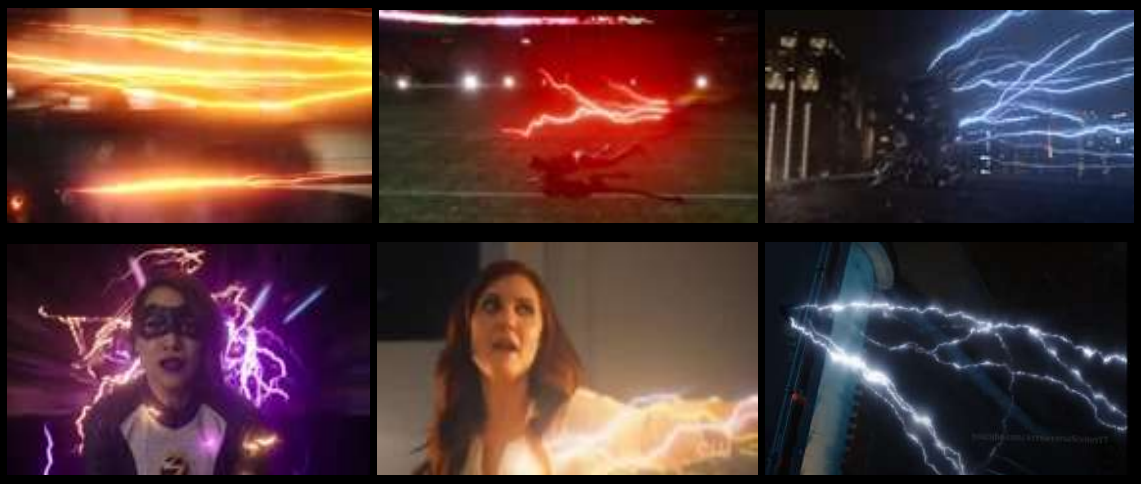
Firstly, Speed Force users cannot sense Negative Speed Force users, Negative users also give off large quantities of Negative Tachyons which can be tracked with sophisticated enough technology, unlike the Speed Force; the Negative Speed Force can act as a temporal bunker preventing users from being erased from existence by running into and staying inside the Negative Speed Force. However, by doing so, their connection to the force becomes the sole tether of their existence unless their timeline is restored. Also, the Negative Speed Force is unable to create matter for example after The Crisis Eobard Thawne was left as negative tachyons; without a physical body. And finally, Negative Speed Force users can summon clouds to send down Negative Speed Force lightning to

re-empower themselves in the case where their powers are depleted and Negative Speed Force lightning can temporarily cut off a Speedster from the Speed Force (technically, the Negative Speed Force evolved to acquire these abilities after separating from Eobard but if you choose to gain a Negative Speed Force connection, you can choose for the Negative Speed Force to gain sentience and acquire these abilities but it will only allow you to access them).

For **200 Extra CP**, you can choose to have a connection to both. And for those who choose the Negative Speed Force, they will not be mentally affected by it.

Speed Force Users give off Orange/Yellow Lightning naturally and blue Lightning if they have taken Velocity serums. Negative Speed Force users give off Red Lightning or White Lightning with a dark core. But regardless of which force you pick; you can choose the colour of your lightning and even multiple colours if you want like the Speed Force in physical form gives off yellow, red and blue lightning sometimes and in other cases yellow and white. However, you have to eat 10,000+ calories everyday as a result of your increased metabolism (you can choose to forego this).

Speed Wise, you start out at the level of Barry in season 2 at Mach 3. For an **Extra 200 CP**, you can start at the level of Barry after spending 6 months in the Speed Force letting you run at 2325 miles per second otherwise known as Mach 10908.82. OR, if THAT still isn't your cup of tea, for a **final 300 CP**, you can increase your speed to beyond superluminal speeds (a speed greater than faster-than-light; faster-than-light is Mach 874,000 give or take).



Still Force (800/1000 CP)

Another of the three forces created upon the rebirth of the Speed Force, the still force is the opposite of its progenitor; centering around stagnation, reversion and perpetuation.

The Still Force empowers its users with the power to travel through time, unseen and unstopped by the guardians of the Speed Force; this can be done either by sending their consciousness backward or forward through time or by travelling there physically.

Still Force users also have the ability to control time; slowing it, speeding it up, freezing it, rewinding it etc; time itself is at the beck and call of a Still Force user and with time and practice, the range and control they possess will increase going from stopping a few people in their tracks to an entire room and as their control increases; the user can even travel in and out of the Still Force as they please. The Still Force also allows its users to see the past, present and future.

Users can also emit blasts of Still Force energy that allows them to remove items and individuals from their time; in the latter case, when a user sends them back in time they can also 'rewind' their clothing making it more appropriate for that time period. Still Force users can also create a literal barrier of time from Still Force energy; it seals the area around the user preventing travel within the barrier. The barrier itself can only be undone by the will of the user and cannot be broken.

As a secondary effect to their temporal manipulation ability, when Still Force users rewind time, they can bury memories of what has occurred; however, if those affected are presented with a mention of something yet to happen the buried memories will come back. For example; a adult man sent back in time both in body and mind to the time when he was seven years old will temporarily have their memories beyond that day buried and will regress to their 7 year old persona.

However, the Still Force comes with two weakness first is that while users can rewind time as much as they like, they cannot alter key moments in people's lives unlike Speedsters and the more users rewind time the more residual Still Force energy is leaked back to the time where the users rewound time from for example if they used their abilities in 2020 and rewound time back to the 1990's the residual energy will leak back to 2020. The residual energy will begin rewinding items and clothing such as computers turning into a counting frame, but as the residual Still Force energy increases, the Still Force will begin displacing random people and items throughout history into the time where the residual Still Force energy is.

Those who use abilities can cause their eyes to glow a green colour and their abilities have a green aesthetic though, as you are paying for it you can change the colour. You can choose for these abilities to come from either the Still Force or the Negative Still Force. **For an extra 200 CP**, you can be connected to both. The difference between the two is that the Negative Still Force gives off negative isotopes, the difference being that unlike Still Force isotopes that grow; negative isotopes decay. Aesthetic wise, the powers stay the same. You can also decide if the Negative Still Force has sentience or not, it will not have a problem with you.




Strength Force (800 CP)

The last of the three forces brought about by the rebirth of the Speed Force. As the name implies, the Strength Force endows the user with heightened strength and durability and the ability to absorb energy ranging from lightning from the Speed Force to antimatter from a bomb. With the possible exception of Kryptonians, Despero & Mar Novu/Mobius, a Strength Force user's physical strength far eclipses that of every other being in the multiverse and their durability is also enhanced such that they can survive an antimatter bomb strong enough to level a city at point blank range with not even a scratch.
The user can make their eyes glow bioluminescent blue but again you can choose the colour.

You can choose whether your powers come from the Negative Strength Force or not. There is no difference between them. **For 1000 CP**, you can choose to connect to both of them. Aesthetics wise, your powers look the same regardless of the source and you can decide if it has sentience or not; it won't have a problem with you.





Items

Free 50 CP item. Three 100, 200, 400, 500 CP items discounted. One 600, 700, 800 CP item discounted

Firestorm Matrix Cure (Free): This serum is designed to deceive the Firestorm Matrix. It makes it appear as if Martin Stein and whoever the other half is are still connected when in reality they are not, permanently severing their connection. All that has to happen is for Martin Stein to drink this (regardless of the canon one) . Useful if you want to help the half of the future Deathstorm in Earth-2. Obviously, when used you do not have to get another cure if you don't want to. Also, you get a recipe on how to make this.

Jumper Manor (50 CP): A Manor House, one exactly the same size and containing the same rooms and bathroom as a manor owned by a certain playboy billionaire. If you took A New Life perk and chose to be Bruce Wayne's sibling or kid, you can choose for this to be Wayne Manor complete with everything that it has inside.



Kent Farm (50 CP): A calm family farm complete with a house big enough for four people and a gigantic adjacent red barn. The fields are all incredibly fertile and will remain so no matter what, with all it takes to grow whatever you desire being planting seeds of whatever you want to grow on the fields. Nothing else is needed.



Mirakuru (100/200 CP): A super soldier serum created during WWII by the Japanese. This serum when injected enhances the physicality of the injected to beyond the human condition affording enhanced strength, speed, agility, senses, reflexes and an increased regenerative healing factor. However, the serum is also deadly with very few surviving the injection and even then, those who survived are mentally altered, becoming more hostile, angry and paranoid. Now, you have that version and a cure for it. **For 200 CP,** you now also have a serum with the advantages without the whole chance of death and mental instability. But, it can still be removed by the cure,

Speedster Suit (100/200 CP/100 CP Is Free With Speed Force): A suit custom built for Speedsters, the suit is made of reinforced tripolymer and vulcanised Teflon, making it resistant to several thousand degrees of intense heat; as well as resistant to grazing bullets, knives or abrasions and capable of neutralising electron imbalances and preventing the friction generated from a Speedsters movements from creating a lethal dose of static charge. The suit also possesses thermal-threading which causes it to generate large amounts of heat, in case of attacks from cold-based metahuman, cold-based weapons or surroundings. The suit also comes with a full-spectrum sensor allowing for scanning of the full electromagnetic spectrum and results can be viewed by a heads-up-display; appearing as coloured lenses (what colour is your choice) these lenses provide the information generated by the full spectrum scan and if you were to have a team or electronic aid, the HUD could also display analysis of the current area such as maps and recommended actions. If you want, it can also come with a flotation mode allowing the suit to inflate to keep the user from drowning and it comes with an oxygen tank but if you don't want it to come with it, it doesn't have to. The suit is designed to be form fitting allowing for complete control of every step and movement which allows one to dodge attacks and run as easily as they would without the suit. Finally, another of the main purposes of this is to conceal the Speedsters identity and a protocol programmed into it to prevent any unmasking if you are

unconscious (you can decide whether your cowl/mask is a part of your suit or is separate from it like Zooms). Your suit also cannot be manipulated by technopaths. **For 200 CP**, your suit also comes equipped with a tachyon unit allowing for the Speedster to absorb tachyons and absorb the Speed Force increasing their speed, the unit can be visible on the suit or miniaturised and placed somewhere on the suit.
If your suit is ever destroyed, it will automatically regenerate. The design and colour/s of your suit is up to you and yes if you want you can copy an existing suit. Can be imported into and if you want, this comes with a ring that you can store and release your suit from. Speed Force Users only have to pay 100 CP to get the tachyon unit.



Venom (100 CP): A steroid previously used by Bane to become a hulking terror causing increased strength and bulletproof durability. The stronger the individual, the greater the boost from the Venom.



Ace Of Winchester (200/300 CP): A Winchester 1873 forged by an old mystic that never misses. For an **extra 100 CP**, your gun also gains a property of the Hellblazer comics that lets it kill demons.



Armour Of Savitar (200 CP/Free With Philosopher's Stone): Created by the Philosopher's Stone, this armour was used by 'The God Of Speed' Savitar in order to utilise his superhuman abilities; however, unlike other Speedster's, Savitar utilised an armour to do so with it being incredibly durable; able to tank bullets & energy blasts with no damage and able to keep Savitar safe and warm even from the coldest of temperatures. As a result of the armours mechanical parts, the armour also enhanced Savitar strength allowing him to drag people with one hand and send others flying with a single bitc* slap. Furthermore, the armour had attached to each wrist hidden blades that could be retracted with a thought and in cases where they or other pieces broke off, they would be drawn back to Savitar from any distance.

The armour possibly as a result of its origin had a mental connection to him allowing it to move and attack on its own volition and finally, the armour also allowed Savitar to disguise his voice and reflected Savitar's lightning from orange to white. You can decide the colouring of the armour whether it glows white like it did with Savitar or red when it did with Barry. Your armour looks like the CGI version. Can be imported into. Just because it is

free with the stone doesn't mean you have to have it.



Batsuit (200 CP): Created by Bruce Wayne to protect his identity during his time as Batman, this 10.8 million dollar suit is a work of art. Composed of military-grade Kevlar woven with enriched carbon nanotubes and techno-carbon fibres, the suit is completely impenetrable against all commercial and military firearms, with even the cape itself being just as resilient and capable of stopping most modern weapons (it can also allow the user to glide through the air). Nothing barring a projectile fired from a specially-made railgun, coil accelerator, or a piercing projectile made of pure green Kryptonite is able to pierce the suit (technically before Earth-Prime green kryptonite had nothing to do with suit but yours is the Earth-Prime version). The techno-carbon fibres record any deformation caused by damage to the suit such as blunt force trauma and bullet impacts and uploads recordings to the Batcomputer (or whatever computer and/or electronic devices you possess) for further analysis. This system can also determine critical rupture points in the suit in the event that its protection is somehow severely bypassed. It is so precise that if a car were to crash into the suit bearer, it could record the impact of the licence plate.

Furthermore, the suit has a built-in body-temperature regulation system that is able to manipulate the wearer's thermal readings so if the wearer's temperature was measured externally, they are as hot and/or cold as they intended; even if it feels perfectly room temperature for the person inside. This function may also help serve as either an internal heating or cooling system and your regular unlike the original is fixed so it will not malfunction in the case of extreme temperatures, a built-in defibrillator which can be used to jumpstart the users heart and a built-in scaled-down drug-delivery system which allows substances loaded beforehand into the suit to be injected directly into the wearer's somatic nervous system in the case of an emergency.

Within the suit lies various sensors which, if you have a remote computer system, allows the user's vital readings to be read from the computer system. The sensors are so precise, they can detect if the wearer has been exposed to a malignant factor and there is a high chance that the sensors can provide the nature of that malignant factor. The sensors can also detect a high voltage.

In the left gauntlet of the suit is a disruptor which temporarily overrides tech-based weapons and renders them useless. This requires charging and it will take 30 seconds to be activated remotely. Within the left gauntlet, there is also a tracking system; however, activating this system will cause a green light to flash on the gauntlet and by pushing a button on the left gauntlet, the system can be deactivated.

Inside the cowl is a com system, allowing for encrypted communication to a system of your choice which can also pick up radio frequencies being used within a certain proximity to the suit. Lastly, embedded within the cowl, are lenses. When activated, the lenses turn white and possess multiple functions; firstly, the lenses have a camera setting which highlight what the wearer sees in a HUD-like manner, secondly, the lenses have an echolocation function which allows for the detection of vibrations in the air which permits the wearer to visualise vibrational frequencies otherwise unperceivable to the normal ear. Thirdly, the lenses have a seeing that allows one to trace electrical activity allowing for detection to electronic devices. Fourthly, the lenses allow for viewing through the infrared spectrum letting the user see thermal signatures and readings from heat sources. Lastly, the lenses have a night-vision setting which is self-explanatory.

The right gauntlet has a Batarang launcher which can be used by pressing a button in the same location. Also comes with a utility belt, which contains limitless batarangs and a grappling gun. You can decide to change how your Batsuit looks and can be imported into.



Batwing Suit (200 CP): The suit can amplify the users strength to superhuman levels allowing one to overpower all humans and even anVenom- enhanced soldier (though most probably, you would lose handedly against Bane), the suit is built to survive fall from incredible heights, is bulletproof and can handle hits form superhumanly strong metahumans. The suit is home to a complete HUD allowing for suit diagnostic warnings and damage reports. It can also fly.



Hourman's Hourglass (200/300 CP): Created by Rex Tyler to give himself superhuman strength for one hour a day; this hourglass when turned over activates the hourglass and for an hour enhances the users strength and durability to where they can lift and throw trucks

with ease, simply by clenching crush kegs and split trees in two with a single punch and perform all those feets without any injury. The one hour limit was placed on the hourglass by Rex Tyler and for 200 CP, your hourglass retains that limit but for 300 CP, that limit is gone and you can use it all day every day.



Kryptonite (200/400 CP): Radioactive xeno-minerals from the planet Krypton; the minerals can affect Kryptonians in a myriad of differing ways.
There is Green Kryptonite which releases a radiation that is damaging to a Kryptonian's cellular structure; upon contact with Kryptonite, the Kryptonian will be subject to nausea, weakness, vertigo and loss of consciousness. The Kryptonian will also feel immense pain; with the pain increasing the longer the exposure. If the Kryptonite were to enter the body or if a Kryptonian were to be in contact with it for quite a duration, it will begin to cause green glowing veins to protrude from the skin and it will cause unbearable physical pain akin to nails being in their blood.
There is Red Kryptonite however, unlike other versions this is actually a synthetic form created within a laboratory. Unlike with green, this version alters the Kryptonians mind by weakening and gradually destroying their inhibitions, as well as bringing every negative thought to the surface. The Krypronian is affected by this even after they have left its presence. As this happens, Red, glowing veins will for a moment protrude from the skin when they first come near Red Kryptonite and when the Kryptonians actions and thoughts are most affected by the Red Kryptonite. Symptoms first begin as the Kryptonian becomes more harsh and immature in personality and actions as their mental and emotional self-control is reduced. Eventually, they will be left without morality, restraint, rationality, whatsoever. After having expressed their negative personality traits fully, the Kryptonian will become malevolent, leaving them a danger to everyone around them. Unlike, with other versions, the cure for this is a gun that shoots a ray that can reverse the effects of the red kryptonite.

There is **Silver Kryptonite**, which causes the Kryptonian to hallucinate and nothing said or done can undo the hallucination until the Kryptonite has left their system. Silver veins can be present on the Kryptonians face.

These 3 can be purchased for 200 CP each and the recipes to create it. **For 400 CP each, you can purchase Black Kryptonite and X-Kryptonite** and the recipes to make them.

Black Kryptonite otherwise known as Harun-El. On Krypton, it is harmless to Kryptonians. However, on Earth, touching the substance causes great pain to a Kryptonian, causing their power to become unstable and can also split a Kryptonian into two separate entities. Additionally, Harun-El is an incredible power source; with those in Argo City using it to power artificial gravity as well as sustain their ecosystems. Harun-El on Earth can be used to create a chemical compound that can heal others of injuries and/or conditions and bestow them with extraordinary abilities that allow them to go on par with a Kryptonian so long as the Harun-El remains in their system. When mixed with other alien DNA, it can permanently bestow alien abilities to humans. However, when the Harun-El gives the temporary abilities to humans, it can put an enormous amount of stress on their metabolic functions causing for example, neurocognitive paralysis, nosebleeds, blurred visions etc.

Lastly there is **X-Kryptonite** that can bestow humans with Kryptonian-like abilities; however nowhere near the level of an actual Kryptonian.

Suit Of Sorrows (200 CP): Forged by the Order Of The Pure, this armour imparts increased strength and speed to its wearer as well as provide enhanced durability though the latter is due to the armour being made of an incredibly durable material but unless the wearer is pure of heart, the suit will gradually corrupt its wearer. You can choose for either this suit to corrupt anyone but you, or for your Jumper to be turned to pure of heart. This can be the canon suit, it can be a copy or you can choose for the Order Of The Pure to have created two suits.

Meta-Tech Fob (200 CP): By clicking the fob, you can control any vehicle as well as activate any other functions the vehicle may have e,g, rocket launchers, door locks, sirens etc. When the fob is used on a vehicle, they are temporarily charged with dark matter; the dark matter charge reacts violently to any direct contact with metahumans if they use their abilities and for a short time afterward around a day or so, they will temporarily lose control over their abilities.



Totems Of Zambezi (200 CP/Can be purchased multiple times): Created by the Gods of Zambezi; each totem represents a different element and grants its user control over that element. The elements are Air, Water, Fire, Earth, Spirit & Death.
The Spirit Totem allows the user to summon the spirit of any animal that has ever lived and wield their abilities, for example, the strength of a gorilla or the speed of a cheetah.
The Air Totem (red one) allows the user to create and control wind for example air blasts, flight, miniature tornadoes etc.
The Water Totem allows the user to generate and control water and even as you are paying with CP, turn yourself into water.
The Fire Totem allows the user to create and manipulate fire.
The Earth Totem allows the user to control the earth and plant life and can resurrect the totem wielder though the process takes a while.
The Death Totem gives the user dominion over the dead. Now, this totem is a bit special, you see, the tribe which possessed this totem allied themselves with the demon Mallus and formed a connection with him; however, if you purchase this; that connection is broken preventing Mallus from manipulating or holding any power over the wielder. The totem allows the user to teleport short distances, raise the spirits of the dead (i.e., necromancy), telekinesis and cause hallucinations in others. Finally, this totem can boost the power of Dark Magic.

You can choose for the totems purchased here to be copies created by the Gods or the originals or a mixture it is your choice.
If all the totems come together, they are capable of creating a being of pure light that can kill an immortal. If you purchase all of the totems, you can decide for them to merge into one totem permanently (what it looks like, you decide) and instead of creating a being of light, the totems would give you the power to kill an immortal. Do not have to be amulets if you don't want them to be. Can be imported into.



Anti-Aging Serum (300 CP): Otherwise known as MB4, this serum prevents the user from ageing as well as increasing the users strength and durability with each dose regularly taken i.e the longer the user takes the serum, the stronger they become; for example, if someone were to regularly take the serum for thirty years, they would have strength greater than three men and inhuman durability. Normally, the canon serum wears off and in doing so, reverts the body back to its natural age and health; yours though when it wears off simply makes you resume ageing from where you left off. Also, the way the serum increases strength and durability is by augmenting and altering the users cells so the increase in strength and durability are permanent.

Chalice Of Dionysus (300 CP): Gifted to the Greek God Dionysus by his father Zeus, this Chalice when drunk from, bestows the drinker with temporary immortality for 24 hours as well as the ability to heal from fatal wounds such as shots to the head.

Desert Rose (300 CP): Originating from the island of Coryana, the Desert Rose is a universal-panacea, granting complete recovery from all illness, poisoning, and injury. The only limit known for its capabilities, is the power to bring back the dead. You gain 1 of these flowers as well as seeds and a guide on how to grow more of these flowers.

Eradicator (300 CP): Created by Lara Lor-Van, the Eradicator is a piece of technology that can contain and transplant the consciousness of Kryptonians into humans. Your version however, has been retrofitted and can transplant the consciousness of any being regardless of power, species etc into any other being eradicating the original consciousness. Also, unlike the original Eradicator, yours does not require a continuous supply of X-Kryptonite. You can decide what this looks like and can import into this.



Jumper Enterprises (300 CP): A multi-million dollar corporation equal to the likes of Wayne Enterprises with multiple subsidiaries, countless employees and access to hundreds of millions of dollars. The structure of the corporation, how many subsidiaries it has and what they do, are all up to you. And don't worry about employees, all of them will be the very best of their field so no generic employees that are okay but not great. If taken with A New Life and you have chosen an existing family with existing corporations can choose them instead. For example, Wayne Enterprises or Queen Consolidated.

Lazarus Pit (300 CP): A pool of regenerative waters able to heal any wound, reduce ageing to at least a few hundred years and bring back the dead. However, those brought back have their souls trapped in purgatory; leaving the resurrected, mindless animals until their soul is returned. The waters also temporarily enhance the physical condition of those bathed in it but it does not last long. You can decide the look and placement of the pit.



Meta-Tech Phone (300 CP): This phone can hypnotise people by writing posts about them

and when they are read by that desired person; the person is then hypnotised into performing acts. The phone can also make its posts appear on any nearby digital surface.



S.T.R.I.P.E (300 CP): A fifteen-foot armoured robot complete with basically everything you would think an armoured robot would have such as a variety of in-built weapons from missiles, to flamethrowers, chainsaws, tasers etc (all projectiles and artillery automatically regenerate and all damages both with weapons and the robot repair fully within a day). To rocket boosters which enable flight, to a HUD which allows for analysis of the environment and the surroundings. The armour also comes equipped with a set of speakers which obviously allow you to speak and disguise your voice. Finally, there is the inherent strength and durability that comes with piloting a fifteen foot armoured robot. The user can also detach the fists and feet of S.T.R.i.P.E to fire them at opponents and will automatically return after a few seconds.



S.T.A.R Labs (300/400 CP): A research and development corporation started by and owned by you Jumper. The labs are home to some of the very best minds on the planet working to fix some of the greatest problems on this planet. Any inventions created by you or your employees will be instantly patented. **For 300 CP, your lab will not have the particle accelerator; for 400 CP it will**. The structure and appearance of your Lab can be identical to S.T.A.R Labs if you want (including having the Speed Lab if you want) and containing all the technology S.T.A.R Labs contains but if you don't want to, you can decide what it looks like and it can contain the same technologies.
For those curious about S.T.A.R Labs, from what we have seen it has the Cortex which is basically the main hub, the basement (where they trapped the Reverse Flash is season 1 and where Eobard killed Cisco), the Morgue, the Med-Lab, countless workshops, the Starchives and the lounge. Also, you can decide to forego the Time Vault if you want.
You Jumpers can decide for this Jump to own/partially own Earth 1/2 S.T.A.R Labs like being Eobard/Harrison's silent partner.



Weather Staff (300 CP): Created when a piece of a Dark Matter infused satellite hit the can of an amateur meteorologist, this staff gained the ability to atmokinesis. You can decide

what this staff looks like and import into this.



Velocity X (300 CP): Created on Earth Prime, Velocity X is a serum that upon injection possesses the ability to give its users powers similar to speedster such as the power to move at superhuman speeds as well as the ability to give off electricity similar to Speed Force users; however, this serum does not bestow a Speed Force aura meaning that non-speedsters do not possess protection from the effects of running at superhuman speeds. When used on Speedsters, this serum temporarily increases how fast they can move however, a side-effect of this serum is that it can temporarily turn a Speedsters lightning blue (however, it is unknown if long-term use permanently changes the Speedsters lightning colour). (It can also create blue lightning behind the non-speedster as well).



Diary Of Brigid (400 CP): Created by the Celtic Goddess Brigid as a gift to humanity, this magical book was eventually banished into the realm of Mallus however, it seems that your arrival temporarily destabilised Mallus's realm allowing the book to escape and get into your possession. This book is attracted to creative minds such as painters, writers etc . It boosts their creativity; pulling out ideas buried in their imagination and manifests into reality anything from their imagination which until its story comes to an end will continue to exist; however, other artists can interfere with the story upon bonding to the book.



Hoverchair (400 CP): Created by Marlize to keep her husband alive; this chair became the main weapon and transportation of Clifford Devoe before his transfer into the body of Dominic Lance. Beyond its function to support life and accelerate healing, the chair was designed to teleport between Devoe's base in the hidden pocket dimension and the main one (if sanctuary has been purchased, your chair can teleport you to that for you). The chair also possesses the function to create a near-impenetrable force field to prevent others from getting in or out, fly and call forth multiple metallic tentacles that can release blasts that can either stun or injure others. The hoverchair is mainly controlled with a helmet designed to link the user to the chair allowing for control with a thought however you can instead create another way to interface with the device if you desire. For free, your chair can also come with the ability to transfer the consciousness of the user into others by forcing helmets from the metallic tentacles onto others but you can choose to forgo this if you want.





Iron Exosuit (400/500 CP): Created by John Henry Iron to battle his version of Superman, this suit is one badass piece of weaponry and combat. Complete with high powered propulsion jets on the back of the suit and on the bottom of the feet allowing the wearer to fly and superhuman speeds, retractable kryptonite blades on each of the suits gauntlets, magnetic gauntlets and obviously befitting a high tech suit; a HUD. The suit additionally grants the wearer strength and durability to the level of Superman. The suit can also fire blasts of green energy (for free, you can make these blasts green kryptonite radiation) and can be operated remotely. If damaged, the suit repairs in a day, the suit also comes equipped with a limitless power supply so no worrying about running out of power. Comes with an A.I, unless you already have one and can import it instead. **For 500 CP**, you also get Iron's hammer; this hammer harnesses kinetic energy, the further it travels, the more energy it creates. Travels 20 feet, it can stop a car, 30 feet, it can stop a truck, 60 feet a tank and more than 60 it can rival a hit from Superman. The hammer has also been equipped with the function to launch/release red solar radiation upon impact with a target (this function is manually activated by your A.I with your permission); yours also comes with a yellow solar radiation function as well.





Lightning Dagger (400 CP/700 CP): Created from a shard of the enlightenment, this dagger will one day become the weapon of the infamous metahuman serial killer; Cicada. This dagger possesses incredible abilities and is the nightmare of all meta humans on this planet. To begin with, the dagger has the ability to negate the powers of metahumans within its presence and even if a metahuman were to regain use of their powers afterward, for a time,

their abilities will remain severely weakened. Also, long enough exposure to the dagger can potentially remove abilities permanently; however, this only negates the powers of metahumans who gained their abilities via dark matter. The dagger also shares a psionic connection with its owner allowing the owner to summon the dagger from any distance even from outer space (do not know if this is canon ability but you can also psionically control the dagger as well as just summon it). The dagger can also detect if a metahuman who again gained their abilities via dark matter is present by glowing red. Finally, the dagger can generate red electricity and generate force-fields either by lodging itself into the ground or by generating it around itself as it is thrown against a target to increase damage taken. However, the owner can only use one of its features so a time so for example, if they are focused on recalling the dagger it will enable surrounding Meta-humans to access their powers again however, with increased training, the owner can focus on activating multiple features of the dagger at the same time.
For **700 CP**, your dagger now also can negate the powers of non dark matter metahumans, aliens as well as magic, so if you for example were to go to The Boys the 700 CP dagger would negate the abilities of ALL supes. Fanwank how.
If your dagger is sent to another universe or dimension or time, it will return to you immediately. And regardless of what option you purchase, you can decide what is negated i.e if you are in the presence of 3 metahumans you can decide if you wanted to, to negate the powers of 2 of them and let the third one keep their powers. Also, you can import into this and decide the look of the dagger.
The **400 CP purchase is free for Cicada** and the **Jumpers who purchase Cicada only have to pay 100 CP, for the 700 CP version**.



Metahuman Cure (400 CP): Created by Team Flash, this cure permanently removes a meta-human's abilities by suppressing the dark matter in their pituitary gland. However this cure only works on meta-humans who gained their powers by having their bodies exposed to dark matter. Requires injecting into the metahuman. Post-Jump, this will work on all those

with abilities given as a result of biological enhancement, mutation, compound etc.

Mirrorverse (400/600 CP): A mirror dimension to be specific, an exact replica of whatever Earth you are on; this dimension was originally created on Earth Prime; however, it seems your arrival slightly altered the metaphysical nature of the universe creating this dimension. This dimension is the mirrored inverse of the Earth you are on, however, it is a static dimension meaning that it stays the same and does not change regardless of what happens to the Earth it is mirrored after. But, you can at any point decide to update the dimension so it will once again become identical to the Earth; however, this will change the dimension to copy the world so if buildings or landmarks etc are destroyed or changed the same will happen in the mirror dimension. For **600 CP**, your mirrorverse is now the inverse of the universe you are in.
Either way, the mirrorverse contains no life in it.

Phantom Zone Projector (400 CP): A device which sends people into the Phantom Zone, a region of space from which hardly anyone escapes from and where time does not exist. The only way for anyone to escape the zone is via spacecraft or portal. You can decide whether each new jump has a new Phantom Zone or you can take this Phantom Zone with you jump to jump or post-jump, you can also take an empty Phantom Zone with you that you can steadily fill up and they will always have the Phantoms there as guards. For free, post-jump, all prisoners within the zone become powerless.



Philosopher's Stone (400 CP): Created from calcified Speed Force energy, this stone has appeared in countless myths and legends throughout human history. To those in Europe it was called the Philosopher's Stone, to those in India it is known as the Brahmastra and was responsible for the creation of the very first meta-humans. As aforementioned, the stone can give people metahuman abilities and even restore the abilities of those who had them in alternate timelines. Those who gain or regain abilities have a cocoon form around them and for a time they must stay within that cocoon and must be left alone and if they are forced to leave before the metamorphosis is complete, their bodies will not have fully evolved to

handle their powers. The stone can also shoot powerful blasts of energy and can also create around the user with Savitar's armour having been created by the stone. It is also hypothesised that the stone can also take away meta-human abilities but this has not been substantiated but as you are paying for this, I will say your stone can. You possess a psychic connection to the stone and can manipulate the minds of others; allowing you to telepathically communicate with others as well as project illusions that only those who you desire can see. Furthermore, as you are mentally connected to the Stone; if a being comes into contact with it, you are able to create telepathic connections with them. Once you have established a connection with them, you are able to possess them, turning them into your pawns.



Cosmic Staff (500 CP): A sentient weapon that absorbs stellar energy and uses it to produce a wide range of abilities. Most notably, the staff bestows its user with anti-gravity capabilities allowing for them to fly. Also, the stellar energy absorbed by the staff is manipulated and can be used in a variety of ways. Finally, the staff
also can sense those it deems as bad, even from a great distance as well as where they are. You decide whether your staff comes with a consciousness/personality or not. If ever destroyed it will return to you within a day,



Sanctuary (500 CP): A ship of your own design (both exterior & interior) that is capable of travelling through pocket dimension. Within the ship, the user can connect to the internet and can, if able to, hack into whatever databases they desire without anyone being able to follow the signal. Forcefields can also be created throughout the entire structure keeping whoever you desire trapped with not even Speedsters being able to phase through the barrier. Also, information and video is presented on holographic screens. However, there are no defences preventing entry into your ship but with time I am sure you can create some. You can also for free, teleport from anywhere in the universe to your ship and then teleport to a different spatial location somewhere else in the universe kind of like teleportation.

Staff Of Horus (500 CP): An Egyptian relic once owned by Vandal Savage and consisting of Nth Metal from the planet Thanagar. As a result of the Thanagarian technology, the staff can release blasts of pure energy powerful enough to incinerate targets no matter their size from humans to an entire city and everyone in it. The staff can only be used by you and cannot be touched by anyone else.





The Staff Of H'ronmeer (500 CP): At the dawn of time, the Martian God H'ronmeer gave his two sons a choice of two items. The Green Martian ancestor Deimos chose the book of sacred scrolls and the White Martian ancestor Phobos chose the Staff which was created to channel the divine magic of H'ronmeer. With the staff, one could utilise H'ronmeer;s divine power affording them immense power with numerous applications. For example, some applications with this staff that were shown with this staff were being able to teleport, fire energy blasts, in a certain area around them, warp reality itself and atomize (turn/scatter into atoms) anything the wielder desires.



Thinking Cap (500 CP): A cap originally created by Marlize Devoe and re-created by Cisco Ramon & Harrison Wells. This cap or hat or whatever you want to call massively boosts the user's intelligence to superhuman levels; increasing the speed of neurons by 20X. For example Harrison Wells, already a genius in his own right, was able to analyse a person's eating habits and extrapolated a predictive behavioural model all within four seconds. Now, your version is not charged with Dark Matter and I would very much not try to do it as that was what caused Harry's intelligence to begin to decrease instead. Your version also will always boost your intellect no matter how smart/clever you become. You can decide what this looks like and doesn't even have to be a cap so long as it is something you can wear for example a ring or a monocle etc, it applies. This can be imported into.



Waverider (500 CP): A timeship that has served Rip Hunter throughout his tenure as a Time Master. It is composed of 36 compartments and is equipped with all amenities you can ask for. The kitchen is full of what you would expect from a kitchen however, it also comes with a machine that can synthesise any food you can think of. The med bay which you would expect from a ship can heal almost any injury and disease you can think of, create any

medicine, cryogenically store human remains, sedate patients and if the ship had a scan of your entire body beforehand can regenerate limbs. There are also crew quarters, storage, waste disposal, a gym, laundry room, a bathroom (only one but, you can decide for every crew quarters to have one), brig, engine room, library (the one created by Jax in season 2) and obviously a lot more compartments. The ship is also equipped with various weapons such as laser cannon, energy shields, shock missiles and photon torpedoes. The ship also possesses a tractor beam which is self-explanatory and a cloak shield which lets the ship be invisible basically.

Finally, the ship has a timeline tracker that allows the inhabitants to monitor the timeline and monitor any changes to the timeline for example rogue time travellers, future tech that shouldn't exist etc however, the tracker is not sensitive enough to pinpoint the epicentre of the change. So for free, your tracker also comes with the ability to track magical beings across time and comes equipped with the prognosticator program which boosts the trackers ability and can pinpoint the epicentre of any temporal change/alteration and rates the potential change to the timeline so for example if a change is that the gender of a child changes that is not a major change but Great Britain turning into New Valhalla is an immensely huge change.

Finally, this ship can fly both in space and through the Temporal Zone; a space in between time and space which allows the ship to travel through the multiverse. Anyone within the zone is rendered immune to temporal changes so long as they remain within the zone; however, a big change in the timeline can cause quakes in the zone. This ensures in future jumps, there is a temporal zone waiting.

Now, the original Waverider comes with Gideon, an A.I attached which is responsible for the ship you too can have a copy of Gideon attached or you can have another A.I either one you already possess imported or a newly created A.I.



Green Lantern Ring (600 CP): Do I really have to explain this, you know a Green Lantern Ring which draws its power from the green light of will with the greater the users willpower the more the user can do with the ring. With the ring, a user can cross interstellar distances, form constructs from the green light of will and safely travel through wormholes. Comes with a lantern which is needed to recharge the ring.

Oculus (600 CP/Discount With Vanishing Point): Utilised by the Time Master organisation, the Oculus is a massive, temporal computer powered by a scaled-down supernova that allowed the Time Masters to monitor events as they would happen without outside interference and using their resources, manipulate events to create the timeline they wish. If you take the Vanishing Point, you can place the Oculus there; if not, you decide where you place it and regardless of whether you take Vanishing Point or not, you can decide what it looks like.



Thunderbolt (600 CP): A pink pen containing an incredibly powerful electrical and magical

being; Thunderbolt. Thunderbolt can grant the wishes of others regardless of what they are, however those whose wishes are granted must be very specific as to what they want Thunderbolt to do as he will grant a wish at face-value so if for example, you ask for water, the Thunderbolt will make it so that you are drenched in water, the Thunderbolt can also not grant the same wish twice or bring someone back from the dead. Despite his power his physical form is not invincible and so he can be damaged by certain powers. Finally, as the Thunderbolt is an electrical being, he can create and manipulate purple electricity. Your thunderbolt can be non sentient.



Artificial Speed Force Machine (700 CP/Discounted To Negative Jumper Force): A machine created/may be created by Team Flash to create their own Speed Force to give The Flash back his abilities; it worked and for a time an artificial extra-dimensional energy source was formed that gave The Flash back all of his abilities as well as one more; enhanced intelligence. This, is not that machine what this machine does is allow you to take any forces you have for example; Sage Force, Still Force or forces you yourself create (like the Negative Jumper Force perk lets you do hint hint) and lets you make them extra-dimensional sources in this jump and others; allowing you to share them. You can however decide who gets access to the force/s and which forces (fanwank how) and using this machine can strip a person of their powers if you so desire. You cannot, however, place your machine in your warehouse. It has to be somewhere in the jump even if for example it is in the Vanishing Point or at the end of time or in a pocket universe etc; it just has to be somewhere in the jump.



Vanishing Point (700 CP): A place located outside of space and time; it is the only place in the whole of the multiverse that the Anti-monitor cannot enter. As it exists outside of time, time is not present in the Vanishing Point so anyone there does not age and does not require any food and/or water. However, they still require oxygen which thankfully exists there in abundance. (I know that technically, Ryan Choi grew a beard but I am pretty sure that is just a plothole). However, Speedsters can enter and leave the Vanishing Point. You can decide for there to be the Time Master HQ there or for it to be empty and you can build there with whatever you build in the Vanishing Point coming along with you jump to jump along with the Vanishing Point. You can also choose for there to be a Temporal Zone present in future jumps. This also comes with the entire knowledge base of the Time Masters.



All Or Nothing (800 CP): A no hold barred tech base containing every piece of information across the universe from the limitless energy and star-travelling tech of the Kryptonians, to the Fifth-Dimensional technology of the Imps, to the shrinking and bottling of the Coluans.

Everything and I mean everything is here. Post-Jump, this archive grows to encompass all tech in that setting.

Black Diamond (800 CP): To keep it short, this diamond can contain any being trapped inside no matter how powerful. These beings can be trapped by simply pressing the diamond onto the being and no matter how powerful they are, they will be trapped inside. Every jump, you get an additional diamond if the one/s you already have are filled with a trapped individual.



Book Of Destiny (800 CP): Created through an unknown process from an unknown source, the Book Of Destiny once opened allows its user to warp and manipulate reality as they desire; allowing them to change history, location, lives etc and basically do whatever they want. For example, granting themselves and others abilities, manipulating emotions, transporting people between dimensions etc. Those who utilise the book can also look at the whole of reality as well as release blasts of energy strong enough to hurt Kryptonians. Finally, this book can only be utilised by you and/or those you allow to use it, those without your permission cannot even open the book.

However, as powerful as the book is, it enables the user to see and change events and reality of only the universe that the user is currently in and visitors from or who were in a different universe will retain their memories even if the the history of the Earth they travel to has been altered. And, only those with a strong mind can read the book; those weak of mind will be driven mad from the strain. Your book also cannot be destroyed.



Flaming Sword (800 CP): Created by God himself, this weapon guarded the Garden Of Eden during the time of Adam & Eve; because of it's power, God has the weapon split into three components and scattered throughout Earth. A weapon that you now possess in its complete form. The sword possesses the ability to cut through anything from the gates of Heaven to the very fabric of space to through time and space itself; slicing through dimensions and whoever possesses this sword, is rendered immune to all powers be they the powers of Kryptonians, Imps, Spectres or even God himself; it was this power that forced God to separate the sword during the rebellion of Lucifer as if the rogue Angel possessed this blade at that time, he would have won.

As aforementioned, the blade was separated into three components; two of which possess their own abilities which your blade additionally has.

The first is the Blade Of Azrael which allows the wielder to not just kill but eradicate a being from existence so no resurrections, reincarnation, no afterlife no nothing. The second is the Divine Medallion, which gives the wielder the memories of God at the time of the medallions creations, the ability to sense the divine and all things invisible to ordinary mortals (post-jump, this manifests as cosmic awareness of the universe allowing you to sense things throughout the universe), immunity to poisons and drugs as well as preventing anything from controlling or affecting the wielder's mind and finally the ability to heal anyone from any injury and that includes genetic conditions and the like.



Loom Of Fate (800 CP): Used by the three fates to manipulate the lives of all mortals, the look possesses the ability to alter reality across an entire universe. Letting you control the lives of all its denizens such as deciding how long they will live, what their destinies will be, how they will die, resurrect people, manipulate time as well as restore those erased from time etc. Also, for free as an add-on if you want (it is your choice) you Jumpers can choose to be linked to the Loom giving you immortality; inability to age.



Spear Of Destiny (800 CP): The spear; used by the Roman soldier Longinus to pierce the side of Christ after he died on the cross, resulting in it acquiring the ability to alter reality and do whatever the user/s desires. In order to use the spear, the users must think about what they wish to accomplish while activating the spear via an incantation which you will get. The spear as a result of its origins is filled with mystical energy which allows the user to send energy blasts at targets. Your spear however can be depowered by the blood of Christ but unlike the first spear, this one cannot be destroyed. Can only manipulate reality in a single universe.



Companions

Credit To LegendsDairy For This

Team Jumper (Free): Every hero needs a support team, people behind the scenes ready to assist in whatever way they can; all bound by the common purpose of helping others. And this is yours. 8 people who will now work alongside you to help protect others. Each of these people have 1000 CP and can take one origin with discounts to all perks in that origin. These can be new companions or you can import pre-existing companions.

Jumper's Lightning Rod (Free): Every hero has a lightning bolt, a person that they love and who loves them both wholly and utterly; two people who keep each other anchored caring about nothing but each other, supporting each other and having each other's backs. Now, this can be an OC, an already existing companion or a canon character; one who normally would have fallen in love with another. This can be any character for example, Oliver Queen, John Diggle, Barry Allen, Eobard Thawne, Iris West, Mia Smoak, Killer Frost (whichever Earth), Gypsy, Marlize Devoe, Malcolm etc. Any of them and can whichever version. How this works, is up to you; you can decide to meet them in jump and have them fall for you then or you can decide to enter this jump already in a relationship (cannot be taken by Drop-Ins); this will alter your origin somewhat for example, if you were to take Oliver Queen you could decide to have also been there on the island and you will gain memories and possibly the scars from that incident or for example Mia Smoak you could choose to have grown up beside her which again will give you the memories of that childhood etc you get the gist. Regardless of who you pick, they gain 1000 CP and can pick one origin of your choice.

Doppelgängers (Free): With this choice, you can take another version of yourself as a companion, power-wise, they will possess all of the same abilities and perks you purchased in this jump as you but personality wise, will be slightly different than you. Can even be a different gender if you want.

Reverse Canon Character (Free): This option allows you to take the reverse of any canon character. The reverse meaning that they are the exact opposite of that character in terms of powers and any superpowered suits. In terms of personality, they have an unending hatred of that canon character as well as a desire to constantly ruin their life. If you want, you take a reverse canon character as a Lightning Rod option.

Canon Character (Free/100/200/600): You can take any canon character. For free, this character has to be at the level of an ordinary human for example White Canary or Spartan. For 100 CP, you can bring any character power-wise at the level of the Flash. For

200 CP, you can bring anyone at the level of Superman and for 600 CP you can bring Mar Novu, Mobius or The Spectre. However, if you want, you can choose a canon and increase their power so for example Cisco would be 100 CP but if you pay 600 CP you can increase his power to Spectre Level.

A.I (200 CP): An artificial intelligence like Gideon; it can be uploaded into various devices and operate them all at the same time.

Scenarios

Scenario - Keep It Running

Credit To Nerx For This

Instead of being in the Arrowverse, you are now in charge of the Arrowverse; more particularly, you are in charge of all of the Arrowverse's shows from Arrow to Stargirl and your 'job' so to speak is to keep it all running and that means keeping ratings up, maintaining schedules between shows, hiring actors, directors and scriptwriters when need be, preventing other networks from acquiring your shows; the whole shebang.

For the next 10 years all of the shows are your responsibility and come hell and high water you have to keep them going.

Scenario Reward

As a reward for your monumental task, you will be handed ownership over all of the shows and their IP allowing you to create toys, comics, books etc about the shows as well as allowing you to licence them in future worlds. Enjoy.

Scenario - I Am Inevitable

You take the place of Mobius; The Antimonitor (you do not possess his abilities) and must now achieve his life-long goal and destroy the positive matter Multiverse. You must go against not just Mar Novu but also the combined might of Team Flash, Arrow, Batwoman Supergirl & The Legends and in the case where you succeed in destroying the positive matter Multiverse you will then have to face and beat Oliver Queen/The Spectre and the Paragons one last time at the beginning of creation.

Scenario Reward

By succeeding in this immense achievement you will be rewarded with the powers of not just Mobius but also The Spectre; with these abilities fusing together increasing your power to equal them both in power. You also gain your very own antimatter cannon; one with its own infinite power source that releases antimatter blasts that with absolute ease can decimate an entire universe.

Drawbacks

Insert (+0 CP): You can insert yourself into one character of your choice but you do not gain their abilities unless you have purchased them here but you do get their memories.

Different Time (+0 CP): Taking this lets you Jumpers start either earlier or later then you would have. So for example if you want, you can start this jump at the time Barry's mum was murdered or start later during Flash Season 8 if you want. Your choice.

Addicted (+100 CP): Everyone needs some way to relax, some way to unwind after a long day; most people do so by eating large quantities of junk food, relaxing on the couch and watching TV. You however went a different way and that was by smoking large quantities of weed; on the plus side it did relax you on the other hand, you are now incredibly addicted to the substance where you now have to take it at least once a day. But, you will at least be relaxed; so that's good right?

Benefactor, I Shrunk The Jumper (+100 CP): On the bright side you are alive and injured; but you ahem are incredibly small nothing totally miniscule just you know, the size of a lego.

Extended Stay (+100 CP): Every purchase increases your stay by 10 years. Can be purchased without limit but every purchase after 2000 CP, comes at a price, and that is you will be forced into confrontation after confrontation; crisis after crisis that will scale to your power level like the perk the New Age gives you except without all of the advantages; so no last minute power-boosts, no finding the love of your life, none of he plus-sides of being a comic book superhero.

Going Green (+100 CP): As a result of overusing Green Kryptonite; Clark of the Inverse World began to change physically with marks appearing over his face, the sclera of the eyes turning black and the iris's glowing blue. Looks like him and you have something in common.

Inverse (+100 CP): You arrive in the inverse of the positive matter multiverse; the antimatter universe.

My Nipple (+100 CP): You have lost a nipple. Can purchase twice.

Robot Jumper (+100 CP): You are now a robot; well, a robot clone to be precise possessing the exact same capabilities as the original Jumper; who currently at this moment in time is indisposed. On the outside you look exactly the same as the original Jumper but you will register as a robot to anything that would check if you were e.g. an X-ray or ability that affects living beings. This can be an alt-form post jump.

Screaming Too Much (+100 CP): Your vocal cords have been removed and you can no longer speak.

Time Is A Confusing (+100 CP): Considering how many jumps you have been on, it is understandable that your grasp of time is a bit mixed up making it hard for you to tell how much time has passed; making it incredibly difficult for you to tell the difference between hours, minutes and seconds.

ALS (+200 CP): When gamma wave activity exceeds 50 hertz acetylcholine receptors draw away from nerve receptors not toward them; resulting in a condition similar to highly advanced Amyotrophic Lateral Sclerosis. A progressive neurological condition that causes degeneration in areas around the spinal cord eventually resulting in a sufferer losing the ability to eat, breathe, speak and move; trapped forever in their body. The typical sentence for a classic ALS sufferer is 2-5 years, you have half that; I am so sorry.

Arrow, What? (+200 CP): All of your memories of the Arrowverse have been erased; this includes the shows, comics, cartoons etc; everything.

Bizarro (+200/400 CP): For **200 CP**, you, much like Kal-EL of the Inverse World speak backwards for example if you want to say home it comes out as emoh. For **400 CP**, your entire being are now directly inverse to what they were i.e, what makes you stronger now makes you weaker and vice versa; the same is also true for your powers if e.g. you are a kryptonian the yellow sun now weakens you and you will now possess fire breath and ice vision.

Jumpchain? (+200 CP): You lose all memories of jumpchain including all the adventures and jumps you have had and done before this one.

Kryptonite Poisoning (+200 CP): Travel through the Omniverse is never safe, being bombarded with all that radiation is never a good thing and that was shown when you entered this multiverse with your powers being temporarily negated. That alone is not a

good thing but it was made worse when during that time you came into contact with kryptonite that entered your body in large quantities poisoning it. The good thing is, that the poisoning is not instantaneous so there is quite a bit left for you to cure it but the bad thing is that until you do, you will suffer periodically from dizziness, weakness, exhaustion and pain until it is cured.

Light Goodbye (+200 CP): It seems that at some point in your adventures; you came across a light-based metahuman and that encounter didn't exactly end in your favour. The bad news is that until your jump ends you are for all intents and purposes blind but the good news is that upon leaving this jump your Benefactor will help heal you of your 'condition' for lack of a better term.

Not The Only Thing Killer Frost Took (+200 CP): In the alternate timeline where Savitar won, Killer Frost took control and destroyed what was left of Caitlin Snow and took from Vibe his hands, freezing and shattering them completely. I don't know how it happened to you, but your hands have been frozen and shattered leaving you with just two stumps.

Suicide Squad (+200 CP): A squad created to undertake missions that have an incredibly low chance of those involved coming back alive. Those involved are implanted with microbombs that will kill all members if they disobey a single command of Amanda Waller. In this case, the squad is now composed of you and your companions; of course, there is nothing stopping you from removing or gaining control of the bombs if you can.

This Coffee Cup Here (+200 CP): Think of it as the space-time continuum and whenever someone goes back in time it breaks. Now you can reset the timeline, you can even try to fix it but no matter what, there will always be cracks. And your arrival here, created quite a number of cracks so hopefully, you were not depending on your knowledge of future events or some precognitive abilities because there are quite a few differences from what you think and what was supposed to happen here. This can be something as simple as getting a new work colleague or a new lab to somebody acquiring abilities and even somebody dying.

Why Did He Lose (+200 CP): As Clifford Devoe's intellect increased, he began to steadily lose his emotions, he began to dissociate from the human condition and eventually it got to the point where even the love for his wife dissipated and he unrepentantly drugged and periodically erased her memories and kept her prisoner. And like him, your emotions are being slowly stripped away, every vestige of conscience being killed bit by bit every second of every day; until at the end all that is left is a cold,

calculating machine operating on only one logic.

A Hit (+300 CP): Someone has put out a contract on your head to the League Of Assassins and so every week until the end of this jump, an assassin will come for your head and from every failed attempt; the League will gain more insight into you and your abilities and will develop technologies to counter your powers; technology that you will not be able to use or study. Destroying the league will just see another group of hired killers cropping up with all the information the league amassed on you.

Betrayal Every Season (+300 CP): Sorry to tell you this but your companions are no longer the kind and loyal individuals they were when you brought them from the home universes. Now, they are backstabbing, treacherous and conniving individuals who will betray you at the first chance they get and the worst thing is, that you will never see it coming; you could be comic Batman level paranoid and still never expect them to betray you.

Found Myself Pursued By Something (+300 CP): He is after you, the Black Flash, the enforcer, the remains of Hunter Zolomon, something far far worse than a Time Wraith; whatever you want to call it it is now after you and will stop at nothing to kill you. Because of its nature as an enforcer for the Speed Force, it can and will hunt you through space and time and it doesn't tire, sleep, eat, breathe etc; so good luck.

He Is Trapped (+300 CP): In the Speed Force to be more precise. In the very heart of it, in a prison created in a possible future timeline by The Flash after he lost everything and in the centre trapped and isolated; unable to age or die and forced into an endless loop of your most painful experience forever, is you.

Lung Cancer (+300 CP): Where a lifetime of smoking will lead you. Lung Cancer otherwise known as Bronchogenic Carcinomas is a condition in which cancer cells begin to multiply uncontrollably in the lungs leading to shortness of breath, coughing up blood and eventually in death. Often, the condition takes 40-50 years for it to kill a person, for you it is less than a quarter of that; 9 years I would wager.

No Out Of Jump Powers (+300 CP): Sorry, all of your perks and powers from outside this jump have been locked.

No Out Of Jump Items (+300 CP): All of your items not native to this jump are locked out.

Companion Lock (+300 CP): No companions outside of this jump are allowed here.

Green Light (+400 CP): Unlike the others who are so lucky to gain their abilities either by luck or genetics, you gained yours by another way; ingestion of small doses of green light, a very addictive drug sold exclusively in Freeland. However as a result, your abilities last only as long as the green light stays in your system; once it is flushed out, your abilities are gone until you take another dose. On the bright side, you will now have a limitless supply of the drug,

Hitched A Ride (+400 CP): I hope you were not planning on keeping prisoners during this jump, Jumper. Because, now they will always escape even when it should be virtually impossible to do so. Even if you were to send them to the Phantom Zone or shrink them and bottle them up, they will eventually escape and return just as powerful and just as dangerous.

Khione (+400 CP): Caitlin Snow & Killer Frost, two minds in one being, one a kind gentle individual the other a cruel vindictive being that enjoys the suffering of others like two sides of the same coin. For much of her life, Caitlin remained in control keeping Frost trapped in her mind, alone it was until Barry went back in time did Caitlin begin losing control over her abilities; culminating in Frost's release whereby 2024, Frost was fully in control and Caitlin was lost. And much like Caitlin, you two possess an alternative personality within you, except yours is not so gentle as Killer Frost, because as soon as you arrive in this setting, he/she will begin fighting you for control over your body, for every moment of the next 10 years you will be fighting a war in your own head constantly struggling to keep the alternate personality contained, preventing him from coming forth and spreading death and destruction in its wake and if it does, you will have to fight to regain control and if at the end the personality is in control it will be the jumper and instead of it, you will be extracted and destroyed.

When You Were Me (+400/600 CP): The entire cycle of Savitar is a tad bit confusing. You see, Savitar kills Iris and as a result, Barry to beat Savitar creates multiple time-remnants that Savitar kills leaving one remaining. That remnant eventually travels back in time becoming Savitar creating a loop that has no beginning or end. As a result, of being a future version of Barry, Savitar possessed every memory of Barry's and in the event Barry did something different, Savitar gained that changed memory, always putting him one step ahead of The Flash. A problem that you are now suffering from; at some point in time, you were driven so far into the dark that you somehow created a time remnant, a version of yourself that for some reason or other turned cruel and

callous towards you and those you care for and has now travelled back in time both to destroy you and to drive into the dark so that it can be born. The good news is that if you are able to prevent the incident that drives you into the dark and prevents its creation, the remnant will cease to be. Good luck.
For 600 CP, you are now the remnant and must now ensure your own creation; if you do so you will gain the true Jumper status.

A Pariah (+500 CP): As both penance and punishment for a crime, you are forbidden from interfering in this story; every battle the main heroes will face, every victory, every defeat, every death, you will be forbidden from interfering in anything that causes major changes in the story of this jump and any attempt to do so, will result in you being erased from existence. You will be given a warning the first time but any attempts afterward will see you erased.

Damned (+500 CP): Your soul is damned to Hell and the Demon you so irresponsibly made a deal with will come to collect in 9 years and 364 days.

Fade Away (+600 CP): After Damien Darkh utilised a Time Stone, Eobard began to realise he was being erased from existence and without assistance, in two hours he would completely disappear. How this same predicament has happened to you is honestly a mystery but no matter the reason, you have only 2 hours before your very being is erased forever; if I was you, I would get some help.

Forever Trapped (+600 CP): The Microverse is a nanoscopic (or perhaps smaller) dimension existing within the multiverse; a dimension that you have now been banished to leaving to shrinking forever and trapping you for all eternity.

I Will Never Stop (+600 CP): I am baaaack, oh you don't know who I am; well, think of me as your Reverse Flash, someone who you will never get rid of no matter; someone who you can can temporarily rid yourself of but who will always return; no matter what. You could fry me, erase me, kill me and not only, will I return, it will not work the next time we meet and we shall meet; Jumper.

Only The Antimatter Universe Remains (+600 CP): Interdimensional travel is complicated, inter-multiversal travel is hell. It's like trying to solve a complicated mathematical formula while being blindfolded and with both hands tied behind your back. So I want you to realise that this 'mix-up' wasn't intentional; we meant to send you to the day and year; Oliver Queen is rescued from the north China sea; however, instead you have

been sent to the very moment that Mar Novu is killed and the final Earth destroyed. However, all hope is not lost; the Paragons still remain.

I Am Inevitable (+600/800 CP): The apocalypse made manifest, Mobius The Anti-Monitor is after you; somehow or other he has escaped his imprisonment and for some reason; he believes that by killing you, he can achieve his goal of ending the positive matter multiverse. **For 800 CP**, both the Monitor & the Anti-Monitor are after you; they have put aside their mutual enmity of each other all for the sake of ending you. If taken with Earth-Prime Location, then somehow Mobius is free and Novu has returned.

Far Far More Powerful (+800 CP): Like how Mar Novu created Mobius, you created an antimatter version of yourself, one who desires for nothing more than the destruction of you and all of creation. This being possesses all of your powers at a greater strength than you.

Notes

I did not add Necrians to Aliens because the abilities they possess honestly to me are not useful.

For those who choose to stay in this verse and have picked abilities that draw from a source for example The Shade or any of the force abilities can choose to connect their abilities to the canon source if the source exists (because if you change the past for example there is a chance that the Sage, Still and Strength Forces will not be created) but regardless of what happens to the source your abilities will not be affected.

No, you cannot choose to be Clark or Kara's family member with A New Life, unless you either purchase Kryptonian here or have it from a previous jump.

Post-Jump, Ancestral Memory gives you the memory of your ancestors unless you pick to be drop-ins.

BTW, Devoe himself stated that in order to gain true omniscience, he needed access to the Speed Force; how is a mystery.



What you will look like by taking the going green drawback.

For Jumpers who choose to be children of canon characters nothing will happen to you if something happens to your progenitors.

Yes if you take both Spectre and Anti-monitor together you will equal them both as in both of them together would be needed to equal you.

For the I am Inevitable scenario you do not have Mobius's powers unless you purchase them.

For the extended stay drawback, if you purchase the Your Age Perk the advantages of the perk will not activate until after this Jump.