The Red Lanterns

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With Blood and Rage of Crimson Red,
Ripped from a Corpse so Freshly Dead,
Together with out Hellish Hate,
We'll Burn you all that is your Fate!

The Red Lantern Corps was founded by one of the Five Inversions, Great Atrocitus a survivor of Sector 666 where the negligence of the Guardians of the Universe led to omnicide on a vast scale as trillions of planets were scrubbed clean by their mechanical police force the Manhunters.

Following this event Atrocitus grew wise in the ways of Magic through Rage and Blood captured the Red Light of Rage and forged its power into Rings which he uses to arm soldiers in his perpetual war against the Guardians and their new dogs the Green Lantern Corps.

By choosing this Jump you have pledged your loyalty to Great Atrocitus for the duration of your time in this world- though if you wish to betray this pledge you certainly wouldn't be the first.

You have been given **1000 CP** and must end this Jump with **0** or more.

Origin

New Recruit (+200)
You're a fledgling Red Lantern, you've just been given your Ring and officially inducted to the Corps, you have little trust or authority from your superiors or fellow Lanterns yet but you'll soon have the opportunity to prove yourself, after all the Champions of Rage are constantly fighting someone.

Soldier Of The Red (Free)
You're an experienced and blooded Red Lantern, not a member of Leadership but trusted to act independently to carry out the will of Atrocitus and even act on your own initiative to avenge personal grievances. This tolerance is expansive but not unlimited however and working against Atrocitus' goals will draw his wrath.

Upper Ranks (-200)
You're one of the leaders of the Red Lantern Corps, a trusted Right Hand to Atrocitus placed above your fellow Lanterns by his will. Depending on your other perks you may share a deeper history with him, perhaps being a fellow survivor of Sector 666 who (likely) shares his hatred for the Guardians of the Universe.

Race

The Red Lantern Corps is a Galactic Organization made up of numerous diverse species, as such while an exhaustive list is impossible you will be given the opportunity to customize your physical being for the purposes of this Jump. For a benefit of **+200** Points you may be a species that for various reasons is below the human baseline, something like a common housecat or another species which is significantly below human in one or more areas. For **Free** your species either is human, or is operating at the human baseline, they may be somewhat better than human in one or more categories as long as they have some kind of drawback that balances things out. For **200** Points your race is somewhat superhuman possessing one or two minor abilities beyond the human norm such as enhanced senses or a mildly enhanced physique. For **400** Points you may be a species capable of operating on earth as a mid-tier superhero solely via their natural powers. Examples of this tier include races like the Tamarans who possess notable superhuman characteristics, the ability to fly, and powerful energy blasts. For **800** Points you may be something significantly more… Cosmic examples of species on this level are the Kryptonians whose powers need no introduction and the Martians who are as strong as Kryptonians, possess the power of flight, can shapeshift, and read and control the minds of others. If you pay **800** you may also choose to be a living planet like Mogo of the Green Lantern Corps or Greykill of your own Corps if you so wish.

Perks
Perks associated with your Origin are discounted 50% with the **100 CP** option being free for your Origin.

Red Light Of Rage (Free)
You have Sufficient Rage to wield the Red Light in the form of a Power Ring, this will prevent your Ring from being a mere inert piece of jewelry and as this is a Perk it will not affect your personality negatively in any way, you may be more passionate in your opposition to injustice as you see it but you will not turn your wrath on those you would not have felt deserved it before you took this Perk. As the source of your power is your Anger all the abilities provided by your Power Ring will be empowered somewhat when you feel strong Rage, conversely they will also be weakened somewhat when your rage begins to cool.

Mental Clarity (Free)
Typically a Red Lantern will upon receiving their Ring be flooded with the light of Rage this will allow Atrocitus to limit their cognitive capacity and keep his weapons from becoming a threat. You have been allowed to retain your intelligence like some of Atrocitus' lieutenants, not that he truly had a choice in the matter, this perks power will protect your mind from having its cognitive capacity forcibly reduced by any means. You can still be mind controlled if you were vulnerable to such methods before, but anything from magic to brain surgery will fail to dull your mind.

New Recruit

Burning Rage (100)
You have a particularly strong affinity for Rage even among your kind. In truth there's no limit to how angry you can get, no point where you're just overwhelmed and don't react or when the rage goes cold- the more you are wronged the more angry you become and this rage lasts until you choose to let it go, this anger can provide significant strength to an adept wielder of a Red Ring.

Turn Back (200)
Rage can feel great in the moment, but in the end it can rot you away if you let it. You know when to let go, and you have much better luck avoiding the consequences of giving something up than most. If you were to abandon your Red Ring (typically considered a bad move) you would have much better luck finding aid that can allow you to survive and recover from the loss of your heart to Rage's power.

A Hand Up (400)
Through time, patience, and classical conditioning,you can help others recover from passive forms of mind control and mental interference like the cognition limiting effects imposed on your fellow Red Lanterns by Atrocitus. The more potent the effect the more time and hard work it will take to help them recover fully, but no one is beyond your ability to help if you see fit.

Learning Curve (600)
You may be new at this but you refuse to stay weak, from now on whenever you gain a new power or skill you'll also gain a potent learning booster that scales to difference in ability between you and the best in the world at that particular skill or power, this boost will last until you equal that person at which point it will fade to nothing, You will see no benefits with this perk if you're already the best or are the only one in the world with that skill/power.

Soldier Of The Red

Born Killer (100)
You have a natural instinct for murder, not the sanitized 'safe' methods of the Green Lantern Corps meant primarily for enforcement and non-lethal detainment, but true murder. The more you use any power or tool you possess the more the ideas will flow into your head, new ways to use that tool to end the lives of others.

We Can't Stay Mad At You (200)
The Red Lanterns introduced themselves to the Universe with the slaughter of numerous Green Lanterns and things haven't really gotten any better from there- you are a violent and cruel organization that has cost the lives of many heroes… but people don't seem to hold your membership against you. As long as you truly wish to change and reform your former enemies will happily take you in to help and protect you while you try to do better. If you don't live up to this chance they're giving you? You may not get another chance unless you come through for them in a big way.

Hidden Rage (400)
Atrocitus found some potential in you when you were chosen, a Rage so vast it could potentially rival even the Will of Hal Jordan himself. Now you have discovered this potential within yourself, which has given you a choice. If you wish you may embrace your rage, allowing it to drive and fuel you, the longer and more deeply you do this the greater your Power Ring's sensitivity to your emotions will become. A normal Red Lantern is empowered somewhat above their baseline by strong anger, their power level fluctuating up and down to some extent as their anger burns or calms. For someone like you once you embrace rage long term your power will begin to swing wildly with even mild irritation granting explosive power and true *fury* allowing you to perform feats that others might consider impossible. The power of rage when fully embraced comes with a price; however, the more you benefit from your anger the more power you'll lose when your rage cools, your power level will swing rapidly between extremes ruled solely by your emotion. Alternatively you may choose to with time and deep personal effort learn to control your rage, by doing this you will reduce your Ring's fluctuations to almost nothing and also gain a level of finesse thought impossible for the Red Light, able to produce incredibly detailed and delicate constructs similar to those wielded by the Green Lantern known as John Stewart.

Balance (600)
For a power as… hostile as the Red Light tends to be it's surprisingly common for it to be combined with other Rings. With one famous Red Lantern finding redemption by combining a Blue Ring with his own Red one. You are also capable of wielding two or more conflicting powers at once as long as you meet the other requirements for each power individually. Once you have access to multiple powers they will begin to cover each other's weaknesses gradually mitigating the drawbacks with the benefits of the other power.

Upper Ranks

Let Justice Be Done (100)
The Five Inversions are the last survivors of Sector 666, these five beings sought to take on the Guardians of the Universe, powerful and more importantly elusive entities hiding at the head of a personal army wielding the most powerful weapons in the universe… By all accounts they should have never gotten close, and yet their Empire of Tears remained a thorn in the Guardians' side for Millenia and their last survivor Atrocitus remains a persistent shadow over them to this day. When you have been wronged you will get opportunities for revenge, these will be more plentiful and meaningful the worse the wrong you have suffered. If you were to suffer as Atros has suffered, chance would give you similar tools and opportunities to his.

Last Survivor (200)
How 'lucky' you are, you have the same questionable fortune that would allow five beings to survive the massacre that killed all the other trillions of inhabitants of Sector 666. The more people would die in a natural or not-so-natural disaster that is not specifically targeting you as an individual the more likely it will be for you to survive. You are almost guaranteed to survive any true genocide directed towards your people, though whether you'll want to is a different matter.

Apostle Of Rage (400)
You have a very developed connection to the light of rage, enough that even without the use of your Ring you can detect how much rage someone has within them as well as its source. Using your Ring and a specialized technique that you have mastered you can draw that anger out of someone, giving it more and more power over them until they succumb to the same berserker rage that afflicts your fellow Red Lanterns becoming hate filled mindless monsters who are obedient to your commands. If a victim of this technique had enough Rage in their heart already and there is one in existence to choose them they may be inducted into the Red Lantern Corps.

Sixth Inversion (600)
More than just a Red Lantern or even a trusted lieutenant to Atrocitus you are one of his peers and another survivor of Sector 666, one who he has (for reasons that are his own) chosen not to sacrifice along with the others when he forged the Red Power Battery. As an Inversion you have lived for millenia and been at war with the Guardians for the vast majority of that time, you remember the Empire of Tears, and you remember your long imprisonment on Yssmault. But more than the memories of a long life spent in service of hatred you share with your allies a deep mastery of Blood Magic, this magic requires both death and time to work its rituals but there is little it cannot do. The more 'significant' the beings you sacrifice are the more impact the spells you cast can have, Atrocitus would predict the Blackest Night using the blood of a Guardian of the Universe, and he would forge his Red Rings from the blood of the Five Inversions, therefore it can be assumed that the 'significance' of blood is based both on power and connection to you, killing your only companions who had been with you for millenia and shared the pain of omnicide with you producing far more power than even slaying a godlike being.

Items

Red Power Ring (Free/600/1200)
You possess a Red Power Ring fuelled by the Light of Rage and born from Blood. First things first your heart has been destroyed by the Red Light and expelled from your body along with your blood which has been replaced by piping hot plasma that burns as hot as your own hatred, this plasma blood is what keeps you alive and if your Ring is ever removed or runs out of charge it will disappear leaving you to cope with the fact you don't have a heart anymore however you can with your other abilities. Your plasma blood is the most intuitive use of the Red Ring, you are able to vomit it up at will at which point it will burn away at flesh and inanimate material alike, as it burns a living being it will also ignite the rage within them overwhelming their sanity with the Red Light and driving them to a similar berserker state to the Red Lanterns if they can survive the burning. When your blood is introduced to a person or an object that possesses a power fuelled by an emotion other than rage it will act as a contaminant, corroding anything made from that power and reducing its strength over time until the taint can be purged.

Outside of your plasma blood you will possess the ability to fly and survive in space as well as the power to reinforce your power with the Red Light for enhanced strength but you will not naturally possess the ability to make Red Constructs. Constructs can be made through the Red Light but they do not come naturally to Red Lanterns, if you train hard over time you will be able to unlock them eventually, or if you drink the blood of another Red Lantern with the ability to make constructs you will gain access to that skill immediately. This property will also apply to other unique skills and techniques that your fellow Red Lanterns may develop over time, allowing you to copy their (Ring-based) abilities by drinking their blood or sharing any of your own unique traits by sharing a portion of your own blood.

Your Ring is a Conduit to the Red Light and while it is primarily empowered by your own Rage you may also draw Rage energy from the world around you, even empowering yourself using the anger of your opponents provided they are not themselves wielding a Red Ring.

As your Ring is based upon Oan technology you can also use it to create a 'Deputy Ring' if you possess the power to create constructs, this Ring has all the powers of a Red Lantern Ring but will only last for 24 hours before disappearing, which considering the Drawbacks of the Red Light is a major issue to consider.

The final and most unique ability of the Red Lantern Rings is their ability to make portals from their own blood, using them to cross even interstellar distances in a matter of moments.

If you choose to pay an additional **600** Points you may receive a second Red Ring that you may either entrust to someone you choose or allow to find its own host, in which case it will return to you at the end of the Jump if the host does not travel with you as a Companion. For **1200** Points you instead get a new Red Ring every single year, all of which will return to you at the end of the Jump if not possessed by a Companion. A single host may wield multiple Rings at a time if they wish which will enhance all of their abilities to a certain extent for each Ring in their possession. Each Ring acquired this way comes with a Lantern that can be used to recharge it by reciting the Red Lantern's oath.

New Recruit

Plucked From A Corpse So Freshly Dead (100)
It can be hard to find food when you're on the move, especially when you're just travelling from planet to planet looking for battles to fight. That's where this item comes in, an endless supply (one per day) of hearts from varying sapient and non-sapient species across the universe able to provide you a steady stream of nutrients. In fact it seems like every time you eat one of these hearts you'll start to enjoy it more…

Carefully Selected Blood (200)
There are some benefits for the Red Lanterns to drinking the blood of specific individuals, it's how they gained the use of energy constructs after all, this vial of blood will fill itself up once every jump with blood that fills one specific request of yours that is possible in that universe. You could get Kryptonian Blood or Blood from a Red Lantern capable of creating Constructs in this universe for instance.

The Arena (400)
An arena made of red sandstone that you can find through your warehouse, when you enter this Arena you will face an endless swarm of perfect recreations of any enemies you have bested before, their numbers and power only growing more intense the longer you manage to endure the onslaught until you eventually collapse and are ejected from the arena retaining none of the harm done to your body. Combat in the arena is far more efficient than any other form of training for you and any allies you choose to share it with.

Soldier Of The Red

Memento Of Rage (100)
A small keepsake with a design that is deeply personal to you, just looking at this trinket will remind you of all the worst tragedies of your life and fill you with a deep and abiding rage. If this item is destroyed or taken from you a new one will appear in your warehouse by the end of the week.

A Lead (200)
Wouldn't it be horrible if you couldn't track down those who have wronged you to make your displeasure known? This item isn't a guarantee you will find those you're hunting but it is a guarantee you'll have the opportunity. When you're tracking someone down you'll find one single solid lead right at the start, if you continue to follow this trail you will be able to find more leads and eventually hunt down your enemy, This item does not reward idleness though and if you don't hurry the trail may go cold before you can follow it to the end.

A Chance (400)
But perhaps your rage is not all you are, and perhaps one of the other lights of the emotional spectrum can see the same potential in you that I can Jumper. At some point in this Jump you will be tested by one of the local power rings, if you pass and show that you are worthy of its power it will come to you allowing you to become a Lantern of both lights. In future jumps a local powerful and semi aware item will test you in a similar way, any of these that you prove worthy of carrying with you will become Fiat Backed.

Upper Ranks

Cosmic Rod (100)
Despite being the weapon of William Hand the Cosmic Rod was actually invented by Atrocitus as a makeshift weapon he used in his quest to kill (ironically) William Hand. This rod is a rather potent weapon against Power Ring Users able to absorb the energy from their constructs before releasing it back as energy beams. In future jumps you may designate one new supernatural power source each setting to add to the Rod's repertoire.

Blood Pool (200)
This pool contains the discarded reason and mental capacity of the Red Lanterns, using it Atrocitus is able to restore the rationality of specific members of his Corps that he chooses to bless. Your version of the pool has a similar but broader purpose as you may use the blood stored within to grant reason and self-awareness to any living thing you choose to baptize within it. However the contents of this pool must come from somewhere and therefore you must use perks like **Apostle Of Rage** or specific powers of your Ring to rob sanity and self-awareness from others to fill up the pool. If you refrain from doing this the pool will be filled just enough to be used one time at the end of every Jump.

Red Central Power Battery (400)
This is a copy of the Red Central Power Battery that was forged by Atrocitus from the blood of the Inversions, capable of gathering all the rage of all the beings of the universe to use as a power source. This unfathomable well of cosmic power recognizes you as its master now not resisting and in fact somewhat supporting any of your efforts to make use of it. While any Rings you may have purchased from the Items section of this jump will not require a Central Power Battery to function it will be needed if you wish to forge your own, and even if you do not I'm certain you can find other uses for such vast power.

Companions

You Belong To The Red Lanterns! (Free)
You may freely import any of your companions into this world without an additional surcharge, they will be entitled to **600 CP** an Origin and a single free purchase of the **Red Power Ring** Item. For the duration of this jump you may choose if they're inflicted with the same cursed rage as the other Red Lanterns or if they retain their full faculties like the upper ranks.

My Brother In Rage (Free)
You may take anyone from this universe who agrees to travel with you as a Companion. Anyone bound to one of your **Red Power Rings** will 'agree' by default regardless of their actual feelings on the matter.

Dex-Star (Free)
A very good kitty, Dex-Star the fearsome Red Lantern was once a ordinary housecat on earth who gained his Red Ring after his owner was senselessly murdered, once he had gained that power he returned to her body one last time assuring her that he would kill whoever had done this because he was a good kitty. Now if that story doesn't tug on your non-existent Red Lantern Heart Strings literally nothing will, but if you want you can take Dex with you at the end of this jump.

Drawbacks

Horrible Branding (100)
Did you know the Red Lanterns are a force meant to oppose the excesses of the Guardians of the Universe, beings whose arrogance has literally killed trillions? No? Well how would you looking at their branding? No matter your cause, no matter how righteous or justified your grievances you just can't seem to stop presenting yourself in the *evilest* possible way. You could be handing out puppies to orphans and still find a way to look like the bad guy, in fact the more genuinely good you're trying to be the eviler you come off.

Simple-Minded (100)
Not dumb mind you but… direct, you seem to have incredible difficulty thinking of any option in any situation you find yourself in but the most simple direct route possible. Once you choose a course of action you are capable of executing it as competently as you ever could, but your subtlety will leave much to be desired for the duration of your time here.

My Heart Is Ruined (200)
As a Red Lantern your heart has naturally been destroyed and its life supporting functions have been replaced by your Ring, however with all those odd powers you've picked up maybe the loss of your heart is less lethal than it otherwise would be. This drawback evens that playing field guaranteeing that if you are separated from your Ring you will die and suffer Chain-Fail. This doesn't ignore one-ups but it does ignore any forms of immortality or regeneration that would normally prevent the consequence entirely.

My Blood Is Spoiled (200)
Atros, the man who would one day become Atrocitus was a family man you know? It was the loss of that family that led him to become the leader of the Red Lantern Corps. If you have a family this will be a pain that you'll learn soon as well. Any in-universe family members or companions who are related to you will perish within a year of you arriving in this jump and they will not be able to return by any means until the start of your next one. These losses will affect you deeply, fully ignoring the effects of any anti-trauma perks you may possess.

Sinister Backstory (400)
You have visceral *horrifying* memories of losing everything you've ever cared about to the Sinestro Corps or another similar organization, this has filled you with overwhelming hatred and will for at the very least this Jump kill most of your capacity for positive emotions. This trauma and resulting hatred will prove itself incredibly resistant to therapy until you leave this world behind, seemingly reasserting itself within a few months of any meaningful recovery progress.

Berserk (400)
Your ability to reason is now inversely proportional to your rage, yes I know that's how it normally works you freaking smartass but listen. This Drawback will inflict you with a slow acting and insidious form of the rage corruption Atrocitus cursed his Red Lanterns with, every time you give into murderous rage or the desire for vengeance you will lose slightly more of your cognitive abilities making you more simple minded and prone to anger. If you don't possess a truly iron will and self-control this could lead to a Vicious Cycle that destroys your mind entirely.

Guarded (600)
Turns out the Guardians of the Universe weren't stupid after all… they were just evil. Imagine every single bad decision the Guardians of the Universe ever made, the Manhunters, the Alpha Lanterns, Volthoom, the Third Army, *all* of it. You are being inserted into a timeline where these weren't the relatively well-meaning mistakes of disconnected gods but rather the deliberate actions of a race of malicious beings only 'guarding' the Universe as a cover while they enact their real goal of torturing all life to extinction, It also seems the Guardians are much better at this for some reason proving exactly as competent here as they are incompetent in the main universe.

666 (600)
You're not a Red Lantern, in fact they won't exist for millenia, you are just a humble resident of Sector 666 and you have one year before the Manhunters descend. Survival is not impossible, in fact there are means to ensure it in this very jump, but that is not the true suffering imposed by this Drawback. The real consequence you'll experience is that no matter what you do, no matter what powers or resources you possess, you will not manage to avert the Omnicide of Sector 666 or even allow anyone to survive outside of yourself and the Five Inversions. You also may not leave the Sector during your year in 666 and you will forget about the inevitability of the Omnicide.

Stay Here

Go Home

Move On

Notes

- *If you have Sixth Inversion and a Red Power Battery you'll be able to forge your own Power Rings without needing to purchase the 1200 point Item version. However doing so will require the blood of specific significant individuals and otherwise be a general hassle. Atrocitus for instance kidnapped Sinestro both to punish him for his atrocities and to create new Rings for his Corps, you'll find that if you want to forge new rings you'll need the blood of other plot important and widely hated individuals along with a central power battery and great skill with Blood Magic.*
- *If you're an Inversion and take the Guarded Drawback you're probably cooked, these inverted Guardians are some of the most hypercompetent beings in DC and they **specifically** wanted Sector 666 dead, that means that you're pretty high up on their shit list.*
- *Atroctius' blood magic does seem to have rules but doesn't seem to have many that we're privy to as an audience, so I made some stuff up that made sense to me within the confines of the world and the events we observe.*
- *Naturally if you take the 666 Drawback you won't be able to resurrect anyone after the Omnicide either, I don't recommend taking that Drawback.*
- *The Drawbacks are bad in this Jump, I know, but please consider that it's based off of a power source that's starter package is losing your mind and becoming a rage monster **and** dying if you ever take it off. Horrific Drawbacks that are only questionably worth it is very on theme. '*
- *If you read this far down you may take an additional **25 CP**. make good use of the unyielding rage that will cause you Red Lantern.*