

GREEN LANTERN THE ANIMATED SERIES

By - Manyfist

In 2011 there was a CGI series that aired on Cartoon Network. It was part their DC Nation block. You arrive when a certain human pilot is on Oa, about to skip half way across the universe in the experimental ship. While the storyline lasts only a year, there is still much untold stories to be told. As such your benefactor, had given you +1000cp (Choice Points) to help you on your journey to the frontier of the universe.

LOCATION

Unfortunately space is a vast place, and your choice of rings depend on where you start out at.

Green

On board the Interceptor sleeping as Hal & Kilowog steal it. Aya's scanners did not realize you were aboard until it was too late to turn around.

Blue

You're seeking hope on the planet called Mogo. This planet you're on, is a living planet who traps dangerous aliens and provides them with care. You were drawn in by accident really as your arrival was misinterpreted as a hostile force, however you'll find your brother lantern, Blue Lantern Saint Walker, here as well. Mogo has complete control over its bio dome, and as an apology Mogo will do anything in its power to help.

Red

Listening to a sermon of Rage onboard, the Shard. The Shard is the only piece of Atrocitus' home world which was destroyed by the Manhunters. Here he has built a religion around the incident and intends to wipe off the Guardians of the Universe from the cosmos in revenge.

Violet

Helping the crystal gardens of love on Zamaron. You were recruited by the space amazons no matter your gender, in exchange for helping the cause of love.

Or

A Random Planet in Frontier Space - There's a bunch of planets in this part. There's also generally only one lantern that patrols a large amount of space; far larger than a normal sector. There are exceptions to the rule, as all but Green Lanterns make their home in this Wild West of space. Make up a world, its inhabitants are no more advanced than 18th century Earth. These planets are primitive even by Earth standards, which is primitive by cosmic standards.

Or

Home Planet In Your Sector - There's 3600 sectors in Guardian Space and uncounted billions of planets that support life. Earth is one of them, but so is Kourgar and Xudar. Whether you're an advanced scout, homesick lantern, or waiting for an adventure soon there will be a call to action.

Identity

Species

Make up one, all species are physically & mentally equal to normal human. Exceptions - Broxians (Kilowog's species) which they're all dead except for Kilowog, and Ysmaltians (Atrocitus' species) which are similarly dead. If you choose Human or any other known species that has a Lantern, no one bats an eye at the oddity.

Age

You may choose your age but the Corps only allows those 18+

Sex

You may choose to keep your sex or you may freely change it once at beginning of the jump.

Archetypes & Perks

Discounted perks are 50% off, 100cp discounted to free

Indomitable Emotion (100cp+, 1st purchase free) - In order to wield a Lantern Ring, you must have the right emotion in spades. Be this **Will (GL)** or **Love (SS)** or **Hope (BL)** or **Anger (RL)**. You have so much of this emotion the ring chose you over the countless trillions in your sector. 1st purchase you're equal to the average corps member in the emotional strength, this means the ring has chosen you above all others in your sector. You have this emotion, yes Will is an emotion, that you have what it takes to be an average member of your Lantern Corps. 2nd time you purchase this puts you above average which strengthens your ring's abilities allowing you to take more hits, do more damage, make bigger and more durable constructs...etc. 3rd time you purchase this you're one the best there is and you can use your ring's abilities to the maximum of its limitations, on par with the main characters of your respective lantern corps.

Basic Training (0cp) - You've went through basics, which allows you to operate your ring as an extension of you. You suffer none the hang ups on 3D fighting and maneuvering, and you know your Corps basic history and Corp leadership.

POOZER

You have no new memories or history.

Pop culture relevance (100cp, **Poozer**) - If you can come up with a pop culture reference that ties into whatever you're doing the chances of you succeeding are much greater than before. More obscure the pop reference, better the result.

Loose Cannon (200cp, **Poozer**) - You were never one to follow the rules, and you're not about to start now are you? Anytime you're part an organization that has set rules, regulations, and etc. As long you're following the spirit of the organization at heart, you can toss out the rule book. You'll never get punished for bending rules and breaking them so long it's not a serious rule like killing without permission, most you get is a slap on the wrist. Your chances of success at whatever you're trying to accomplish is noticeably greater when you do this.

The Mask (400cp, Poozer) - Come back to me when your planet develops paparazzi. Well, you're covered in any case. A bag over the head or simple mask is enough to fool people. Those who know you well enough can see through it, if you wish. This fools even those that can normally see through such disguise.

Boxing Glove Beats All (600cp, Poozer) - Your imagination is wild, it's unpredictable, but for some reason you get more bang for your buck the more simplistic your constructs, spells, whatever are. On added bonus you never forget the basics of anything you learn or know, and mastering them takes no effort at all. 'Remember your basics, Jumper!' is something you'll never hear.

CASANOVA

Looking good has never been hard for you. The corps is always in need of attractive members, it helps with the PR.

Bad Ass Occupation (100cp, Casanova) - Not everything revolves around the corps does it? No! You have a day job, which is pretty bad ass, like being a Scientist or Experimental Jet Pilot. The job might be random, but you will always have a cool job for you. Even when you're gone for five years, your job is secured.

The Charmer (200cp, Casanova) - Aren't we quite the ladies'/gentlemen's man/woman? Maybe it's the hair, or how you brood in a sexy way. You radiate pure sex appeal, which goes a long way in attracting others. Or you can go the innocent route, making others want to protect you. It doesn't matter, but you have greater sway over people than you did before.

Glue That Holds Everything Together (400cp, Casanova) - Even if you like to fight alone, you're much better at making people put aside their differences and work together more efficiently. You also have that special gift that brings out the best in people, allowing those who follow your orders or directions will find themselves succeeding and pushing themselves further than before. You also benefit from this by willing yourself to push yourself, which has the same effects on you as it does for your friends or colleagues.

Slap On The Wrist (600cp, Casanova) - Powerful figures rarely dislike it when those under them disobey or fail. You however have enough charms and wit, that you're the exception. Unless it's a very serious offense, you will rarely get more than a light slap on the wrist. Stealing a top secret ship? Disobeying direct orders? Making your ship your daughter? All you'll get is a sharp tongue lashing from your superiors. Not like you were listening to them anyways.

TOUGH GUY

When going gets tough, you're right there to greet it. The Corps is in need of someone like you.

WHAM! (100cp, Tough Guy) - Ring slinging ain't easy, and sometimes you just need to reach out and punch someone or gore someone or hit them with a green glowing baseball bat. Whenever you make physical contact with your target using a physical means or melee construct weapon, it hurts more than it should. Maybe it's the cracking of the bat hitting something, or a WHAM! Sound when you connect your fist in a cross cut to the opponent's jaw. There's always a sound effect, and this sound effect is what causes it to hurt more. Or something like that, Poozer.

Fight smarter AND harder (200cp, Tough Guy) - Your greatest strength is well, your strength of mind. As you train your muscles you train your mind, stronger you become smarter you get. This also works in reverse, but not as well. This comes handy for figuring out situations that require your intelligence and strength.

Bigger Is Better (400cp, Tough Guy) - When the going gets tough, you'll need the heavy ordinances. Bigger constructs don't drain your battery as fast as others, and additionally they hit harder. They won't be calling you Poozer for long, now will they?

Won't Stay Down (600cp, Tough Guy) - No matter the color of your ring, the one thing that is needed above all is Will. So long you got the will to survive, you'll come back from anything other than death. Beaten to a pulp? Body so broken you can't move? Ran through several times by blades? Blown up and survived? Doesn't matter, so long you got the will, you'll always get back up. Your will and body are so linked, you'll no longer feel the pain so long you never give up. You may freely substitute this for the emotion related to your Corp.

ROOKIE

You've just gotten your ring and survived basic. Fresh off the playground into the real world. You bring innovation and determination, which is required if you're going to survive for long.
Best get a stepping!

Beginner's Luck (100cp, Rookie) - So you're a rookie, and you probably know the survival rates for rookies is slim to none. However you're able to survive due to Lady Luck. You're just luckier than others, but you have to work for your luck to kick in. Actively dodging those energy blasts, or trying to defend yourself against a more experienced opponent. Even if you become a season slinger, you'll never lose that edge of luck.

Thinking Outside Of The Box (200cp, Rookie) - Creativity is something that a lot of species and individuals tend to lack. You however are more a free thinker. You're overflowing with creativity, able to see problems in different angles. When it comes to slinging the more creative a construct is, stronger and more durable it is. Stronger still if you combine it with a funny pun based on the situation.

Quip (400cp, Rookie) - Your wit is as sharp as your tongue. Your thought process has ability to speed up to twice as fast as it is normally. This also comes with the ability to make a funny or biting remark on just about any situation. This has an effect on your constructs making them more efficient allowing you to go longer without recharging.

That Should've Blown Your Arm Off! (600cp, Rookie) - Rookies often do stupid mistakes and well the average life expectancy of a rookie is about 3 months. However you seem to be the exception to the rule. Pulling off a stupid stunt will actually increase your ability to survive a situation and maybe even benefit from it. It doesn't automatically guarantee survival but you'll always have a chance when no others would've.

POWER RING

Lantern Ring & Battery (1,000cp, 1st Free) - Lantern Rings are the "most powerful weapons in the universe" and well are main focus of the series. They come in an array of colors but there's only a handful in the series compared to the comics. The rings more or less act like they do in the comics, allowing those who have enough emotion to do great things. Each ring has a set amount of charge before needing to be recharged in the lantern battery by reciting the oath of the corps. Larger the construct more energy it takes, more complex the construct again more energy it takes. The power of a ring is limited to that which Hal Jordan has seen doing in the series and the Green Lantern The Animated Series Comics. You also receive a lantern power battery with each purchase, it looks exactly like the old railroad lanterns. They're connected directly to the central battery and post jump they continue to function independently; either way they never run out of power under normal circumstances but if depleted it'll take 10 hours to recharge. If your ring or lantern are destroyed a new one will appear in your warehouse the following morning.

All rings have the following abilities in common:

-Hard Light Constructs: All rings are able to emit hard light energy which can be shaped into vary durable constructs of various shapes and sizes. The more effort you put into it, larger or more complex it becomes.

-Energy Blasts: The rings are capable of powerful energy blasts that are capable of cutting through most substances with ease and damage most beings. Only few individuals outside are capable of withstanding a full blast from a power ring without aid or protection of a power ring. The rings can be set to non-lethal or lethal.

- Force Field: You'll be operating in the darkest dankest parts of space. So the ring automatically takes care of pesky thing like needing to breathe, or needing to eat, or any bodily function. It will also protect you from the hazards of space or any other environment. Traversing black holes are only for the more experienced lanterns.

- Mobility: Rings are able to fly you about Mach 10 in atmosphere. Out of the atmosphere the ring is able to go FTL but still it takes approximately 18 months to reach the boundaries of Guardian Space going full throttle.

- AI: Each ring has a sophisticated AI that's linked to the central database providing a wealth of information should you ask. Its main function however is to be a universal translator. Should the ring not be able to translate it will attempt to learn. Translation is literal, so what rhymes in one language might not rhyme in another.

- Emotional Empowerment: The rings run off a certain emotion depending on their color. To even use the ring you have to have that emotion in spades, even if you renounce the emotion as long that it's the dominant emotion you'll be able to use the ring. More you got, more powerful you can become but there's a limit which is what you would see Hal Jordan do when he puts all his effort into it.

- Imagination: There's more to what a ring can do as their only limits to what functions they're capable of is limited only by your imagination. These include changing the color of your light, imprisoning beings in your power ring, and much more.

Emotional Spectrum

The rings work by tapping into the emotional spectrum which is a color of light.

- **Green: Willpower.** Simply put you have to have the willpower to overcome your greatest fears as well as fear itself. Ruled by the Guardians of the Universe on Oa which resides in the center of the universe.

- **Red: Rage.** Forged from the anger of Atrocious after his sector was wiped out by the Manhunters. Ruled by Atrocitus on Shard, a fragment of a planetoid. Depowered by Hope.

- **Violet: Love.** Billions of years ago the Oans split on the issue of emotion. The Zamaronns decided that love was too great to let go and split. Ruled by Queen Aga'po on Zamaron.

- **Blue: Hope.** Created by the Guardian Ganthet for he believed that willpower needs hope. If the ring is not in the company of a Green Lantern Power Ring, the user has most the basic ring functions but can't fire **Energy Blasts** and has limited **Energy Constructs** that can never reach their full potential without a nearby Green Lantern Ring. They're able to charge the Green Lantern ring and overcharge it to 200% or up to 300% if there's multiple Blue Lanterns around. The ring can extinguish the red flame of rage. Depleting the power of the Red Lantern Power Rings and immobilizing any vehicles that are powered by the Red Lantern Corps. Though somehow if the wearer of the Red Power Ring has extreme rage, it is able to cancel the nullification effect of the Blue Power Ring. Based on planet Odym but they're a brotherhood with Saint Walker and Ganthet as the most respected members.

EQUIPMENT & VEHICLES

The Leaders of your Corp have come to an agreement with your benefactor. You Get One Discounted Item or Vehicle. 100cp Items when discounted are free.

Food Canisters (100cp) - Don't be like Hal with a soggy grilled cheese sandwich. Instead you get special food rations that provide you with 3 meals a day of your choice. They come in canisters that when open up will slide the food out in perfect condition. How it works? No one knows.

Hardtofindium (100cp) - What is this? It's coal, but it's not from anywhere in this universe. In fact it's another universe all together. Has remarkable energy output but looks like coal, perhaps this could make your steampunk dreams come true? You get a large box full of the substance every month. One piece is worth its weight in clean atomic energy.

Hunter Killer Drone Schematics (400cp) - Somehow you've gotten yourself the schematics for HK Drones. These basketball size drones fire powerful lasers from its front. Normally they use Red Lantern Energy, but with a little tinkering they can be modified to accept any energy type. Additionally they're able to be built as crudely as possible and still function at full capacity. Another function is they can put tracers on just about anything, and they act like remote cameras. Lastly they're able to act autonomously with limited intelligence.

Man Hunter Blueprints (400cp) - NO MAN ESCAPES THE MAN HUNTERS! You seem to have found the original blue prints for the Manhunters. The Manhunters were the Guardians first attempt at policing, these robots were responsible for massacre of entire sectors before they were decommissioned. These Hunters will be obedient to your programming and never raise a hand against you. However while they possess the intelligence of a human they're unable to process the grey areas of reality. They're powered by Lantern energy, and are linked to your personal Lantern battery. This allows you to drain a Manhunter of its power to recharge your ring. They're capable of tracking emotion, and they're more than a match for your average lantern corps member individually.

Alpha Lantern Schematics (400cp) - When the science director betrayed the Guardians she had various projects in the work. One such project was the Alpha Lanterns which she had a prototype of. However she had already worked out the next step, and written them down. The benefactor has given you the exact copy on how to create an Alpha Lantern. It requires very invasive procedure in which you merge the Manhunter technology with sentient form, creating a cyborg. Inserted in the middle is a Lantern Battery, in which powers the ring without needing recharge. It is also able to act as a battery for others, and on flip side is able to absorb the same energy. Now building the infrastructure required is another thing, but you're a resourceful jumper.

Skimmer (100cp) - This vehicle looks like a motorcycle but it has no wheels instead it's fitted with powerful antigravity plates that hover a meter (3ft) off the ground. Because they have no wheels it requires practice to operate at full capacity. It's able to accelerate to speeds 80mph in less than a second. Top speed reaches about 200mph. Comes with sophisticated anti-crash technology that allows you to avoid incoming objects. Highly advanced solar batteries allow it to hold charge for 3 days of constant use without sunlight.

Space Fighter Jet (200cp) - Isn't this interesting. It would seem that you have a fighter jet. However instead of any ordinary jet you would normally find this one is outfitted with ability to fly in space. It has a weak force field that provides life-support and protection against hazards of space. It's capable of incredible speeds, and outfitted with destructive lasers that outclass any similar sized weapons. Has no FTL capability but can fly in most planetary atmospheres and has enough power to reach escape velocity should it be required to land on planet.

The Shard (1000cp) - The Shard is a giant asteroid-starship with a thriving city made from the last fragments of a long dead planetoid. It's powered by a giant Lantern Battery, which powers the city and its immense weapons which allows it to blast apart asteroids with ease. Lastly on the underside are towers that can be deployed onto any world. They're about size of a larger carrier ship, allowing it to act as forward bases. You only get 12 towers but they replenish every jump. There's several rooms for gardens and every inch is filled with highly advanced technology.

Interceptor (800cp) - The Interceptor is an experimental prototype spacecraft powered by a giant lantern battery & is potentially the fastest vehicle ever created. It's armed with a powerful energy gun system & is equipped with a navigational computer containing an artificial intelligence. The Interceptor is outfitted with the power of ultra-warp. When activated the Interceptor enters an ultra-warp field & can travel billions of light years in seconds. By placing your ring into the console you're able to create energy constructs like it was a giant power ring, but it's incredibly tiring to do so for more than a few seconds. Lastly you're able to recharge your ring through the giant lantern battery, but if you're not careful it can blow off your arm! The AI you have aboard is L.A.N.O.S, whom is incapable of feelings & doesn't count as a companion. His programmed in voice is a chipper male persona who is programmed to always sound happy & upbeat. He is unable to break his programming, at least without help and will always defer to your command and rarely take actions into its own "hands".

COMPANIONS

Lanterns Assemble! (100cp-400cp) - Need friends? Look no further you're able to bring your companions along with you. You pay 100cp per companion up to 400cp which you can bring up to 8. They all get twice the amount of cp you payed up to 800cp per companion. They get an origin and free power ring. However they're unable to buy additional companions or the Interceptor.

Canon Companion (400cp) - Perhaps you can't get enough of Hal, or maybe you'd like Kilowog too much to leave him behind. You can choose any canon character with a few exceptions. One, you're unable to take the entity that lives in the Central Green Lantern Battery. Two, The Guardians of the Universe will not come along they're dicks and don't play along well with others; exceptions being Ganthet he's willing to come along as Blue Lantern of Sector 000. Three, Larfleeze won't leave his home but can give you a Glomulus which is a living energy construct in the image of the original which he had killed and eaten centuries ago. Four, Mogo he's lonely and doesn't have any friends that includes you Jumper! You're not his friend but he wishes you a happy journey. Lastly, Anti-Monitor is a being that can't exist outside this multiverse and it's not the type of being that is capable of friendship. If you choose Carol she'll be a Star Sapphire aka Violet Lantern, with stripperific outfit and long hair in all minus the yandreness. If the canon character is dead or missing they'll be resurrected or found by the benefactor for you at the end of your trip.

Barely Sapient Animal Companion (100cp/each) – It gets lonely out in the cosmos, sometimes you need some companionship. Not that companionship, but animal companionship. You can choose Dex-Starr the Rage Cat, Ch'p the Green Lantern Squirrel, Love Bunny the Star Sapphire, or Hope Corgi the Blue Lantern. They're very much still animals, but at least you can have somewhat of a conversation that's not one-sided. They're as powerful as the average corps member.

DRAWBACKS (Max +600cp)

Bruce Timm'd (+0cp) - Interesting it would seem that everything would look like as if Bruce Timm had designed everything. How weird.

3DCG (+100cp) - Everything now looks like it does in the show, like it was a budgeted CG show from the 2010s. May or may not induce vomiting but it won't have the same "real factor" as it would without this.

24 Hours (+100cp) - Better get good at counting your time because your ring only holds charge for 24 hours before needing a recharge. You also have to worry about your energy levels on your ring, but no matter how much charge is still left when the clock strikes 00:00 your ring shuts everything off until recharged.

Strange Customs (+100cp) - Humans are the only species in Guardian Space that fist bump or shake hands without actually shaking their fists at one another. You can't help but pop off references or spout idioms or ask for customs like asking for a handshake. No one will get what you're trying to say, and everyone who's not from your planet will regard you as odd.

Skipped The Basics (+200cp) - It would seem that somehow you skated by lantern training without knowing the basics. This includes how to form constructs, fly, and basics of 3D combat. Don't worry I'm sure you'll learn them eventually, but don't count on any learning perks or intelligence boost to help you out this time. You'll have to try the ole trial and error approach, for any instructions you receive go in one ear and out the other. Even when you do get the basics down you often forget them until someone reminds you of their existence.

Ring Malfunction (+200cp) - At random times your ring tends to do something that you didn't command it to do. At first it's minor, a baseball bat is replaced by a cricket bat. Eventually it grows out of hand, said baseball bat will instead be a feather or that giant hand to catch someone will be a giant fist that punches them instead. Your universal translator will randomly turn itself off in middle of a sentence leaving you clueless as to what they said or will mistranslate your words into more inappropriate or even hostile. If and when it happens is totally random.

The Brave & The Dumb (+200cp) - Like Hal Jordan in the comics you're pretty dumb. Not that you are any less intelligent than before just when it comes down to using it, you can be pretty dumb. Taking ten hours to figure out what your captives are saying by making a stethoscope. Or flying into signs at top speed, only to crash and burn. Coming up with complex constructs or using your ring in any creative situation is hard but not impossible. Sometimes you wonder if you have the I.Q. of a guacamole.

Most Wanted (+300cp) - It would seem that one of the Lantern Corps have issued a bounty on your head, wanted Dead or Deader. Every year your bounty will double! Sweet talking your way out of this is impossible and should you manage to get the bounty annulled somehow, another one takes its place. Expect to see Bounty Hunters, Thanagarians, The Spider Guild, Mercenaries, and Rogue ring slingers from your own Corps...etc. Even a visit from the Main Man himself.

Sleeping With The Enemy (+300cp) - You've fallen in love, platonically or otherwise, with one your enemies from an opposing faction(s). You can't bring yourself to harm him/her/it and won't defend yourself against their attacks. This doesn't apply to their friends, but you'll protect the one you love from yours and even from your leadership if need be. The person on receiving end of this is completely clueless, and while they're prevented by the red string of love from killing you, they'll make your life extremely painful.

Red Lanterns like to inflict as much pain as possible, Blue Lanterns like to rip your heart out by putting you down and stomping on it (figuratively), Star Sapphires/Violet Lanterns are into domination and loving to make you feel humiliated. Lastly Green Lanterns feel a cold indifference towards your love, making you feel as if you were nothing to them. Switching allegiances to your love's side will break the effect, but you'll soon fall for another enemy feeling nothing for the previous one. Star Sapphires don't get any power from this, despite being powered by love. For this is artificial love with no real emotion behind it.

Error 42 (+300cp) - It would seem there was an error in importing you and your companions into this universe. You don't have access to your Warehouse, and you don't have any powers or equipment besides the ones you bought here! Thankfully your body mod is unaffected, don't want anyone to see what you use to look like!

No Emotion Escapes The Ayahunters! (+600cp) - The Manhunters have been activated once more this time in vast numbers that were greater than the time they were at their peak during the massacre of entire sectors. Their goal is to replace all organic life with unfeeling robotic life. It would seem they're guided by a future Aya who after being spurned by Razer decided to remake reality in her image. She failed and was sent back in time, and has learned from her mistakes.

Blackest Night (+600cp) - Somehow you've triggered the Blackest Night, aka the Apocalypse. Scar the former Guardian will breakout Nekron the Lord of Undeath from his interdimensional prison. However she'll do so in the Frontier Sectors away from the prying eyes of the Guardians on Oa. Soon Nekron will devour entire sectors killing all life and raising the dead into his service. When their battery hits 100% which will happen in 5 years without any delaying action on your part, they'll have access to Hard Light Constructs mirroring the powers of the other Lantern rings.

Instead of a color on the spectrum it'll be Black for the color of death. Only way to destroy a Black Lantern zombie is to blast it with two colors of lantern light. If you're not successful in bringing about Brightest Day before your ten years are up, it's counted as a loss condition. At least you have a head start, you know where the missing Lanterns (Yellow & Indigo) are. However until Nekron & his Black Lantern Corps enters Guardian Space, it'll be hard to convince anyone that the Blackest Night is happening.

OPTIONS

Go Home - Exactly what it says on the tin. Take everything with you and don't look back. However here's an extra 1,000cp.

Stay - If you really want to. You'll be giving up on other journeys, but you'll get a present from your benefactor for all the fun times you had together. Why it's +1000cp, just for you!

Continue - Well time to hit road, and don't come back! Continue on little Jumper!

NOTES

- There is no Yellow or Indigo outside of Blackest Night. There is Yellow rocks that emit fear and when consumed they make you paranoid and view anyone who's not on the "drug" as an enemy. It also stops Green Lantern rings from working, but it's the rarest substance in the universe.
- Species wise you can be anything but you'll conform to a physical shape that's solid like that of a human. You can be made of cardboard or a mathematical equation but you'll have a solid form that's between 3 and 8ft tall (1m to 2.4m) and have manipulators and locomotive appendages.
- The rings are able to be powered by emotions (Will, Anger, Love, Hope) from outside jumps but the limit is still what Hal Jordan in the series and comics related to the series can do if he put all his effort into it.
- Blue Lantern Rings limitations are unlocked post jump, allowing you to use it like any other ring without needing a Green Lantern Ring nearby to unlock Energy Blasts & able to fully power your ring's Hard Light Constructs.
- Those who took Blackest Night drawback, can temporarily be enrolled into the White Lantern Corps however upon the defeat of Nekron and at the start of Brightest Day, the life entity will take away your ring. The ring is unable to be removed, and any attempt to remove it will fail until Brightest Day which it'll dissolve into bright white light.