

ARROWVERSE JUMPCHAIN

On October 10, 2012 on the American cable network, The CW, a show based on the DC fictional universe came to television screens all across America and Canada. A fresh new take on a lesser known hero, the Green Arrow, the show was a hit to comic lovers and average viewer alike. The success of the show was enough to have its own spin off show, The Flash, which aired on the same network on October 7, 2014. The success of the two shows which share the same universe, and the crossovers between them have spawned Vixen & Legends of Tomorrow. Along with the canceled NBC show Constantine, this television network adaptation of the DC fictional-universe is dubbed 'Arrowverse'.

You arrive in your starting location when Oliver Queen arrives back in America after his presumed death. Alternatively you may start when Barry Allen, awakens from his coma. You'll be here for the next ten years, to help you on your journey here something has exited out of the Speed Force....

+1000cp

LOCATIONS

- 1.) Star City** - Home of the Green Arrow
- 2.) Central City** - Home of the Flash
- 3.) Gorilla City (Earth-2)** - Home of super intelligent gorillas, in parallel dimension
- 4.) Central City (Earth-2)** - Parallel universe version of Central City, home to Jay Garrick & Zoom.
- 5.) Nanda Parbat** - League of Assassins training ground
- 6.) Detroit** - Home of Vixen
- 7.) Waverider** - Riphunter's timeship
- 8.) Free Choice**

FACTIONS

- **VIGILANTE** - Not everyone who fights crime works for the police. As a vigilante you work alone or part a team to take down crime. The police's reaction to your crime fighting depends on the city.
- **CRIMINAL** - Why become a criminal? Because you hate work, and love money. You work on the opposite side of the law, be it murder for hire, grand larceny, or just arson. On your own or with a crew you look for easy way in life. Having a code is optional.
- **GOVERNMENT** - You work for the government, this could be with the police or military. Your job is to catch and/or detain criminals and maybe rogue vigilantes as well.
- **NONE** - You're the wild card, the joker of a deck of cards. You belong to no faction other than your own. Perhaps they'll call you a Legend someday.
- **LEGEND (100cp)** – Perhaps instead of being an ordinary person, or an even an extraordinary person doing ordinary things. Perhaps instead you're a Legend, someone working closely with or against the Rip Hunter & the Legends themselves

ORIGINS

Drop-In - You're the new kid in town. You have no extra memories, or history in this world or any others!

Scientist - You're an egghead, be it in the CSI room or helping develop cutting edge tech in the laboratory. Regardless your faction and occupation, you're no dummy.

Martial Artist - You've trained really hard and it's paid off. Your body is your weapon, and untrained individuals would be hard pressed to even land a hit. What you do with your gifts depends on your faction. In this world your skill is in great demand.

Philanthropist - You're a combination of rich, good looking, and generous. Your funds are managed by a team of personnel, leaving you time to be the rich playboy. Who knows you might get to rub elbows with Oliver Queen. Or this could be a front for your vigilante or criminal way of life, or perhaps you wish to help your fellow man. You wouldn't be the first rich person to dedicate their lives to helping out with catching bad guys.

Age: 16+2d8 years old; **Sex:** As Previous

May pay 50cp to change your sex and/or pick your age.

PERKS

[VIGILANTE]

- **Restful Sleep** (100cp, Free Vigilante) - Crime is usually fought at night, but crime never sleeps. You however do need to sleep, just not as often. You can get a full night's rest with just an hour of uninterrupted sleep. How this is achieved is up to you, perhaps as a Martial Artist you can meditate. Maybe as a scientist you were exposed to something, and it could be as mundane as the awful police coffee keeping you awake.
- **Concealed Identity** (100cp, Free Vigilante) - When fighting crime you often don't want your face to be known. So even with a simple hood or mask it's able to hide your identity from casual observers. Doesn't work too well with people you're close to.

[CRIMINAL]

- **Criminal Contacts** (100cp, Free Criminal) - So you've stolen some goods, but you can't expect to go out and buy the next smart phone with the Hope Diamond so you need a fence to turn your hot merchandise to cold hard cash. Or perhaps you're a professional assassin, you can't expect to be independent without a middleman to help you out. Whatever your profession is you have people that you trust to help you in your criminal activities, well...as trustworthy as a bunch criminals can get with one another.

- **Cardboard Prison (100cp, Free Criminal)** - So you've slipped up and got caught by some vigilante or the police. That should've been the end of the story for at least a few months, right? With you behind bars serving time for your crime. However this isn't the case, maybe it's due to incredibly light sentences, or buddies from the outside staging a jailbreak. Whatever the case is your time behind bars is at most a few weeks, even for murder.

[GOVERNMENT]

- **Comic Time (100cp, Free Government)** - No you're not going to be going through time. Just that the laws of physics are a bit stretched here. In the real world catching criminals is rarely easy but it's always time consuming. However that's not the case for you, paperwork rarely piles up, leads always present themselves easily, and lab results are really fast.
- **Procedure (100cp, Free Government)** - No longer tied down to pesky procedure like getting warrants for arrests, or not roughing up the perp. You're able to bend but not break the law to get a confession or evidence. No one is going to question you locking up prisoners in STAR Labs or taking evidence from a wanted vigilante.

[NONE]

- **Movers & Shakers (100cp, Discount None)** - You're not part of any faction, but that doesn't stop you from knowing about things. With some digging and with reasonable accuracy you can tell whom the power brokers are in your local area; from the petty fence to a League of Assassin recruiter. How you deal with this information is your choice.
- **New Kid on the Block (100cp, Discount None)** - You're not part of any group but team you. Normally, this would make things difficult to make friends. However by exchanging a little helpful information to another person or group of people, you'll become fast friends. Should you choose to betray this friendship, which should only be expected as there's no honor amongst thieves.

[LEGEND]

- **Everybody Knows Your Name (100cp, Free Legend)** – As someone who's done things, seen things, and been places. You've made quite a name for yourself. Maybe you've inherited the name or title, but one doesn't have to look hard to find someone matching your description throughout history. By taking this perk you'll be inserted into the history books and remembered as figures similar to Caesar, King Henry VIII, and George Washington. Or perhaps you wish to start a new name, in this case your actions will be etched in the history books and your name will never just "fade" into history.
- **Time Taught (100cp, Free Legend)** – Time travel is real. However the complexities makes it very difficult thing for most to wrap their heads around. Luckily for you it's been ingrained into your psyche, either through re-education or just been around the block to know a thing or two. With this you know the science behind it, the hazards that comes with time travel, and how to avoid the hazards to the best of your ability. Lastly you seem to be remarkable resilient to changes in your own timeline. Any memories you have of one timeline while another one is established you'll have memories of both timelines. Also your infantile self is protected in a place & time where your enemies can't get to, protecting yourself from being erased via infanticide.

[DROP-IN]

- **Abrasive Charm (100cp, Free Drop-In)** - There's no filtering your opinions mate, you tell it how it is. Be they an angel or bloke with a gun to your head. While this comes off as being a dick, it actually works for you. People will relax more, open up to you a lot more, and be more pleasant to be around for you. Even if you don't return the favor. Comes with a cool accent of your choice to help sell it.
- **Magical Peddler (100cp, Free Drop-In)** - Magic is real but hidden. Take for instance a certain taxicab, it's magical, allowing you to travel great distances across the country, very quickly. To an ordinary bloke, it's just a yellow cab. You however know what magic looks like, and know where to obtain real magical items fairly easily. The more magic that resides in an object the harder it is to obtain.
- **Touched by An Angel (300cp, Discount Drop-In)** - You have your own guardian angel looking out for you, whispering to you if potential danger acting like a divine danger sense. Occasionally he or she will appear just to you by taking a temporary human host, stopping the perception of time just to give you cryptic advice before leaving. Your dealings with your angel has given you a greater understanding of puzzles and cryptic messages. Post jump, the angel serves your benefactor instead of God.
- **Occult Knowledge (300cp, Discount Drop-In)** - As if you've been studying the occult for at least a decade, your knowledge of the occult is second only to one other. You're able to identify a large number of demons, angels, magical artifacts of old, as well the language skills to decipher ancient texts in long dead or carefully hidden languages. When your time here is finished you'll similarly be filled with the occult knowledge of any at roughly the same level of your new location.
- **Magical Knowledge (600cp, Discount Drop-In)** - You have great magical potential, the likes of which is seen in very few magicians. However your magical talent leaves much to be desired compared to the great sorcerers of the DC universe. Yet the years of research and collecting different magical styles embedded in your mind has left you versatile, but your power remains average at best. Should you continue your training, be it self-taught or under a tutor you'll see your versatility and power grow.

Magic often requires a price to be paid, and more powerful the magic is, heavier the price, with the heaviest price being life taken in a ritualistic manner. Basic and weak spells like telekinesis at normal human strength, or levitating for a few seconds require nothing more than a gesture. More powerful a spell, more complicated it gets to cast. With the most powerful spells requiring rare ingredients, long chanting and magical circles. That being said, you have the knowledge of many magical shortcuts thanks to the hodgepodge nature of your magic. This can be applied to any rituals or magic you may bring with you.

[SCIENTIST]

- **Adorkable** (100cp, Free Scientist) - Everyone knows the brain is the sexiest organ, and you prove that your brain makes you sexier. When you're using your intelligence you appear to others to be more attractive. That being said more intelligent you are, the more intelligence you can show off and more attractive you become. Throwing on a pair of glasses helps you appear attractive faster.
- **Magna Cum Laude** (100cp, Free Scientist) - What good is a scientist without degrees in Science? Or what good is any smart person if he or she can't prove how smart they are? You have TWO doctorates degrees in a science of your choice. To top it off you graduated at top your field of study. Can be chosen multiple times at a discount, each purchase adds TWO more degrees of your choice.
- **Genius** (300cp, Discount Scientist) - While you're not Einstein or Dr. Wells level of smart, you're not dull either. You have a mind that qualifies you for being a certifiable genius. You have a thirst for knowledge that rivals Ms. Smoak's own. You hoard and display intimate knowledge in many subjects, such as history, politics, economics, geography, physics, engineering, biology, and chemistry.
- **Hacker Extraordinaire** (300cp, Discount Scientist) - The Information Age is in need of folks of your talent. You're able to hack into just about any computer system connected to the Internet. You're not too shabby at counter hacking and keeping your data trails hidden either. Your love for the computer also applies to the physical side of the machine, allowing you to make sure your computer is running with the best hardware & software there is. Even if it's not yet on the market.
- **Gadgeteer** (600cp, Discount Scientist) - The world is a dangerous place, with supervillains and rogue metahumans. This is why you have science to help things out. You're able to make stuff that runs on comic book science. Be it shrinking technology, or a cold gun that fires just a few degrees above Absolute Zero. As long you have the resources available and a working concept in your head the sky is the limit. Doesn't mean you'll get it right the first time around.

[MARTIAL ARTIST]

- **Meditation** (100cp, Free Martial Artist) - You're very skilled in the art of meditation and you're able to guide others through it, even if they never had past experience with meditation. While meditating you're able to shift through your memories and allowing you to view such memories at different angles, this has given you an eidetic memory.
- **Queen Be Proud** (100cp, Free Martial Artist) - You possesses considerable skills at lying and deception, having ability to bested a lie detector test. You're also able to sneak in and out of almost any unguarded building without being detected. You're able to seamlessly disappear in a second's notice, even in broad daylight, leaving no signs of how you left or in which directions. For long periods of time, you're able to follow your targets without being noticed.

- **Peak Human Training (300cp, Discount Martial Artist)** - You're in top physical condition from enduring intense training, you have a well-muscled and defined physique. This must be maintained through extensive training regimen. You've become fast enough to take down three trained assassins simultaneously. Your reflexes can catch an arrow shot at you and seamlessly fire it back plus catch a sword-strike from an immensely skilled opponent. While lean in frame, you're deceptively strong, able quickly incapacitate the much larger opponents and likewise effortlessly break a man's neck. You've become very sturdy, such as being unfazed by having a pool stick broken across your chest. You also has very high vitality, enduring long periods of free-diving before needing air.
- **Master Combatant (300cp, Discount Martial Artist)** - You're proficient in various types of fighting styles, and can more than hold your own against your opponents. Thanks to your experience and training you're able to fight multiple people at once. You've styled your fighting styles of self-defense, offense, grappling, and take-downs after your many mentors. You're an outstanding weapon combatant as well, able to hold your own against the best with nearly any weapon.

Your aim is such that with any ranged weapons, you're able to shoot 6 bouncing tennis balls without missing, shoot objects off of people without harming them and shoot with deadly accuracy even while in motion. You can also accurately anticipate an enemy projectile to shoot it down and fire multiple arrows with a bow or throw multiple knives at once.

Your skill with melee weapons are enough to hold your own against several skilled opponents, or overwhelm a single skilled opponent. You've received training in all melee weapons, and are equally skilled in them all. You could easily be one the best in the League of Assassins.

- **Kinesthetic Learning (600cp, Discount Martial Artist)** - You're shown to be have an advanced growth rate, quickly learning as you take a hands-on approach to whatever skill you apply yourself to as you've amassed a wide-variety of skills with expert, if not masterful, proficiency in each of them. You learn new moves used against you very quickly, allowing you to use the same move only a few hours later. Lastly, you're also able to execute very skilled techniques perfectly with only short training period. This does not apply to anything supernatural or anything you're unable to physically perform.

[PHILANTROPHIST]

- **Born Rich (100cp, Free Philanthropist)** - You were taught the finer things in life at an early age, including the art of persuasion. You're a natural at it. When you smile, the room seems to light up and people are more willing to listen what you have to say. You can convince a board of CEOs to make you the President, with a heart filled speech and of course the winning smile. People tend to gloss over your minor negative qualities, like being a womanizing playboy. Even if you were declared dead for five years, your seat at head the company will be there waiting. Your name is on the VIP list for all the local clubs, you're incredibly good looking and a smash with the sex you're attracted to. What's more is that you give off a disarming personality. No one would ever suspect this is a cover identity.

- **Expert Driver (100cp, Free Philanthropist)** - You like to live life in the fast lane, and your wealth has afforded you to play out your fantasies. Your formative years were spent behind the wheel of anything that goes fast. You've developed a sixth sense of sort, on how to operate and man any motorized vehicle you can lay your mitts on. If that's not enough, you know how to safely pull off stunts with the vehicle that you're operating which you would only see in the movies.
- **Genius Business Savvy (300cp, Discount Philanthropist)** - You're a shark in the board room and everyone knows it. You have the skills, portfolio, and the connections to operate a Fortune 500 company. With a bit of effort, you can turn any company into a titan of industry rivaling the likes of, Kord Industrials and Queen Enterprises. You know exactly when to buy and when to sale, with such accuracy that in lesser circles you might been accused of insider trading. However your reputation with the business community is impeccable.
- **World Famous Suburbanite (300cp, Discount Philanthropist)** - Ever get tired of the shark pool that is Corporate? Despite being on nearly everywhere, you can expect a nice relaxing lifestyle in suburbia without disturbances. This applies to everything, despite how famous or infamous you are, as long you keep a fairly normal profile you won't be recognized. No one is going to question that you're any more than a normal person, doing normal things. The last person you would expect to be a vigilante, criminal mastermind, or an interdimensional traveler.
- **Philanthropy (600cp, Discount Philanthropist)** - Spend money to make money is how the world operates. You can get contracts that you would normally not be able to get by donating money to various charities or causes. For instance by donating a sum to your wounded warriors, the US government will be willing to "lose" some high grade explosives and send it your way, no questions asked. This works for individuals as well, by giving money in a charity case to individuals or a small group of individuals the effect is still the same. You get access to items, information, and personnel you would never have had a chance of getting. That's if you knew it existed to begin with.

META HUMAN SECTION

Meta Human - In 2015 there was an incident at S.T.A.R Labs, the experimental particle accelerator exploded sending dark matter throughout Central City. This reacted to certain individuals, giving them superpowers. Cheesy code name given to you by Cisco is optional.

POWERS

- **Flight (100cp)** - The power to fly through the air without visible means at first your speed is limited to 100mph but through training you're able to reach at least Mach 3.
- **Plasma Generation (100cp)** - You're able to shoot plasma beams through your eyes and charge your fists with energy to create strong attacks.
- **Shapeshifting (100cp)** - You're able to shapeshift into any person you've had physical contact with, even copying the clothing they were wearing. This allows you to instantly change the color and texture of your body, allowing you to replicate clothing and other materials on your own body. For complex items it just gives the appearance of it, but not the function; for example copying a person's watch isn't going to create an actual watch, but something that looks like one but doesn't count time.
- **Shark Physiology (100cp)** - Physical characteristics of part-human, and part-shark. Granting you minor regeneration allowing you to heal twice as fast as a normal person, immunity to disease such as cancer, ability to breathe underwater, survive the crushing cold depths of the ocean, and lastly you're able to swim at a steady 80 Knots. This is an alt-form after the jump is over.
- **Super Human Durability (100cp)** - Withstand very high levels of physical damage, immunity to small arms fire. With training you can gain immunity to calibers up to anti-material rounds.
- **Super Strength (100cp)** - The power to lift much heavier objects and hit harder than is humanly possible, strong enough to lift a small car overhead to start with but it progresses enough you're able to bench press a tank.
- **Teleportation (100cp)** - The power to transport one's self, or others attached to the user, from one place to another, not traversing any physical distance at all. You can only teleport to place you can see, and this prevents you from telefragging yourself or others.
- **Pocket Dimension (100cp)** – You have a pocket dimension that's about half the size of your warehouse, you can teleport yourself or others attached to the user into and out of this pocket dimension at will by “folding time-space”.
- **Catropic Teleportation (200cp)** – The power to link Einstein-Rosen bridges to anything with a high solar reflectance, essentially creating a wormhole through reflections. Aka you're able to travel through any reflective surface at great speeds. This power maybe used offensively such as trapping someone within the Mirror-Dimension, or pulling them through one reflective surface to another; such as the top story of a skyscraper. The wormholes are in a state of hyperflux preventing anyone from vibrating their way out of the mirror dimension.
- **Cellular Replication (200cp)** - Replicate cells at a superhuman speed, allowing the creation of life-sized clones of its user, as well as the power to create extra limbs on a body. A metahuman can use this ability to make solid objects out of their skin. The clones only have access to your physical abilities, at half strength.

- **Hydrophysiology (200cp)** - The power to transform various limbs or parts of their body in to water and in turn control the water to their liking.
- **Immortality (200cp)** – This is a weird one but you’ve gained immortality. You no longer age and you’re immune to all natural poisons & disease. You also have super human regeneration with the ability to regenerate major injuries & lost limbs in hours, moderate injuries & crippled limbs in minutes, and minor injuries near instantly. Lastly you get to cheat death itself! Well... just once anyways. Once per Jump you may die, even if your mortal remains are nothing but ash, and regenerate back to full health depending on the state of your remains.
- **Magnetokinesis (200cp)** – Ability to control & manipulate any magnetic metal of any size within 20-30yds from yourself. Fine control will be an issue early on, but eventually you’ll be to do stuff like rip a lamppost from outside & skewer an individual target that’s next to another person, leaving that other person unharmed.
- **Organic Steel Transformation (200cp)** – You gain the ability to transform your entire body into an organic steel. When you transform you gain a foot in height & become more built. Even when not transformed you possess a minor healing factor, allowing you to heal much faster than a normal human & when transforming you will make a full recovery if you’re less than heavily or mortally wounded. When transformed your strength is such that you can slow down a speeding train carrying tons of cargo, lift & fling full-grown men like rag dolls. Lastly when transformed your body is much more durable than before, high caliber bullets bounce off your skin, you’re able to survive falls from great heights possibly even reentry into the atmosphere without any injuries. However Dwarf Star alloy can pierce your skin so be careful.
- **Pathokinesis (200cp)** - To manipulate the emotions or feelings of an individual, for example making them feel an emotion of your choice. This can also cause victims to act completely impulsively - rather than holding back thoughts or actions and act upon these emotions. Individuals with heightened immune systems and healing powers such as Flash are shown to have a delayed reaction.
- **Photokinesis (200cp)** - You have the power to shoot out high energized blasts of bright hot luminous light. These blasts of light are able to blind someone temporarily, and possibly permanently, as well as cut through metal. Your control over the ability is to the point you can bend light around your skin making you invisible while allowing you to still see. However, you can't turn any of your clothes invisible initially.
- **Radiokinesis (200cp)** - You’re able to absorb radioactivity and harness it, even if the source of the radiation is vast distances away. After absorbing the radiation, you double your size increasing your strength and durability. Absorbing too much radiation will leave you weakened.
- **Telepathy (200cp)** - The power to send neurological signals beyond yourself and into others so long you can perceive them. Not only can you communicate mentally with others, but you have the ability to sense when people are near, mind control people near you and control them like puppets for a prolonged period of time & so long they’re within a six mile radius. While controlling someone you can see & hear what they see & hear. Offensively you can use your own or your victim’s own negative memories to severely disorient & cripple your victim.
- **Gas Mimicry (300cp)** - Transform your entire body into toxic gas, and further manipulate the gas. However, due to gas being the least stable state of matter, you're forced to reform in to your physical form once in a while.

- **Kinetic Energy Absorption (300cp)** - You're capable of unleashing a pulsating wave of energy enough to fill an entire two story police building every 3 seconds that absorbs all of the kinetic energy around you into yourself, leaving everyone and everything around you in a temporary state of potential energy. Due to this, all those affected by this event will perceive everything moving as super-fast until the effects wear off. Depriving kinetic energy like this also allows you to stop bullets in midair by denying momentum of their trajectory.
- **Technopathy (300cp)** – You have the ability to control any form of technology within your immediate facility, overriding it with your own encryption which changes and mutates like a biological virus, and can make technology do whatever you desire. You can also sense technology in your surroundings. Lastly you're able to create a digital copy of your brain and upload it to any technology around you, but the copy will die if the power is cut from the device you've uploaded the copy to unless transferred elsewhere.
- **Shrinking (300cp)** – Thanks to exposure to the dark matter and dwarf star alloy you now have the ability to manipulate the space between atomic bonds of people or objects via touch as well the manipulation of dark matter within meta-humans. By removing space you can shrink things or people to pocket size, those that are shrunk have their physical and powers reduced proportionally. When shrinking something you reduce the mass of the object or person allowing you to safely store even heavy stuff in your pocket. You can also restore anything affected by your power to full size.
- **Jinxing (300cp)** – You have a quantum field that gives you good luck and bad luck to anyone in close proxy to you by displacing the ambient luck from them to you. Prolonged and deliberate use of the power allows for amassing of more luck and spreading the bad luck over greater range. When passively using the power it will only operate to turn things to your favor but in unfavorable situation the quantum field becomes more aggressive and will target those that stand or will stand in your way with bad luck while leaving you unhindered or unscathed as well anyone/anything you consider an ally.
- **DNA Manipulation (600cp)** – You can safely dissolve the bonds of DNA in a subject and transfer pieces of that DNA into others via touch. For biological powers you can move their DNA markers which will drain the power and can be transferred to another.
- **Elasticity (600cp)** – Your individual cells have been polymerized causing them to be elasticized to form an unbreakable bond at an atomic level. You can stretch, contort, and compact parts or all of your body into almost any different shape or size you can imagine and back again without any issue. Thanks to the unbreakable cellular bond your cells have with one another, you're highly durable to the point where bullets just bounce back, punches are just absorbed harmlessly, and blades can pass through your body without causing any damage. It also affords you high degree of protection against incredibly strong acid, when even steel would be quickly dissolved.

Your stretching ability has allowed you to shapeshift into any person you have seen and have a strong image in your head, with your replica of their likeness even replicating their voice, accent, and any clothing. Additionally you can shapeshift parts of your body into weapons. However shapeshifting is mentally draining because it requires you to concentrate on maintaining the shape. While your body might be nigh-invulnerable your mind is not, as it's as susceptible to mental tampering.

- **Supergenius (600cp)** – Your mind is vastly augmented pushing your ability to mentally process, react, memorize, deduce, analyze, and simply comprehend to surreal levels, able access any thoughts far faster and more efficiently than normal human levels, even exceeding any speedsters. Your intellect will continuously expand, eventually making the intellects of other geniuses seem pathetic in comparison to yours. However as your intellect grows you'll become increasingly arrogant, erratic, cruel and unstable. Post-Jump the mental instability goes away.
- **Nuclear Physiology (600cp)** – Your body has been transformed into a living nuclear reactor. With it, you're able to create large amounts of energy via atomic reactions that occur normally within your body. Normally, this would require a quantum splicer; a stabilizer which merges two bodies together and makes it more controllable. However, it would seem that you are your own quantum splicer, allowing you to use the full power set without needing to fuse with another.

Last but not least, you have the ability of matter transmutation; allowing you to manipulate matter on an atomic level and rearrange the subatomic structure into a different substance altogether. To use matter transmutation in non-life-threatening circumstances, you need a working knowledge of Quantum Physics. Even with that knowledge it's a difficult, mentally draining process to accomplish. With enough practice, it'll become easier and less tiring. Beware of ionized radiation, for it can temporarily shut down your living reactor state for a short time.

You're able to do just about anything Jackson could do when he first became Firestorm. This includes being able to fly by propelling yourself via directing nuclear blast downwards at a consistent rate, allowing you to fly at incredible speeds comparable to a commercial plane, while being agile enough to dodge missile and AA fire.

As a living reactor, you're able to release the energy in blasts capable of knocking out normal humans, injuring metahumans, burning through solid structures, and destroying vehicles. You never have to fear the effects of radiation damage again, and you're able to absorb any nuclear energy or radiation harmlessly into your body.

- **Super Speed (300cp)** – You've gained the ability to go superfast! Your physiology has been augmented into a lean-muscular frame well-beyond peak human condition. This lets you to easily handle the rigors of your speed; you can resist high-level friction, inertia, air pressure, reduced oxygen, & kinetic impact. This allows you to run at superhuman speeds starting at 200mph, along with the agility and perception to match. This also accelerates your healing capabilities, healing yourself completely from injury in a matter of hours or days. Your ability to heal is unable to regrow limbs, but if you're fast enough you can reattach a limb to the stump, before your healing factor heals the wound. Your speed is soft capped at Mach 40 at which point you find it harder to improve your speed without serious time invested in training. If it relates just to speed, anything Barry Allen can do such as dodge bullets at just Mach 1 speed, or run up buildings & across water, you can do it too. However everything else you see Barry do requires...
 - **Speedster (+300cp) (Requires Super Speed)** – Need to do more than just speed. Now you've gained a connection to the Speed Force; a mysterious semi sentient parallel dimension which gives Speedsters their powers. The Speed Force has given you more than just Super Speed for it has charged your cells with massive amounts of electricity.

When accessing the Speed Force, you generate electricity from your body, most noticeably trailing your body as you run. Also you can share your immunity to the rigors of going fast by enveloping those that are touching you with the Speed Force. You can also vibrate different body parts for various effects. This can mask you from being clearly perceived or distort your vocal cords to disguise your voice.

You can vibrate to forcibly expel any toxins that affects you. By vibrating you can also generate great amounts of heat to recover & even be kept thermally insulated from extreme cold. By vibrating your molecules at the frequency of air, you can physically pass through solid objects. With training you can do this with multiple targets, such as an entire moving train and hundreds of passengers. You can also harmlessly pass through living individuals. He can also pass through the highly complex objects in universe that's vibrational frequencies differed from your own.

Alternatively, you can use this as a weapon by passing your punch through a person's body, incapacitating them. Or by vibrating your hand and passing it through a person's heart or brain killing them. By vibrating at varying frequencies and with different levels of force, you can create small tremors and can induce extreme amounts of jolt on any target you touch, even disrupt the inter-molecular bonds and cause it to shatter. Your vibrations can even shatter objects into fragments. Greater your speed the stronger the tremors are, to the point where you can create a small earthquake by moving at top speeds.

When you gain enough speed you're able to pierce through the time barrier, space barrier & dimensional barrier. When you bypass the time barrier you may enter different points in time and arrive at a destination with pinpoint accuracy. You can do this in one of two ways; either enter timelines independent from yourself and unaffected by his travels or perform a time do-over, wherein you "merges" with your temporal counterpart to be fully immerse in the timeline.

Regardless of the changes you makes, this leaves you unchanged allowing you retain all memories of the previous timeline in addition to the new timeline and differentiate between the two. Through training you'll be able to "create" a time remnant by traveling back to moments before your current self-time travels, hailing from a future that no longer exists. This allows you to be two places at once, enabling you to interact with the world for two separate actions simultaneously. If desired, you can create dozens of time remnants at once. Be warned if you abuse this too much, or change the time too much, then the Speedforce will send Time Wraiths or if the changes are too grievous the Black Flash. These beings are the enforcers of the timeline, if they catch you they will kill you or erase your existence rapidly. So be careful not to abuse your powers too much.

When you pierce through the dimensional barrier, you can break open portals between dimensions, allowing you to travel to any other universe within the local multiverse, including the main Earth called Earth One. If desired, you can also bring others with you. At first you cannot consciously control this, but through training you break open portals of your own accord and consciously chose your destination, even into the Speed Force itself.

Lastly when you pierce through the space barrier you can open space breaches, enabling you to shift and warp about and appear out of nowhere to new locations. When combined with super speed, your actions can appear as if you're in multiple places at once by rapidly moving through these breaches to new terrain.

Post-Jump you've become a conduit for the Speed Force itself, allowing the Speed Force to follow you throughout your travels. Lastly the Time Wraiths and Black Flash will no longer bother you. Everything you see Barry Allen do you'll eventually be able to do as well if you train & push yourself to improve.

What's not known to a few is the fact the Speed Force is an intelligence that's existed since beginning of time. It's taken a shine to you and should you spend six months within the speedforce voluntarily, all soft caps will be removed. You'll also subconsciously learn the speedforce language, a language that conveys lots of information with just a few symbols, which when studied will unlock the ability to share speed with non-speedsters for a short period and/or take away speed from speedsters for a short period of time.

- **Vibe (600cp)** – You have a psychic link to the natural energies of reality, this allows you to connect with various vibrations of the multiverse and manipulate them for various effects. By “vibing” you can perceive various events throughout time and space, allowing you to see into the past, future, parallel dimensions, and even into the Speed Force itself. You automatically regain memories from alternative timelines whenever you change timelines. You also have the ability to negate the Speed Force temporarily by focusing on the Speedster, but this dampening can only last a few seconds at most. With more training you can “vibe” people, allowing you to “vibe” how a person is feeling as well. Your reflexes have increased to allow you to counter those whom are faster than you, making you nigh impossible to ambush and to fight against those who are much faster than a normal human like Speedsters.

Your natural connection to the multiverse allows you to open portals allowing travel to a total of 52 universes, including the main Earth called Earth One. You'll need to focus on your destination but repeated trips to a destination makes it easier next time, eventually you'll be able to casually open a portal to that dimension. You can also use this on your own dimension by “vibing” a portal to different locations on your own dimensional plane. Allowing those who step through in Central City to arrive half way across the world or even half way across the universe instantly and accurately. Longer the distance away longer it takes for you to “vibe” the coordinates. Lastly you can generate powerful concussive blasts of vibrations from your hands, this is able to propel a full-grown man through the air. Comes with stylish goggles & gloves that helps you focus faster and easier than without them, but you're able to use your powers without them.

UNDISCOUNTED PERKS

- **Dark Magic (600cp)** - You have magical powers, which come from the Khushu Idol, a totem that channels and harnesses primordial energies; specifically energies that come from death, destruction, and fear. The more you kill the more powerful you are at that moment, but

gradually the power that you gains from that death will fade soon afterwards therefore you must continue to kill in order to continue to use your magic. Some the powers include:

- **Advanced regenerative abilities.** You are able to heal after being shot at by bullets and arrows. Your healing abilities prevent you from suffering from fatigue and allows you to quickly recover from the effects of sedatives.
- **Enhanced Strength and Endurance.** Your physical strength is far greater than a normal human. You're strong enough to effortlessly lift a fully grown human over your head with a single hand, snap a steel arrow with a single hand, and throw fully grown human with enough force to deform a metal pole. Your durability is also far greater than a normal human, allowing you to survive getting shot repeatedly and be completely unharmed by it.
- **Life-Force Absorption.** You can siphon the life-force from people and kill them through physical contact. The process is quite painful, in addition you can take the darkness of the person you absorbs to add to your powers for a moment. More inner darkness someone has more power you gain and longer it persists.
- **Telekinesis.** You can move objects and people with your mind. With Telekinesis you can stop multiple projectiles, launch them with force, choke people, crush objects such as a TV, and even strangle someone in different country through a video screen. The amount of weight you can lift is limited to your own mental & magical strength.
- **Teleportation.** You can instantly relocate yourself to another location, allowing you to catch your enemies' off-guard or leave an area without a trace. The range of this power is limited to your magical strength, but you can teleport with one other person.
- **Light Magic (200cp)** – You now have the power to use a form of magic that draws from the positive aspects of the universe, such as hope and joy. Users of light magic can repel the power of users of dark magic. To help channel this magic and any magic associated with good, light, or positive emotions you've been branded with a magical tattoo on one of your forearms. Together with your own inner positive aspects your magical protection against darkness and the magical tattoo, you're capable of defending yourself and others nearby from evil and/or dark magic. With enough hope and joy you can severely weaken and temporarily shut off any evil and/or dark magic from an enemy magician. The amount of time depends on the amount of positive emotions and your magical strength.

GEAR & ITEMS

- **Next Gen Watch (50cp)** - This wrist watch, developed by Harrison Wells of Earth-2 alerts you to the presence of metahumans & Speedsters in close proximity. Additional capabilities include voice recording and of course telling time. Outside the jump it goes off when near the presence of anything supernatural.
- **Wells: A Biography (50cp)** - A signed biographical book on the life story of Harrison Wells written by John Gallagher. Oddly, Wells signed it as "Eobard Thawne" and scribbled on the back cover, "IT WAS ME BARRY, ME!"
- **Bag of Goodies (100cp, Free Drop-In)** - A bag containing holy water, a police scanner, cemetery dirt, duct tape, and nails from the coffin of Saint Padua, which can be used as a tracking device.

- **Big Belly Burger (100cp)** - There is only one constant in all the multiverse, & that is Big Belly Burgers. It has been dubbed the “tastiest burger in all the multiverse” & it would seem that your benefactor agrees! That’s why she’s installed a mockup BBB in your warehouse, with classic choices always available but also specials that are only available in your current jump. Even has a never ending soda fountain with all the classic American soft drinks: Coke, Pepsi, Dr Pepper, Sprite, and Mountain Dew. Shakes are also available in any flavor you can think of. Your meal will be available as soon you order so no need to wait!
- **Flash-style Costume & Storage Ring (100cp, Free with Metahuman Power “Speedster”)** - High-tech frictionless suit made of vulcanized rubber. The style and coloring are your choice and it include an optional helmet or cowl of your choice. Alternatively you can choose street clothes that have the same functions. The suit is linked to an unhackable special program which monitors your vitals, speed, has an ultra-high definition live camera feed, and allows for two way sub vocal audio communication with anyone linked to the suit electronically. You may import any existing armor you own, and it’ll gain all the above properties. Optionally you can have a storage ring, which allows you to store your costume and helmet inside the ring with shrinking nanotechnology.
- **Flechette (100cp, Free Martial Artist)** - These small metallic projectiles have a sharp tip and it’s not too dissimilar to an arrow but they’re smaller in size. It can be used as a kind of knife to cut ropes and other materials. It can also be thrown to disarm or neutralize a target. There’s two types of flechette that are specialty types, the Tranq Flechette acts as a tranquilizer. When applied to the neck of a target, it causes the target to gain and become unconscious for 36 minutes. The second type is the Smoke Flechette, which has a device which releases a strong puff of smoke after exploding. You have the blueprints to make more, but you start with 30 darts.
- **Robotic Bees (100cp, Free Scientist)** - Originally developed to be used for agriculture, the creator of these miniature robots quickly adapted them to military use. These little robobees each have a camera feed that links the control computer and high qualities of natural apitoxin, the natural venom which bees possess. You start with half a dozen of these little guys, and the blueprints how they were made.
- **Appearance Stealing Cord (200cp, Discount Drop-In)** - This highly advanced device isn’t from this century at all but the late 22nd century. No bigger than a small tablet, the two prongs that stick out are each attached to a separate cable. By sticking the victim in the chest and yourself, then activating the device it steals not only the appearance of the victim, but the memories and emotions as well. The corpse is left unrecognizable by the process. The effects are permanent and is always fatal to the victim.
- **Arrow Suit (200cp, Discount Martial Artist)** - This advanced suit is similar to the ones the Green Arrow and Speedy/Arsenal wear. Created by Cisco Ramon this high tech suit is made of advanced Kevlar-like material with the appearance of leather. The material is strong enough to make the wearer highly resistant to small arms fire. It comes with several equipment holders lining the suit’s shoulders that can hold several miniature canisters that contain an aerosol agent that can freeze explosive devices long enough to disarm them.

As well it has an inbuilt quiver and attachment hooks for your weapons. It comes with a hood and voice concealer to hide your identity. Comes in an array of colors. Spent canisters will

automatically be replaced with new canisters every morning at sunrise. You may import any existing armor you own, and it'll gain all the above properties.

- **B.O.O.T (200cp)** - This weapon was created, like so many other things in the Arrowverse by Cisco Ramon. In this case this odd looking rifle is designed for the Central City Police Department's Anti-Meta-Human task force. The mechanized hook has two functions, a Taser which released extreme amount of electric shocks to the target & a Grappling "boot" which hooks the target's feet to the ground. Ineffective against extremely strong or large metahumans.
- **Canary Cry (200cp, Discount Legend)** - Surprise! Yet another weapon created by Cisco Ramon. This time it was for Team Arrow's Black Canary. This powerful sonic weapon take shape of a lovely collar. Retrofitted of an earlier device it has a fairly long range and is strong enough to shatter glass and blast adult males several feet through the air.
- **Collection of Melee Weapons (200cp, Discount Martial Artist)** - Knives, swords, and battle axes, oh my! You have a wide assortment of various bladed, blunt, and piercing melee weapons. They never dull, rust, or lose their deadly potential even under years of misuse and neglect. Any weapon lost, misplaced, or broken will be replaced the following morning. Each weapon comes with its own displace case and highly decorated sheath for bladed weapons.
- **Curare Poisonous Plant (200cp)** - Curare is a powerful, but rare poison hails from the jungles of Central & South America. The poison is so potent that it requires only contact with the target's blood stream to kill. You have one plant in a pot which the poison is extracted from the oil in the leaves.
- **Customized Oneida Kestrel Compound Bow (200cp, Discount Martial Artist)** - This custom made 43" bow was created by Felicity Smoak just for you. The bow features lever-style limbs meaning it used compound cams to store energy from bending of the power limbs, but transfers the power to the arrow using the recurved outboard limbs. It can be "curled" into a smaller size for transportation.
- **Kinetic Needles (200cp, Discount Philanthropist)** - You have a container of over two dozen specialized needles that are attracted to kinetic movements. When released they'll have a magnetic like attraction to the source of kinetic energy. They're sharp enough to piece flesh and lodge themselves into flesh, and can be painful and dangerous to remove without proper medical care.
- **Magical Card (200cp, Discount Drop-In)** - A charmed card that is able to take on the appearance of whatever its holder requires. Examples include using this card to imitate a credit card and a health and human services I.D.
- **Nth Metal Object (200cp)** - Nth metal is an extremely rare material that's derived from certain meteors and used for Thanagarian technology. When two or more pieces of the mineral are in proximity of each other, they glow and can even be used to counteract each other. When used to counteract with one another they produce a blue energy flame that is enough to incinerate a normal person. You have one small object or weapon, like a dagger with two Nth metal gemstones.
- **Rip Hunter's Energy Six-shooter (200cp, Discount Legend)** - This retro looking revolver is actually a highly advanced laser pistol capable of shooting through a midsize sedan and then some with ease. The pistol's six chambers that do not actually revolve, and just there for aesthetics. It does seem to never run out of ammo, and has inbuilt auto stabilizer that helps your aim. Comes with fancy hip holster.

- **Velocity 6 (200cp)** - A designer drug designed by Harrison Wells of Earth-2 and Caitlin Snow. Wells started the drug design to help Jay Garrick in his battle with Zoom, but the first 5 versions were failures. With help of Snow's biochemistry knowledge they perfected the drug. The drug temporarily enhances a Speedster's connection to the Speed Force or temporarily restore a Speedster's connection to the Speed Force. When taken by a non-Speedster it grants them brief access to the Speed Force, allowing them to run at 100mph but they're unable to pull off Speed Tricks as a true Speedster. Comes with six vials and the formula to make more.
- **Wealth (200cp/per) (1st Purchase Free for Philanthropist)** - \$100,000 USD in cash and assets per purchase. Philanthropist get \$5,000,000 per purchase.

- **Business Mogul (+200cp, Requires Wealth)** - You're now a founder of a Fortune 500 company which you're the acting CEO of, however it would seem that your duties of CEO have been taken over gladly by the board of directors but leaving you the profits. You receive a yearly income based on the total amount of money you gain with the wealth perk. Post-Jump this follows you adapting accordingly to the Jump you're in, giving you the same amount in the local currency.
- **J.U.M.P Labs (+200cp, Discount Scientist, Requires Wealth)** – S.T.A.R Labs isn't the only technological research facility in the Arrowverse, but they're the biggest. Now they have another big competitor, J.U.M.P Labs, which is your research company based anywhere in the world. While yours doesn't have the fancy Particle Accelerator of S.T.A.R labs but they don't have your wealth of knowledge.

Any technology you've researched & created while in the labs or not, will be patented, allowing you to sell the technology to whomever you wish. Even when you're not creating technology there personally, it will make enough profit equal to the total amount of money you gain with the Wealth perk. Post-Jump this follows you adapting accordingly to the Jump you're in, giving you the same amount in the local currency.

- **Ace of Winchester (400cp, Discount Drop-In)** - This magical rifle was created by an unknown mystic during the time of the Old West. This .44 lever action repeater has been enchanted to never miss when fired and has the power to outright annihilate most demons.
- **Armor of the Gods (400cp)** – Just like Savitar you own a high tech battlesuit from a possible future. This battlesuit is made from an unknown metal, dubbed "Strange Metal", this allows the user to enjoy the immunity to static buildup and extreme heat that's associated with going at extreme speeds. To get into or out of the suit the user has to bend over opening the backside up, this allows for exiting & reentering the suit very rapid. When out of the armor, there is a rudimentary AI on board that allows you for a limited time to remote control of the suit. The armor is linked to an unhackable special program which monitors your vitals, speed, has an ultra-high definition live camera feed, and allows for two way sub vocal audio communication with anyone linked to the armor electronically.

While wearing the armor helps corrects your gait for more efficiency and less time on the ground therefore increasing your speed. For non-speedsters this increases your movement to that of a novice Speedster, which is 200mph. For Speedsters it can only do so much but it does increase your maximum speed by 1 Mach. Aesthetically the default look for the armor is to inspire fear and intimidation, with an otherworldly glow given off by neon colored circuitry in the eyes and underneath the armored plates, the color is up to you. You can customize it to however you wish for it to look.

For offense the suit possesses a thick, retractable spike mounted on each wrist. The armor is at least a foot bigger than you and with its mechanized parts and material the armor gives the user great strength, allowing you to effortlessly lift, drag, and send a full-grown man flying through the air with just one hand. Defensively the “Strange Metal” is extremely resilient and durable, both small arms & high caliber rounds as well as a direct energy weapon seem to just ricochet off without any damage to the suit. However it can be vibrated through and isn’t immune to similar or harder materials.

If any part of the armor is broken or removed can be telekinetically summoned back to the rest of the suit if it is close enough. Lastly the armor is very cold resistant, with the user being able to instantly burst out of being frozen solid unfazed. You may import any existing armor you own, and it’ll gain all the above properties.

- **Island Purgatory (400cp, Discount with Drawback: “Welcome To Hell”)** – Oliver Queen was trapped on the small island “Lian Yu Dao” for five years, perhaps you were there with him as well. “Lian Yu Dao” was owned by the Chinese government but for whatever reason they’ve sold you the island about halfway through your time here. Lian Yu houses rare herbs that are capable of healing almost any injury. These herbs are so effective, they’re capable of healing almost any type of poison, including Curare, and all snake venom almost instantly.

Post-Jump you come into ownership of a similarly sized island, which is no bigger than the island of Kauai, which doesn’t follow you through your journey. Instead you gain ownership of a new island per jump, but limited development does follow you. Development that can follow you is limited to small bunkers and supply stashes located all over the island. Like Lian Yu your islands are uninhabited and underdeveloped. These islands are not owned by anyone besides you and your companions, and finally they’re not on any map as well no one can go there without Jumper inviting them. Optionally the island comes with five years of memories about living on it.

- **Bottled Lazarus Pit Water (400cp, Discount Drop-In)** - This plastic bottle is full of water from the Lazarus Pit, a magical water that brings back the dead and slows the aging. The bottle is enough to change a swimming pool worth of water into a Lazarus Pit. The bottle refills every jump and has no side effect of the crazies. Note that the Lazarus Pit can only bring back the body & memories, a special ritual is needed to bring the soul back. Fortunately for you, the Dummies Guide to Lazarus Pit comes included. The water is free of any pesky extra souls.
- **Mirakuru Serum & Cure (400cp, Discount Philanthropist)** - A Japanese super-soldier serum created in WWII that causes enhanced physical strength, speed, endurance, toughness, agility, stamina, reflexes, enhanced senses, and an accelerated healing factor once injected. Many of these enhanced physical attributes are beyond normal human capability. The use of the serum is dangerous, as it can easily prove fatal to its subjects if not correctly administered. Other side effects included a reduction in self-control and enhanced aggression, to the point of subject having homicidal tendencies. It can also cause insanity and hallucinations that encourage aggression and homicidal acts in the subject. This comes with the formula to Mirakuru and its cure.
- **Sonic Gloves (400cp, Discount Scientist)** - A pair of gloves that are able to emit sonic vibrations. At their lowest setting they could shatter glass. At their highest setting they could bring down an entire office building.

- **Speed Dampening Serum (400cp, Discount Martial Artist)** - Created by Harrison Wells of Earth-2 to fight against the evil speedster that has plagued his Earth called, Zoom. This vial filled with nanites that temporarily dampens a Speedster's connection to the Speed Force on an individual cellular level. Post jump it allows you to temporarily immobilize any biological organism injected with this serum. You get one syringe full of the serum, but you have the formula to make more.
- **Trick Arrows (400cp, Discount Martial Artist)** - Specially made arrows with a specific function. You have the knowledge to build a number of these arrows, with room for improvement and innovation. Examples include a Router Arrow which allows remote hacking of computer systems, Listening Arrow which is fitted with recording & listening devices, and the last example is the silliest one yet; a Boxing Glove Arrow. Yes somehow you're able to make a boxing glove aerodynamic.
- **Vanishing Hideout (400cp, Discount Legend)** - There exists something that's out of time, somewhere that's only accessible to the Time Masters, a secret group of individuals chosen throughout time to shape & protect time itself, this place is called the Vanishing Point. Unfortunately it gets blown up, twice, but don't need to worry because your benefactor has saved a chunk of it. By placing it in your warehouse you'll have access to the "Vanishing Hideout" where time doesn't exist as a separate room.

Inside is a comfortable living arrangement filled with highly advanced technology, here you may review your adventures, remote view nearly anywhere on Earth or any planet you've visited anywhere & any when. Want to know how the dinosaurs died? Was there a real Jesus? You have access to that knowledge in form of an interactive hologram movie played out in real time. These holograms can also with varying degree of accuracy predict possible futures & alert you of changes in the timeline.
- **Wizard's Wand (400cp, Discount Scientist)** - A device that Cisco Ramon used to combat the "Weather Wizard". This long cylindrical "wand" opens up to several prongs at the end. The device when activated sucks up excess electrons in the atmosphere, preventing any form of weather to occur. It can also be used with combination of Atmokinesis by channeling the power through the device giving the user more precision.
- **X-Axis Bi-Numeric Algorithm (400cp, Discount Philanthropist)** - Created by Felicity Smoak, Cooper Sheldon, and Myron Forest this computer virus is known as the "Super Virus". When this virus infects a server, the user gains root access to the infected server. Can infect any computer system and is impossible to detect until it's too late.
- **Anansi Totem (600cp, Discount Drop-In)** - This mystical necklace is said to have been created by the trickster god Anansi for the warrior Tantu. Its simple appearance of lion's teeth and a head of a jackal hides powerful magic allowing the user to harness the life force of animals, by calling out the characteristic and animal in question. For example a lion's ferocity, gorilla's strength, cheetah's speed, and kangaroo's agility. You may call upon only one animal power at a time, but they last for as long you wish the power to last. While it's magical in nature, the necklace can only emulates normal Earth animals.
- **Elemental Gun (600cp/per, Discount Scientist)** - A series of weapons that were designed by no other than Cisco Ramon for the purpose of stopping the Flash in case he used his powers for

negative purposes. While Captain Cold, Golden Glider, and Heatwave have their own personal ones, you have an unmodified copy of one their guns appeared in your warehouse.

Choose Cold, Heat, or Gold Gun. Buying a gun comes with cool goggles to protect against any glare, and a fancy parka that'll keep you comfy no matter the weather. The Cold Gun fires white "fire" that can freeze a person solid and can be used to do things that is impossible like freeze security lasers and break them without tripping the alarm. Heat Gun is able to burn a person crispy pretty fast and able to burn almost anything for it's as hot as the Cold Gun is cold.

Lastly the Gold Gun fires a beam that converts anything it touches into solid gold. While Cisco claims things like "Absolute Zero" and "Plank Temperatures" he's exaggerating by a lot. That being said they're capable of doing stuff that shouldn't be possible, but nothing world shattering.

- **O.M.A.C. (600cp, Discount Philanthropist)** – Just like Ray Palmer, you own an A.T.O.M. suit. This advanced power armor is made of an alloy called Dwarf star, this highly dense & durable metal allows super human durability allowing you to even get hit by missiles & fall from thousands of stories without injury. The mechanical servos increases your strength allowing you to throw a human across the room into a wall, or break through stone and steel with just your fists. The suit contains high powered propulsion jets on the back, shoulders, upper arms, and in the legs, allowing the wearer to fly with great speed. The wearer can also perform aerodynamic feats with ease, as well as simply hover.

The suit's primary offensive function is a direct energy weapon on each forearm that creates blasts of focused blue energy that generate a force liken to a powerful windstorm. The weapon and its computerized targeting system are both manually activated by the wearer. These blasts are powerful enough to crack stone, dent metal and physically repel a target, while they also are capable of knocking a target unconscious, but the suit builds up a charge on the right arm to fire the weapon. The suit contains an oxygen supply to allow the wearer to survive in the vacuum of space. The faceplate also extends completely over the face to keep the oxygen contained.

The advanced computer system are capable of scanning objects and identifying in seconds, even if the object is obscured. These systems can create a near three dimensional image of whatever it sees and can uses to this to render a scanned object and other information surrounding it within its advanced HUD. The HUD is capable of processing several images at once with nearly instantaneous facial recognition software. It also has a targeting system and projects targeting reticles on the HUD. The suits targeting systems are in since with its weapons and can activate and use a selected weapon milliseconds after selecting a target. The suit has an in-built high-spectrum radiograph, essentially allowing for x-ray vision through objects or scan objects at all angles, even the most obscure or microscopic.

However the biggest technological advancement is the ability to shrink. The suit is able to shrink the space between atoms, even keeping the subject shrunken down after removing the suit. This ability does not affect strength or the suit's hard light blasts. In addition it can be made portable by shrinking it, leaving it with the appearance with a small figurine that can be carried around until you enlarge it and it to automatically open up for you to put it on and use it.

If the suit has enough energy it can actually grow instead of shrink, by reversing the polarity of your suit's dwarf star matrix. This allows you to grow to massive size with

proportionately increased strength. The weaponry of the suit remains intact and usable, and of course they too are much stronger.

The suit also can weaponized the size changing properties through a red beam on the right arm, which causes anything that's hit by the beam to shrink or if there's enough energy to grow. You may import any existing armor you own, and it'll gain all the above properties.

- **WaveyRyder (600cp, Discount Legend)** – It's not the Waverider but the WaveyRyder a knock off of the ship that's well known throughout time. Structurally it's the same as the Waverider, except it's devoid of anything personal indicating that it's hot off the assembly line. The ship mirrors that of the Waverider, it too is a timeship & a starship, by "riding" timewaves in the Temporal Zone, which if you happen to look out would look like a giant green ocean that's constantly churning & collapsing upon itself. While in the temporal zone only local time (ship time) matters & any changes in the timeline that occurs to everyone else doesn't affect you while in the Temporal Zone. Each universe has their own timeline so changing one universe's timeline isn't going to affect for example Earth-2's timeline.

As mentioned the ship is also a starship, but it lacks any FTL capabilities. It's extremely resistant to heat, able to enter & exit the atmosphere rather quickly, as well it's able to function in the crushing depths of the ocean.

Like the Waverider it comes with multiple compartments, including an Officer's quarter, crew bedrooms, first aid room that's equipped with highly-advanced futuristic technology, such as organ & limb regeneration.

Lastly the ship has a cloaking device that allows it to be protected against visual as well as most electronic equipment, minus technology created by the Time-Masters to track time-ships. It also can function as a Starship, but it can only go as far as the edges of the Solar System in any reasonable amount of time. Post-Jump there will be a Temporal Zone set up just for you to use the time travel function. After all it is a Time-Ship. You may import any existing ship you own, and it'll gain all the above properties.

COMPANIONS

- **Companion Import (50cp/per)** - Import one companion. They gain an origin & 500cp.
- **Bulk Import (200cp)** – Perhaps you have a team of your own waiting on the sidelines. With this you can import up to 8 companions. They gain an origin & 500cp.
- **Canon Companion (200cp/per)** – Did you forge a deep relationship or friendship with someone here in the Arrowverse? Didn't buy the pod in the Warehouse supplement? Don't feel bad with this you're able to buy them a ticket to companionship at end the jump, even if they're dead, been written out of existence, or whatever. They keep their personal items & their powers like Speedforce or Magic. Only exception is that you can't take the other dimensional beings like Mr. Mxyzptlk or Music Meister without having them give up their reality warping abilities to come along with you.
- **Gideon (200cp/Free, Discount Legend)** - This powerful interactive artificial consciousness with a holographic interactive avatar is from the future. Created by Barry Allen, its programming allows it access to vast qualities of data or crew an entire timeship by itself. You have a recently created Gideon, who recognizes you as its creator. Its massive OS is housed in your warehouse,

but may interact with or operate any electronic device or vehicle you own. If you own the Wavey Rider & or the Vanishing Hideout then you get a free Gideon.

DRAWBACKS

- **Horribly Picked Codename (+100cp)** - Cisco has seen your abilities, and has given you a pretty bad codename. Unfortunately for you, you're unable to change it or convince others to forget it. Everyone will be calling you by this name, even if you give them another.
- **Relationship Drama (+100cp)** - With a capital D, all your relationships end up causing a lot of DRAMA. This applies to your companions as well, but even if they decide to leave you they'll get over it and come crawling back before the end of the Jump. The same can't be said for any non-companion that falls victim of this drawback.
- **SJW (+100cp)** - For some reason you have the insatiable urge to fight for the plight of WOMYN, yes even if you identify as male. Take back the meaning of GIRL, and show the chauvinist the error in their sexist ways. Somehow you always bump into the same farm girl from Kansas, where you're compelled to buy her coffee and apologize for an hour for your misogynist ways.
- **The Rogues (+200cp)** - It would seem that before your arrival you've made some friends. The Rogues, with Captain Cold, Heatwave, Captain Boomerang, Mirror Master, Trickster II, and Weather Wizard. They've made it their job to harass you, and steal your stuff. You're unable to kill them, but you can knock them out and severely injure them, but they'll be back in a day at most. They have access to your warehouse, and will make it an appointment to steal everything you own. On the other hand if you catch them at their favorite bar, they're pretty fun to be around.
- **Monkey Business (+200cp)** - Feeling an urge for some bananas lately? Feel the need to scratch your hairy butt more often than you normally do? Well take a look in the mirror, for you're a gorilla now. Any upsides that would come with being a gorilla is severely hampered by incredibly vivid nightmares of faceless scientists experimenting on you. This past trauma will never leave you for your stay here. Don't expect any empathy from anyone who hasn't experienced your level of trauma. Despite being a gorilla, and craving bananas; you hate them for they were used to cover up powerful experimental drugs. Climbing tall buildings is optional.
- **Hellblazer (+200)** - Your soul is damned and Hell wants to collect. Throughout the course of your jump, you will be hunted by demons of various types. Every demon you best will be replaced by a stronger demon of the same or different type. There will never be more than one, but you will always have one that wants the bounty and is willing to do whatever it takes to take you down. Hope your companions can take care of themselves.
- **Suicide Squad (+300cp)** - Amanda Walker has assembled a squad of the worse of the worse. That means you and your companions, Jumper! Implanted with microbombs that will kill you, and end your chain if you don't comply with Rick Flagg or Amanda Walker. If either one of them dies, you die too. The same thing happens if you try and escape. Sounds simple? Think again, you'll assigned missions that will push your abilities to the max. Remember, you're bad guys it's what you do.

- **League of Assassins (+300cp)** – Somehow, somewhere, someone has opened a contract on your head with the League of Assassins. On a weekly basis an assassin will try and take your head, while they're all very well trained, but still human. Every time you kill an Assassin the League will get some insight on what killed their last assassin.

This insight will pay off eventually with technology that will be developed that can counter your abilities, but can't be used by you should you manage to get your hands on them. Killing Ra's Al Ghul will delay the next assassin by a month, but by doing so you speed the development to counter your abilities.

- **Timeline Disjunction (+300cp)** - Time isn't linear but more a big ball of wibbly-wobbly... timey-wimey... stuff. Unfortunately for you, you're adversely affected by the changes in the timeline. When the timeline changes even if you don't know about it, bad stuff always happens to you and your companions. The changes could be minor, major, or catastrophic but it will never be fatal to you. With this drawback it would seem timeline is messed with practically every day, and twice on Sundays.
- **Welcome To Hell (+600)** - You find yourself mildly concussed and being dragged ashore by Oliver on the island of Lian Yu. Its 2007, you're powerless (just bodymod and memories), and apparently in this world you are Oliver's youngest sibling. You may wish for yet another round of a Tokyo school, because while plot contrivances will somehow keep both of you alive and the story more or less on the rails until you and Oliver finally return to America in 2012 - along with your powers and any companions - it won't protect you from spending five awful years going through a living hell beside your older brother. Alive doesn't mean unharmed. When you and your companions do arrive back to America, you'll find everyone's skills and powers have atrophied severely. To regain their former power you and your companions will have to train them back to full strength. For you metahumans, don't worry you'll be in Central City during the S.T.A.R Labs Particle Accelerator goes kaboom. While here you're considered part of Team Arrow, and will be expected to carry out missions with the team. Even if you get in trouble with the law, and serving life without parole. Oliver will break you out for a mission if they need you.
- **Jumper Of Tomorrow (+600cp)** - In the future Vandal Savage has conquered Earth, Space, and Time; which he has done by stealing your powers, your warehouse and any powers of your companions (if any) as well. Except he was unable to grab the powers bought in this jump. Now it's up to you, your companions (if you have any), and this bloke Rip Hunter from future East London. Together with his stolen timeship the Waverider, you will travel time and space to get back which belongs to you & your companions. Should at the end of your subjective decade you fail to stop Savage, he'll steal your jumper status and you'll be sent home as a lost condition. To make matters worse you have no idea when, where, or how Savage stolen everything.
- **It Was Me Jumper (+600cp)** - Remember that time you failed to catch that legendary? THAT WAS ME JUMPER! You're the protagonist of your own adventures. There'll always be at least one person after you for who knows what reason, & they can't be beaten by your out of jump powers & abilities. Once you beat one solidly enough to prove yourself superior - not just eking out a victory but proving you have surpassed them - another one will show up who can't be beaten in the same way. This also happens if you manage to kill your current rival. Any surviving rivals will make periodic appearances but is no longer immune to out of jump powers.

If you're a metahuman or magician, your rival will be someone similar in power to yours. Perhaps a future arch enemy, or maybe another version of yourself from another Earth. Whatever it is they'll be better than you in your metahuman or magical abilities, but won't seek to improve themselves beyond what they're already capable of.

For non metahumans or magicians, instead you'll be facing off against opponents like Deathstroke, humans with advanced technology & training similar to your own if not superior. They will instead seek to target not only you but anyone you care about.

AFTER THE END

GO HOME-> You may decide you had enough, so you may go home ending your journey but keeping the rewards.

STAY-> Made a lot of friends here, and can't bring yourself to depart? You may end your journey and stay until you die.

CONTINUE ON-> Continue on your journey! Just try not to trip!

NOTES

- For the purposes of any future discrepancies, the Speed Force that follows you post-jump is the Speed Force depicted in the show, not the comics