

GENERIC



FANFICTION

Jump by Aehriman

Welcome to the Team! What team? Well, that's a matter of controversy. This is a world of both brightly clad heroes and deep dark secrets. Where the 'sidekicks' of the Justice League have been organized into a combined training and covert operations team to counter the growing threat of organized supervillains dancing to the tune of a mysterious conspiracy, the "Light."

At least, it was.

This world seems to be a variation on this theme. Oh, the Team is virtually always there, but perhaps they're the criminals? Or powerless parties in a high school drama? Maybe a new, ultra-powerful and perfect person has appeared and dealt with the main plot before the first commercial break. Maybe that person is you?

See, you're not Jumping into the world of Young Justice, but a *fanfic* of Young Justice. May the Presence have mercy on you. You pick a specific fanfic, or just go into a world with the general tropes.

You'll be here three seasons, or nine years with the timeskips. Ten if you really want to round up. Have **1,000 comic points** (cp) to arm yourself for the trials ahead.

ORIGIN

Local You're a part of this world, as far as anyone can tell. Born and raised, with an appropriate set of memories.

SI (Drop-In) You appear quite suddenly, probably at the time of or shortly after the first episode of the show.

YALSI (-200 cp, also Drop-In) Yet Another Lantern SI. Probably inspired by Zoat's With This Ring, you appear in orbit with one of the many colored Lantern rings on your finger.

ALLEGIANCE

Hero: In ancient terminology, a king or a great warrior. In more modern usage, a person with admirable qualities, worthy of emulation. Someone who sacrifices for others, helps others. Or a staid agent of the status quo, depending on whom you ask.

Villain: Funnily enough, originally an insult for a poor person. You're a selfish so-and-so, out to use your powers for your own riches and pleasures, and not terribly caring who you hurt along the way.

Other: Aren't there a million better things for you to do with your time and powers than donning bright or dark spandex and getting into fisticuffs? Maybe you want to have a life that doesn't revolve around powers, or maybe you want to profit legitimately off of them.

SPECIES

Human (free) A hairless ape from the third planet of the Sol system. Mostly harmless.

Amazon (-100 cp) Technically human, but gifted by the goddesses with immortality and superhuman strength and grace. The Amazons live on a hidden island paradise the world only recently returned to prominence thanks to the efforts of Wonder Woman.

Atlantean (-100 cp) The underwater, technically amphibious, variety of the above, a subject of Aquaman and resident of the legendary first city beneath the waves. You may or may not have a fishy look that sends New Englanders running in panic, but can breathe underwater and are significantly stronger and tougher than baseline humanity, able to resist the crushing pressure of the stygian depths.

Alien (variable) Not from around here, eh? There are an awful lot of aliens in this universe, so we've got ground to cover. If your alien species is basically humans with animal features or funny skin, this is free. Something like Thanagarians with a useful native ability are 100 cp. Significant powers, like Tamaraneans are 200 cp. 300 cp for those with very versatile powers or potential like the Star Conquerors or Coluans. 400 cp for Kryptonians, Martians, New Gods or Guardians.

Synthetic (-100 cp) An advanced form of robotic life, like the Red Tornado, or the Metal Men. Because sometimes heroes are made, not born. You're probably a lot sturdier than your compatriots who are made of meat, and smarter as well, but be careful around magnets.

Dragon (-400 cp) Always be yourself, unless you can be a dragon. Then always be a dragon. You are a very large, flying, fire-breathing reptile and it is only with very recent technology and super-champions that this world holds any real threats for you.

Hybrid (variable) It's a comic-book universe. This means people get busy and have kids, even with robots and aliens and things that don't make any kind of sense. If

you want to experience being torn between two worlds, you can hybridize any of the above species by adding their cp-costs together.

Clone (variable) Don't want the drama of any personal history? Instead of being one of the above, you can be a clone of a member, or a mix of a few members, of that species by paying the same cp cost. You may halve that price if you elect to be a flawed clone, with only half the strength or benefits. Clones of an existing hero/villain may discount their powers.



TEAM

Who will be your Companions for these and future adventures?

Aqualad (-50 cp) Kaldur'ahm, biological son of Black Manta and student and protege of Aquaman. He is calm, level-headed and quickly becomes leader of the Team. He fights with water-bearers which let him shape and electrify water.

Arsenal (-50 cp) Roy Harper was Speedy, Green Arrow's sidekick, but before the canon start of the series, was abducted and replaced with a cloned sleeper agent, his arm amputated for genetic material. He will be grateful for a rescue, but still very angry. Armed with a robot arm and a willingness to use firearms, he becomes edgy antihero Arsenal.

Artemis/Tigress (-50 cp) Daughter of the Earth-16 Huntress and international assassin Sportsmaster, sister to Cheshire, Artemis Crock seemed destined for a life of crime, but when her mom went straight she took to her example and began patrolling in Gotham. She came to the Team's attention by helping in a battle with Amazo with her archery skills, she joined the Team posing as Green Arrow's niece. The Tigress identity comes in later when she poses as a mercenary to infiltrate a Light operation, and decides to keep it.

Batgirl/Oracle (-50 cp) Barbara Gordon was clever enough to deduce the Batman's identity and became one of his pupils, training as all the Bat-Family does. After being crippled in an attack you might yet prevent, she takes a step back from the field, doing research and support as Oracle.

Beast Boy (-50 cp) Garth was the son of a naturalist who needed his life saved by a transfer of blood from his 'sister' M'Gann, giving him enough Martian to turn his skin and hair green, and let him turn into any animal.

Blue Beetle (-50 cp) Jaime Reyes was an ordinary high schooler who happened to walk past the Kord Industries building when there was an explosion and he bonded with an alien scarab, Khaji Da, a tool of conquest for the alien Reach turned good (then bad, then good, then bad, then good again...)

Cyborg (-50 cp) Promising football quarterback Victor Stone was injured in a terrible accident and rebuilt as a cyborg. In this continuity, as with the Justice League film, with Apololiptian Father Box tech.

Forager (-50 cp) Forager is... Forager. One of the Bugs, the oppressed underclass of New Genesis, outcast from his people he finds a new family in the Outsiders.

Geo-Force (-50 cp) Prince Brion of Markovia knew something was off about his sister's disappearance, but he never could have dreamed of the metahuman trafficking ring being run under his nose, or that he would gain earth manipulation powers and a lava monster form.

Halo (-50 cp) Gabrielle Daou, someone else got up in her body. Violet Harper is a mother box soul piloting the body of a dead girl, at least in this incarnation of the character.

Impulse (-50 cp) Bart Allen is the grandson of Barry Allen (the Flash) sent back from an apocalyptic future to save humanity. He is a thousand times more scatterbrained and reckless than Wally, but has potential to become a great hero.

Kid Flash (-50 cp) This world's Wally West, rather than being in a note-for-note recreation of the Flash's accident, is a chemistry genius who managed to whip up a superspeed formula based on his uncle Barry's notes. This incomplete one left him significantly slower than the actual Flash, with less fancy tricks and a massively increased appetite.

Can be closed-minded and stubborn on some topics like magic, often rash and impulsive, but is a good friend and a true hero.

Machina (-50 cp) Morgan James was abducted by Psions and devoured by nanotech, becoming the Technovore hero, Machina.

Magos (-50 cp) Seraphina Praxian was a fairly typical Magos Biologis in the Mars of the 41st Millenium, before being scooped up and dropped here. Fortunately she's incredibly friendly and open-minded for a tech-priest, and her far-ranging augmentations are subtle enough she can pass for a normal human.

Metamorpho (-50 cp) Rex Tyler was bathed in a vat of chemicals and can now change his shape and chemical composition.

Ms. Martian (-50 cp) M'gann Morz, a White Martian (persecuted minority) has come to Earth. With all the common Martian powers of telepathy, telekinesis, shapeshifting, phasing and so on. Has some breathtaking self-image issues and a fuzzy notion of telepathic ethics, but limitless potential.

Orphan (-50 cp) Cassandra Wu-San, better known as Cassie Caine or Batgirl in other DC worlds, is the daughter of the world's greatest assassin, who raised her without any language but violence as an experiment.

Polaris (-50 cp) Micah Black was a self-conscious nerd before being sent to a DC world with the power of Aura, and the Cosmic Forge providing escalating crafting perks and resources, joining the Team for the fight with Amazo. It is said there is a Solar Exaltation waiting at the end of her journey.

Red Arrow (-50 cp) A clone of Roy Harper made to infiltrate the Justice League and programmed with a trigger, "broken arrow" so his handlers could update his instructions. Roy is a skilled archer.

Robin (-50 cp) Dick Grayson, orphaned son of the husband and wife trapeze act, the Flying Graysons, was taken in by Batman, trained in stealth, combat, hacking and investigation.

Rocket (-50 cp) Born in the poorest neighborhood of Dakota, Raquel Ervine led a fairly normal life of high-flying dreams and soul-crushing reality, until the night she and her friends attempted to burgle the house of Agustus Freeman, secretly an alien who handily

deals with the intruders. Raquel convinced him to become the superhero Icon, and with an inertia winder belt became his sidekick, Rocket.

Static (-50 cp) Virgil Hawkins, an electrifying teen from Dakota City, rescued from the Reach and eventually joins the Team.

Superboy (-50 cp) Conner Kent began life as a science experiment in Project Cadmus, a half-human clone of Superman with reduced strength and durability and few of the supplementary powers (he seems to have a degree of super-hearing) this made him a very angry young man for a long time, but he's improved so much.

Zatanna (-50 cp) Daughter of master magician Zatara, Zatanna inherited his ability to master the world by speaking backwards.

League Member (-100 cp) You want someone from the grown-ups' table? Bat-dad or another Leaguer? Have at.

OC (-100 cp) Well, after all there are many original characters and self-inserts. Want Paul the Orange Lantern Illustres or his renegade counterpart Grayven to come with? How about Renka of Scadriel? Vanilla Seimmud the Teal Lantern? Match? Well, you can recruit any of them, just for slightly more than a canon native.

Jericho (-100 cp) The son of Deathstroke, a mute young man with a good heart and the ability to possess and control others.

Raven (-100 cp) Hasn't appeared in the series, but most of her fellow Titans have, so whatever. Daughter of the demon lord Trigon and channel for him to enter and conquer the Earth, Raven spent her life in a monastic order to learn to contain her vast and evil supernatural powers. Mostly empathy, healing and astral projection, but she displays other powers from time to time.

Villain (-100 cp) The bad guys are usually cooler, but also less trustworthy and harder to get along with. Be cautious.

League Of Your Own (-100 cp) Import or create up to ten Companions per purchase with 800 cp of their own to spend, plus the same stipends. Companions cannot import Companions of their own, not benefit from drawbacks or scenarios.

PERKS

Have +400 cp just for this section.

Acrobat (-100 cp, free Local) You're certainly good enough at climbing, tumbling etc. to join the circus. You could even do a tightrope or flying trapeze act. Which should make getting around Gotham simplicity itself, right?

Magic Sense (-100 cp, free Local) Whether you get chills down your spine, a curious scent or hairs standing up, you notice immediately when magic is done or exists in your vicinity. With time, you will learn to recognize the differing flavors of various styles and practitioners.

Seamless Insertion (-100 cp, free Local) Some people always have to be the hero. No worries, from here on out, you can insert as the protagonist in this and future Jumps. If a larger ensemble cast, you may have your pick. You get the same potential they do, but only the skills and gear they start the story/this point with. Have fun!

Hacker (-200 cp, discount Local) You're at least as good a hacker as Nightwing. It is an incredibly secure computer system that can keep you out for five minutes.

Force of Character (-200 cp, discount Local) You are flatly immune to all forms of mind control, possession, hypnosis, Anti-Life, etc.

Pedigree (-200 cp, discount Local) Here's one thing a Drop-In can never have, a history. Maybe you're the scion of a line of mages dating back to Merlin, maybe you were a candidate to be a Talon. Either way, you have the kind of raw talent in a single field that can only be achieved by shaping and breeding for generations, embodying the phrase "to make an archer, start with his grandfather." In future Jumps you may apply this to a new skill or field.

Super-Battles (-400 cp, discount Local) Fights between heroes and villains are chaotic at the best of times, but it's a chaos you flourish in. You are incredibly dynamic, ever moving, and know how to leverage your best abilities in superhuman conflict, and taking in and keeping track of whatever you need to know in the furor.

Shadows (-400 cp, discount Local) You trained with the League of Shadows, as many of the best heroes and villains have. Your combat skills are easily a match for the likes of

Sportsmaster and Nightwing, your stealth training even better, and you have learned to ignore pain as Sensei.

Grinding Up (-600 cp, discount Local) You are a 7th Level intellect on a logarithmic scale where humanity collectively rates a 6. In some versions this means you can maintain seven independent streams of thought at once, which, sure, why not? More importantly, you are an intellectual peer of the best versions of Lex Luthor and Bruce Wayne. Your technological skills count as a super-power in their own right, maybe the greatest power, and you could manipulate someone into suicide in a couple of minutes. Given time, faster with suitable challenges, your mind will scale up to match Brainiac's 12th level intellect, and beyond.

Legitimate Businessman (-600 cp, discount Local) Sure seems weird your fingerprints are all over everything, yet you get away scott clean. Clearly you didn't know about that shady project you financed, it was all the director's fault! It seems that no matter what you do, so long as you aren't caught with the smoking gun, you can get out of it with your reputation intact. You might even get elected President. You might have to shift the blame on others, and yes they might get life in prison, but you can't make an omelet without breaking a few eggs, and you were never one to worry about the mess left in your wake, were you?

Opener (-800 cp, discount Local) Some say you're the son of the devil, or just a dude, or an immortal Roman or something. Your origins are deliberately vague, contradictory and misleading, for you are the reincarnation of Merlin, the archmage of archmages. Your talent in every form of magic is off the charts, each artifact bows to you as readily as their maker. The mystic attacks and defenses of other mages are as the clumsy playing of small children to you. You could bully small gods or with preparation confront one of the Endless on fairly even terms. But by far your greatest power is the ability to freely roam the (DC, or local until you Spark) multiverse, to explore all its wonders and horrors and treasures, to alter reality as a painter might modify his works, even create worlds, though they will need a certain degree of maintenance. Physics and even the laws of magic are an amusing joke to you.

Drama Queen (-100 cp, free SI) Anyone can beat up the baddies, you do it with style! Your use of your powers or body is breathtakingly beautiful to watch in action. It might even distract the people you're fighting. Plus it can be really demoralizing fighting someone who makes beating you look so effortless.

In A Strange Land (-100 cp, free SI) Not everyone can wake up in a filthy alley in a random city and be okay. You are really adaptable, capable of blending in and landing on your feet. When upset in a crisis, you calmly decide what you need and go about getting it done.

Some Cojones (-100 cp, free SI) You have the kind of iron nerve that would let you steal Lobo's bike before you figured out you had superpowers.

Dumb Luck (-200 cp, discount SI) Did you rub a rabbit's foot before getting inserted? You have the kind of sheer dumb luck normally reserved for isekai protagonists, the really eye-rolling kind. Your good fortune is downright miraculous, but it still has limits. Use it too selfishly, and it can backfire, throw yourself into danger many times in a short span and your luck just might run out.

New Guy (-200 cp, discount SI) It can be hard when starting at a new school. Or a superhero team. You are skilled at making new friends and fitting in, though. You'll be alright.

Quest (-200 cp, discount SI) Like shower thoughts, but they can leave you alone in the shower. Whenever interesting things happen in your life, you can hear a mental comments section debating your situation and choices, what you can do or should've done. This never distracts you and there's some good ideas in there.

Outside Context (-400 cp, discount SI) You are something from outside this universe. Attempts to drain, restrain, copy or suppress your powers are doomed to fail, because they don't work by the local rules.

Set Things Right (-400 cp, discount SI) Whether it's Zatara becoming the host of Nabu, or Connor's getting blown up, when you know a disaster is coming fate seems to line up in such a way that you can thwart it. You run into people with the power to do something, and they believe you about the coming crisis. Or you find yourself perfectly positioned to intervene.

Author's Pet (-600 cp, discount SI) There's truly no armor like Plot Armor, and yours is now a match for the Batman. Even if a mind-controlled Justice League speed-blitzed you in your powerless civilian identity, you would happen to handily survive uninjured being hurled through multiple walls and have contingencies you'd planned for exactly this situation. It takes a truly devious or overwhelmingly powerful enemy to mildly inconvenience you, and be assured that even if Nekron or Darkseid managed to incapacitate you, they'd have some use for you that required them to let you wake and monologue for a bit

Golden Finger (-600 cp, discount SI) You're not like these people, you know, you're better. Obviously smarter than anyone in the DC writer's bullpen, but it's more than that. Your powers are more than just a part of you, you understand and control them absolutely, to the last nanometer. You easily come up with creative ideas and combinations to make them far more versatile, and automatically understand the limitations of superpowers, both yours and those of your foes. Go, and show them how clever you really are.

Walking in Shadows (-800 cp, discount SI) You may well be said to be the most "real" thing in this entire universe of shadows, ink and imagination. You can always move, and never be moved. Affect change, but never be affected save that you allow it. The universe around you is only ever and exactly as real to you as you allow it to be. Want a wall to not be solid or Omega Beams to do nothing to you? Great.

A Manga Nut With A Power Ring (-100 cp, free YALSI) They say a power ring is limited only by charge and the imagination of the wearer. Fortunately, you're as creative as Kyle Rayner, able to make detailed and wacky constructs at the drop of a hat. Further, your constructs gain definition and detail with time as you continually refine them.

Wholeness Rightfully Assumed (-100 cp, free YALSI) For some reason, the first thing all you Lantern SIs do is alter yourselves into an idealized, beautiful and healthy form. Usually one that coincidentally can be mistaken for a teen and sent to the Team. This can take some mental gymnastics to achieve with say, fear or compassion, so let's skip the trouble and give you all that upfront, along with the ability to instantly heal yourself with your ring.

Why Can't I Hold These Feels!? (-100 cp, first free YALSI) To be a good lantern you need to be strong in a particular feeling, there's a reason there's only around seven thousand lanterns in a corp from a recruiting pool of the entire universe, and only three Blues. The first level of this perk grants you the skills, discipline and raw feeling in one color of an average lantern. A second, that of a veteran or Honor Guard. A third, a legend like Sinestro, Jordan or Saint Walker. The first is free for YALSI, the following purchases are discounted for all, multiple purchases can also vary colors.

Esoteria (-200 cp, discount YALSI) Green Lanterns have the strongest, toughest constructs, Yellow are empowered by fear, Blue Lanterns can channel faith to work miracles, Red Lanterns burn all with their fury, Oranges subvert and assimilate, and Indigo Lanterns can teleport casually and mimic the other colors. Whatever unusual abilities or specialization your ring color(s) possess, you are extraordinarily gifted in. Green constructs are not merely stronger, but almost indestructible, etc.

Now in Technicolor! (-200 cp, discount YALSI) Normally a Black Lantern specialty, but it does crop up a lot. You can call up a sort of empathic vision mode in which people glow with the mixed and muddled colors of their feelings, as filtered through the Emotional Spectrum. By focusing on a particular color you may be able to pick out associated images and thoughts. Plus, you can see people through walls this way.

Speed of Light (-200 cp, discount YALSI) General Kreon was famous for making constructs so quickly they'd just appear, fully formed without a beam or connection. Your mind works at incredible speeds under pressure, and your constructs form far faster than most Lanterns.

Juggling (-400 cp, discount YALSI) Most Lanterns can only maintain a handful of constructs at a time before losing focus and having one or more fall apart. You, like Nero, can maintain a few hundred constructs at a time, such is your ability to multitask.

Independence (-400 cp, discount YALSI) Kyle could create Oblivion from the far side of the universe, Nero could run constructs from the far side of a city. You don't have to focus all your attention on directing constructs, but can program them with some basic stimulus-response, pseudo-sapience, or even make them fully autonomous.

Forger of Futures (-600 cp, discount YALSI) Few are the Lanterns who delve deep enough into the technology of their rings to be able to produce even the crudest early gauntlet versions. You, however, understand the science and craft of ring-making, from ordinary rings to the greatest central battery. You know how to harness all forms of exotic energy into power-ring like forms. Who knows what wonders you might construct, given time?

Torchbearer (-600 cp, discount YALSI) A single human destroyed the Green Lantern Corps, then a single human inherited their legacy and rekindled their light, restoring the Guardians, Oa and the Central Battery. When such a calamity befalls the universe, when empires fade and armies of heroes are fallen and forgotten, you have all the skills needed to restore whatever was lost, and will find the tools and opportunities to do so. You also have what you need, the perception and will to reform or tear down corrupt systems, that they can be rebuilt on solid foundations.

New New New Guardian (-800 cp, discount YALSI) At the turn of the Millenium, the last Zamoran and Guardian came to Earth to train the next generation of immortals to make the universe safe. It... didn't work out great, but at least we got Best Villain Snowflake out of the title. Then we got the New New Guardians, to train Kyle up as a White Lantern, but also didn't really manage to replace the OG Malthusians as protectors of the universe. Well, the third time must be the charm. You have the raw power of a hundred power rings, though they may still be useful for precision work. Your senses encompass much of the universe, you are in tune with it now, able to see and comprehend reality on a level few species ever manage. You are immortal, and your consciousness and intellect expand to match your endless life and vast power.

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Clark Kenting (-100 cp, free Hero) You are the master of the secret identity game, no one will find your family or home unless you specifically reveal that information to them.

Quick Change (-100 cp, free Hero) Because you can't always find a convenient phone booth these days, you can always find an abandoned nook and change with remarkable speed. You are never late to the crisis because you stopped to change, nor are you ever seen.

Scanner (-100 cp, free Hero) You are always nearby or aware of crimes and disasters happening in your vicinity. Whether a couple of ne'er-do-wells skulking in an alleyway or a fire in progress, you find yourself in a position to help.

Nick of Time (-200 cp, discount Hero) By luck or the world's best timing, you always seem to arrive when needed and not too late to help. More than that, physics is oddly forgiving to your efforts to save people. As long as you catch someone, they won't break their necks from super-speed whiplash or something.

World of Cardboard (-200 cp, discount Hero) You are an expert in finding ways to minimize collateral damage from your fights. It would be a shame to leave a trail of destruction and broken bodies after 'saving the day', after all.

Join You in the Sun (-400 cp, discount Hero) Heroes are not great because of their powers or their deeds, but for their ability to inspire others. Your very existence in a universe can move it towards a heroic age, where people care for one another and believe in truth & justice. Any noble actions you undertake have far-reaching and positive consequences, particularly in inspiring imitators to take up the mantle of hero.

Righteous Therapy Punch (-400 cp, discount Hero) So many villains are disturbed, deranged. Where is the satisfaction in punching out the brain-damaged, or outwitting the delusional? Who is really being helped? Now when you defeat someone, they are forced to consider that their ideas may be wrong. You can forge bonds of trust and mutual respect even with deadly foes, just to reach across and tell them that they're not alone. That somebody understands.

Who Would Win? (-600 cp, discount Hero) Stan Lee said it best about comic book versus matches, whomever the writer wants to win. Yet there is a deeper truth here. No matter how impossible the situation, no matter how unstoppable the foe, the heroes always find a way to win. If that means Batman can talk the Joker into decision paralysis after the latter

becomes omnipotent, so be it. It may take cleverness, it may take grit or sacrifice, but they pull it off, because there's no other choice. For you, there are no longer impossible situations or choices. There is *always* a way to save the day, and each and every innocent in danger.

Evil is Petty (-100 cp, free Villain) You're at best when getting yours back. If someone has beaten or wronged you, you find your plans succeed more often, as if you get sharper and luckier just by pursuing vengeance.

Evil is Sexy (-100 cp, free Villain) You make this look good, or maybe it's just you who looks good. Solid 9/10, never messed up or bedraggled even after being electrocuted and dragged through filth. Your presentation, your posture and voice all combine with your appearance to create a magnificent impression.

It's the Only Way (-100 cp, free Villain) When you think about it, Lex Luthor is kind of the hero. He's standing up for humanity against the alien outsider. You won't make it far as a villain without the ability to lie to yourself and justify your horrendous actions, so here it is. Unless you explicitly toggle it off, your conscience won't trouble you so you can take care of whatever needs doing.

Backstab Artist (-200 cp, discount Villain) The most important part of any villain team-up is knowing when to get out, to make sure you're the one holding the knife when your partnership is brutally severed. You have an instinct for when your allies are plotting to betray you and how, and are masterful at defeating their efforts or turning them against them.

Revolving Door Prison (-200 cp, discount Villain) They just can't seem to hold you. Not in Ryker's, Arkham or even a flying domed prison or the Phantom Zone. Sooner or later, and always sooner rather than later, you'll be back in circulation, baby!

All the Brothers & Sisters (-400 cp, discount Villain) Joker may be akin to a cult leader in the movie, but it's not the first time. Mount Justice was abandoned after "Joe Kerr" led a mob against all superpowered freaks. You have the twisted charisma of a cult leader yourself, able to peddle any half-convincing ideology into something the desperate, broken and lost will build their lives around, kill and die for with a smile on their face.

Broken Arrow (-400 cp, discount Villain) Is there anything more satisfying than watching two super-chumps who should be best friends trading punches? You are incredibly skilled

and fortunate in turning your enemies against themselves. Inserting moles on the team, making them think you've inserted moles on the team, framing supers for crimes, exploiting existing tensions and insecurities, you can have the goody-two-shoes turning on each other like starving rats, and it will be glorious!

Death in the Family (-600 cp, discount Villain) The heroes always win, eh? Then why not rewrite the story? No amount of "good fortune" or call it what it is, plot armor, can save the heroes now. The fan favorites die as easily as some mook in the prologue. If you cripple or kill someone, they will stay that way.

Common Sense (-100 cp, free Other) Despite the name, it's really not that common. You tend to be pragmatic and think things through carefully, given time. You are more likely to spot the flaws in your ideas, and other peoples'.

Face in the Crowd (-100 cp, free Other) You blend in easily, people struggle to pick you out of a police lineup. If you walk casually, you can stroll away from a crime scene unnoticed and unbarred.

True Neutral (-100 cp, free Other) As long as you truly don't pick a side, people will bother you once to join their gang or team or whatever, and then leave you alone.

Booster Gold (-200 cp, discount Other) You are a master of image and PR, able to prop up even the most unlikable jerk as a peer to Superman, or explain away Lexcorp's connections to Intergang. Nobody can manage rumors or massage a reputation like you can.

Unpredictable (-200 cp, discount Other) Nobody can seem to get a good read on you. Not body language experts, telepaths, or precogs. Any attempt to gain information on you by supernatural means returns nothing, or whatever that power's version of a 404 error message is.

Just Business (-400 cp, discount Other) Don't you sometimes wish life could be more... episodic? Instead of events flowing into and happening besides each other and interacting in various ways, they had a clear beginning, middle and end? Well good news, when you close a chapter on your life, it's *over*. No messy future consequences, no nemesis swearing revenge. If you swindle someone out of their life's savings they might try and take revenge, but only ever the once.

Think of the Applications! (-400 cp, discount Other) All the incredible things Metas can do, and they mostly just punch each other. You're smarter than that, maybe not a Tesla but at least an Edison. You can see uses and marketing opportunities for every form of super-power or wacky invention. Getting the patent to Mr. Freeze's freeze-ray might be complicated, but imagine yourself laughing to the bank as your super-cooling system revolutionizes nuclear safety and fire-fighting.

Fortune (-600 cp, discount Other) Your luck is amazing! Not like Gladstone Gander, or anything, you won't be constantly tripping over money right before you need it. But anything with a 1% chance of breaking your way is a sure thing. One in ten thousand? Closer to fifty-fifty. One in a million? Like rolling a die. And you know what has a less than 99.5% chance of happening on any given day? Car accidents, lightning strikes, etc.

POWERS

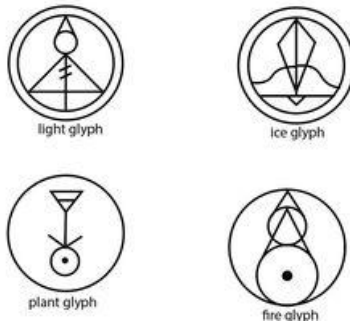
Have +600 cp just for this section, a single power can be discounted.

Bodily Vibration (-100 cp) You can vibrate really fast. Not through objects or into parallel Earths or anything, you just vibrate really fast.

Empath (-100 cp) You can sense the emotions of others.

Gloss (-100 cp) There are invisible lines of power, ley lines, around the world, linking sites of mystic significance. You can draw on the power of these lines, gaining tremendous strength and durability. With enough practice, you might be able to manipulate the lines to create earthquakes or control the weather. Why so cheap then? Well, this only works when on a ley line...

Glyph (-100 cp) Straight from the Boiling Isles in the Demon Realm! You have mastered the symbols for the four basic elements: light, ice, fire and plant. You can mentally guide them on activation to shape the effect, even remote activate them, the bigger the glyph, the bigger the effect. They can also be combined in various ways for larger, more complex spell effects. For instance, fire and ice on opposite sides of a circle create a concealing mist, while a large light with an ice and fire at the two and seven o'clock positions respectively makes a feather-fall. You can have those two for free, most of them you'll need to figure out for yourself. Glyphs are self-sustaining, no Titan needed, warranty void where prohibited.



Imbue (-100 cp) Whatever exotic energies you might control, magic, psionics, chi etc. You can channel these forces into inanimate objects. The simplest thing is to add a little ‘juice’ to whatever melee weapon you want. With a little work you can turn things into exotic energy bombs. Who knows how complex the effects you imbue can become with enough practice and experimentation?

Immortal (-100 cp) You don’t age, don’t get sick, never scar. Even radiation can’t hurt you.

Masque (-100 cp) Arguably the least versatile form of shapeshifting, but you’d be surprised how useful it can be! You can transform your appearance into that of any other person, right down to fingerprints and retinal patterns.

Joined (-100 cp) The power to fuse with the very Earth! Or a wall or something. Point is, once you’ve joined to something, you’re not getting blown over, knocked back or separated. With some grappling training, you’d make a heck of a wrestler.

Mosaic (-100 cp) You’ve got the touch, you’ve got the power! The power to make people you touch pass out, while you benefit from their knowledge, skills and powers. This lasts for a maximum of one hour.

Radioactive Lifestyle (-100 cp) You can turn into a radioactive skeleton, like Blight before he lost control and went mutant full time. Just getting near you in this form is dangerous, and you can toss around intensely hot, radioactive fire. Also absorb radiation from an area.

Recall (-100 cp) Did you know at one point Superman rebuilt a super-computer after seeing it for a fraction of a second before it self-destructed, and was still able to get data off it? Like him, you have a perfect memory, even a momentary glimpse of a page or diagram is enough to perfectly recreate it.

Rock (-100 cp) You can assume a completely invulnerable, completely immobile petrified state. You can't be hurt, but you can't move. Great for propping open doors or letting a teammate use you as a club.

Soul Man (-100 cp) Your spirit can leave your body and roam freely, to scout and spy.

Sublimation (-100 cp) You can turn your body (including clothes!) into a gas, allowing you to come apart or to fly through tiny cracks. With a little practice you can turn just part of your body gaseous. Beware of strong vacuum cleaners.

Super-Sense (-100 cp) One of your senses is enhanced beyond what is humanly possible. This could be perfect night vision, or telescopic vision, microscopic vision, x-ray vision, infrared, super-hearing, super smell, etc. You can take this multiple times.

Super-Ventriloquism (-100 cp) Because the classics never die. You can perfectly imitate practically any sound, and impersonate any voice. You can actually 'throw' your voice so it seems to be coming from any point in a hundred foot radius. You also have perfect pitch.

Triple-Jointed (-100 cp) You can put professional gymnasts and contortionists to shame, most people will flat out not believe the ways you can bend your body and joints, and tying you up is an exercise in futility.

Air Wave (-100/200 cp) You can hear radio transmissions, even nominally secured and encrypted ones, and are never overwhelmed by all the noise. For an extra 100 cp (200 total) you can turn your body into an electronic transmission, flying through the air at the speed of light to emerge from a radio or cell phone.

Ashes to Ashes (-200 cp) For it is in passing that we achieve immortality. Through this, we become a paragon of virtue and glory to rise above all. Infinite in distance and unbound by death. Which is a fancy way of saying your soul-power was unlocked, granting you the power of Aura as seen in RWBY. Mostly this takes the form of physical enhancement and a personal forcefield, plus self-healing. In time, you may learn to shape or project your Aura into an individual power, or Semblance, equivalent in strength to the sort seen in the cartoon.

Body Supremacy (-200 cp) Your awareness of and control over your own body is absolute. Partially this is an aid to flexibility and muscular control, partially this is control over your own biology. You might not be able to shapeshift or breathe fire, but you can make your

body heal itself almost instantly, alter your age, and so on. You can also mess with your body position and momentum in some interesting ways. Your self-mastery trumps physics, magic & metahuman powers.

EMP (-200 cp) You can fry electronics, in a wide sphere or a specific cone of effect.

Energy Blast (-200 cp) You can project energy from your eyes and/or hands. Pick a specific type, like heat, or cosmic energy, radiation etc.

Icicle Jr. (-200 cp) You can shoot daggers of ice or blasts of cold from your hands. With a little time and effort, you can freeze over large areas.

Impetus (-200 cp) With hundreds of eezo nodules and an amp implanted, congratulations, you're a Mass Effect biotic! You have the full range of the Adept class, even abilities that only appear in multiplayer. This means you can increase and decrease the effective mass of yourself and others, shield yourself (you even get a shield as a passive, that works like in the game) charge, warp, create a singularity or nova.

Invisibility (-200 cp) Pretty much what you'd expect, you have the power to turn invisible and walk unseen. Try not to get caught anywhere you shouldn't be, look out for closed doors.

Mini-Tesseract (-200 cp) You have access to and control over a miniature tesseract, a fold in space-time. More commonly called a pocket dimension or hammerspace. Things you store within are kept in stasis. You can't fit anything more than a dozen kilometers or so inside.

Projection (-200 cp) Well, really a kind of anti-projection. When someone is being bad, you slap them in sensory deprivation from a distance. Unable to see, hear, smell, feel or taste anything. You can do this to many people at once, it does take a little focus to maintain.

Subtle Knife (-200 cp) You have two related powers, one obvious and one less so. The first is the ability to project an invisible blade from any physical blade or spike, allowing you to cut things at any range you can see. The second is a highly sophisticated, yet specific, danger sense. It only works on superhumans, yet tells you not only when you're under attack, but gives you a good idea of their powers and tactics.

Untouchable (-200 cp) You can turn *intangible* and walk like a ghost through walls and solid objects. Some energy attacks might be able to harm you. You can float to gently drift up and down, and so you don't fall through the ground.

Wild Side (-200 cp) You have the strength, speed and senses of the Black Panther, along with the skills such as tracking, hunting, combat and science. You have a vibranium panther suit with claws and vibranium energy daggers which can stun or kill, shoot the blades or form other weapons. Also a kimoyo bead necklace and the Spear of Bashenga which teleports to the user's hand.

Shrink/Grow (-200/400 cp) You can shrink down to a subatomic size, like the Atom. Alternatively, you can grow up to 1400 feet tall, with your strength and durability far outracing square-cube law. For 400 cp, you can do both.

Elemental (-200/600 cp) You wield power over one of the classical elements, able to match Red Tornado or Geo-Force. This can be taken multiple times for multiple elements. For 600 cp instead, your power is much greater, like Red Volcano's, a threat to an entire continent.

Alchemy (-300 cp) You are skilled in both Amestrian Alchemy and Xingese Alkahestry, able to transmute materials through the power of chi or tectonic power. We'll even throw in the hand-clap transmutation, but if you want to do anything complex, you'd better get good at chemistry.

Along Came A Spider (-300 cp) You have the proportional strength, speed, and agility of a spider, like some kind of... arachni-kid. You can also shoot webs from your wrist, cling to surfaces, and have a precognitive danger sense.

Blink (-300 cp) You're not just a Jumper, you're a real Jumper! Meaning in this context that you can teleport over any terrestrial distance, anywhere you can see or have visited and can clearly picture. Momentum is conserved but angularity is not - in other words, if you teleport while falling you'll still be moving at the same speed, but could arrange to be heading sideways or straight up to take care of it.

Blue Mage (-300 cp) You can copy any metahuman power you can survive having used on you. In other words, you copy people's attacks.

Chemical Chameleon (-300 cp) You can absorb the properties of any substance you touch, effectively turning *into* that substance though you may not look it. You can also mentally command, control and reshape that same material for as long as you imitate it. For instance, you might become a man of iron and find you can master all iron within say, half a mile.

Elemental Animation (-300 cp) You can channel energy into the classical elements to create sapient, loyal elemental constructs. Living stone golems or dervishes who will serve and protect you.

Mass Times Acceleration (-300 cp) You are connected to something, an energy field created by all life, linking everything in a vast ecosystem. Life, death, and between them a tension. The Force is your ally, and a powerful ally it is, your strength and skill rival the greatest of Jedi Masters and Dark Lords.

Need A Nightlight (-300 cp) You're not human, but something a great deal more... and also less. A creature of the (Old) World of Darkness. Not a Mage, that comes later, but a Changeling, Kindred, Garou, Amenti, Wraith or Demon are doable. You start at level one and are assured to grow... but recall that power always has a cost.

Nemesis (-300 cp) You spontaneously develop whatever temporary power you need to overcome a single super-powered opponent or escape the situation. This does not prevent you from being overwhelmed with numbers or tech.

Reactive Adaptation (-300 cp) Your body is continually fine-tuning itself to better do what you need. Not instantly, but if you wound up in a desert, you might find yourself with some extreme adaptations to shed heat and minimize water loss in a couple of hours, and this continues without limit. The longer you're in a situation or environment, the better suited you become to it, the more you engage in heavy labor or combat, the better you'll become.

Rex Regnam (-300 cp) You have the power of King from Worm, a bit of enhanced strength and durability, and whatever injury is visited upon you instead affects the last person you touched, until they die and it moves on to the second-to-last person. The good news is the link expires after twenty-four hours.

Silver Tongue (-300 cp) You can conjure metallic objects by describing them. There is a limit but it's hundreds of tons, so for most purposes don't worry about it. You have to

describe the shape, weight, material and location. No problem with wanting an iron anvil, say half a ton, fifty feet above that guy's head. Besides the clean-up, obviously.

Slim Shady (-300 cp) You have an innate connection to the Shadowlands, a dimension of darkness and despair. You can snuff out lights with your shadows, form basic constructs, teleport through shadows and to an extent summon and control the demons that dwell in the Shadowlands.

Smell the Roses (-300 cp) You have the power of the Still Force, supposedly the Speed Force's equal and opposite. You can create fields of slowed time, to the point of absolute stasis, and shape and manipulate them in some fun ways. You can also cause things in your fields to decay away in moments, because stillness equals entropy? Somehow? Whatever, you can slow, freeze and utterly destroy all kinds of things. Have fun now!

Speeding Arrow (-300 cp) Watch out here comes my arrow, it flies super-fast, and kills everyone. Your will manifests as a single arrow, infused with Speed Force it zips around at incredible velocities, directed by your mind, it is incredibly precise. It can easily penetrate steel and even bunker doors (Yondu powers, basically).

Sympathy for Jumper (-300 cp) You can link two objects, given a power source and alar, the ability to absolutely convince yourself that the two are one and the same. Better connection with greater similarity, best with pieces from the whole. With this you can light a hair on fire to immolate a man, dip a pebble in oil to grease a road. You only get about 30% transmission if the sample isn't actually a part of the subject. You also know how to create wire runes and simple machines that run off sympathy.

Changeling (-300/600 cp) You can turn into any animal, giving yourself a wide variety of useful forms for scouting or combat. For an extra 300 cp (600 total) you have a kind of limitless shapeshifting that puts Plastic Man to shame. Want to be a house, a helicopter, a functioning gun? Go for it.

Blacklight (-400 cp) Your body has been taken over and replaced with a virus, but your mind is intact. You can reshape your flesh on a whim, even infect other people and take them over, devouring them from the inside and gaining their appearance and memories. You can get skills, to an extent, and powers if they are based in biology.

Brightscale (-400 cp) Always be yourself, unless you can be a dragon. Then always be a dragon. You are a Young Metallic, Chromatic, Gem, Lung or Planar Dragon with all that

implies. Flight, breath weapon, eventual transition into a Great Wurm and, of course, magic and spell-like abilities. You get unlimited uses of *change shape*.

Glowstick (-400 cp) Like the YJ interpretation of Halo, whatever your physical form you have the soul of a Mother Box, a living computer with reality warping capabilities. You don't possess those in full, nor the breathtaking knowledge of Source-connected search engine. But you can open boom tubes, portals throughout the local multiverse. You can also glow with one of the colors of the rainbow, each aura granting one power, and resistance to the same: Red for straight shields and heat/fire blasts, plus flight. Orange for blunt force. Yellow, a stunning energy. Green stasis beams to freeze/slow others. Blue for holographic illusions. Indigo for levitation and attraction/repulsion. Violet are healing energies, which can even revive yourself if you fall, raise the recently dead, and counter mind control. White light is just light, but strong enough to banish magical and superpower-related darkness. Who knows how much more you can learn as you delve deeper into the powers?

Legion (-400 cp) You are a kind of hive mind, there's your physical body, then every arthropod (well, not mites for some reason) and an eclectic sampling of worms. Your main body can also dissolve into assorted insects and be reconstituted at need, and your multitasking abilities are practically limitless, easily able to manage every facet of a huge swarm.

Libriomancer (-400 cp) You can pull items from books that work as in the novels. Only things that can fit, and there's a bunch of limitations. No large-scale wishes, no time-travel except for closed-loop and incredibly short-term. Pulling things from a book causes a magical damage, *char*, only you can see which recovers slowly and in the meantime limits your ability to draw from the same book. With time and training you might learn to use exotic effects like applying magic from a book.

Metallic Art (-400 cp) The famed magic of Scadriel lives in you, well, one of them. Pick Allomancy, Feruchemy or Hemalurgy, three powers centered around sixteen metals. Allomancers, or Mistborn, eat their metals and disintegrate ("burn") them in their bellies to gain various powers: enhanced strength, senses, attracting or repelling metallic objects, strengthening or dulling selected emotions, sensing magic, shielding themselves and others from emotional manipulation or detection, creating bubbles of slowed or accelerated time, seeing their immediate future, seeing their past/themselves, and wiping the metal reserves of themselves, or other Allomancers, or burning out theirs and other

Allomancers metals in one huge push. Feruchemists store a specific quality in a metal object (“metalmind”) usually jewelry, halving it now so they can have it on tap at need. These include, depending on the metals used; strength, senses, speed, weight, memories, wakefulness, warmth, speed of thought, breath, energy, health (allowing regeneration) determination, luck, identity, connection, and Investiture (mana). Finally, Hemalurgy is a dark art (though supposedly not inherently evil) where you kill someone with a blade or spike of one of these metals through the heart and steal some quality of theirs, a power or their strength or keen senses, etc. By inserting this spike into another living thing, you can enhance them with that quality, or depending on where and how, mutate them into horrible monsters. Each purchase grants one metallic art and mastery of it, this power may be taken multiple times.

Now You See Me (-400 cp) You have the power of illusion, able to make other people see, hear, and feel things that aren’t there. Incredibly versatile for hiding things, distractions, etc. People might wise up and start disregarding them if you aren’t subtle, but if you create a fog or a black void they’re free to disbelieve to their heart’s content, it won’t help them see.

RAM (-400 cp) Your brain operates with the efficiency of an alien supercomputer, with blinding speed, perfect memory, and an absurd degree of parallelism allowing near limitless multitasking. You are able to mentally interface with and control technology within a certain range which extends to satellites in orbit. Hypertech AIs like power rings or souled machines like Mother/Father Boxes can resist your commands, but that’s a very select group.

Telepath (-400 cp) You are as powerful and skilled a telepath as M’gann and Psimon, able to read and manipulate minds, or communicate silently with large numbers of people. You also have the telekinetic skills to restrain, toss around or crumble multiple jet fighters. Your strength, skill, multitasking and precision will grow with practice.

Sdrawkcab Gnikaeps (-400 cp) Like Zatanna, Zatara and Merlin the Magician from way back when, you can order the universe around by speaking backwards to it. There are still limits to your power and skill, but you can be incredibly formidable within them. You gain the ability to understand backwards speech and to translate what you want to say effortlessly into it.

Technovore (-400 cp) Like a techno-organic version of the Blacklight power, you are a being made largely of nanites, powered by Bleed portals and capable of storing up some extra mass in the Bleed. You can reshape your body at need, and assimilate new technologies into yourself and replicate them as needed.

Speed Force (-400/600 cp) Your body has formed a connection to the (supernatural?) source of all motion. At base, this allows you to move really fast, soft-capped at Mach 20. Your mind accelerates to match, but you must be in motion for this effect to work. At base, like Kid Flash, you cannot vibrate through solid objects, or into alternate realities, steal kinetic force, travel through time or any of the other fancy tricks from the comics. Buy the upgraded version, and anything any Flash did in the comics is possible for you, including achieving FTL.

Traffic Cone Ninja (-400/500/600 cp) The power of chakra is yours! Also the skills of a Narutoverse Shinobi. For the base cost, you have the skills and power of an above-average jonin with a specialization you excel in, such as Gai's taijutsu skills or Kakashi's abilities with ninjutsu. For an extra 100 cp, you can add any canon bloodline limit or become a Jinchuuriki demon-container. For 600 cp, you can go all out, Otsutsuki origin and continue adding flourishes for an extra 100 cp apiece.

Alien Space Whale Magic (-600 cp) Want a different power from Worm? Have anyone you like. Yes, even Eidolon's or Path to Victory.

Amaz-ing (-600 cp) Like Amazo, you have the combined powers and skill of the (Young Justice) Justice League, including producing a power ring or lasso at demand, and can copy further powers. However, like the Silver Age and YJ Amazo, you can only use the copied powers of one person at a time.

Bad to the Bone (-600 cp) You seem to have dropped in by way of Warframe, and have the form of either a Tenno or Sentient, both dating back to their wartime peak. One is a hive mind terraforming system with countless bodies and absurd mastery over the physical universe. The other are traumatized children remote-piloting war-bots (Warframes, you get three) and wielding the one power (Void) that utterly terrifies the first. Or if you're feeling really bold, you could take this twice and somehow be both. Both are extremely hard to kill, and have the power to transform the world for good or ill.

Faithful (-600 cp) Sometimes the greatest power is found in humility before a still higher power. Your soul has been reworked to better channel the divine powers of a particular pantheon, either one of your choice or a diverse group of gods linked by a single domain. With a prayer, you can borrow a sliver of power from a single patron at a time, power over fire or wind, the strength of a dozen men, and so on. With a greater effort, and perhaps a sacrifice of blood and pain, you can mantle a divinity, becoming a sort of demigod avatar with far greater powers over their domains. In an emergency you can channel your patron's full powers, but only for a minute or two before it kills you.

Jumper Is (-600 cp) Like Yuga Khan and his son Prince Uxas, better known to the universe as Darkseid, you have braved and conquered the Omega Force, claiming it's power as your own. From your eyes issue homing beams that disintegrate, annihilate (but can bring back!) anything, up to planet-sized. The beams can also be used to transfer consciousness, and trap someone in the Omega Sanction, a hell of time-looping through their life but everything continually gets worse despite their best efforts. Finally, you could not contain Omega without being resistant to it.

Other Magic (-600 cp) Magic in the DC Universe is powerful, subtle and wonderfully vague. But maybe you're really curious what a Channeler could do in this universe. Perhaps a Dresden Files, D&D or Harry Potter Wizard, or that one magic system from that obscure series you like? Well, have it your way, each purchase grants you access to a single magic system outside those already mentioned.

Second Breath (-600 cp) You are Exalted beyond all others, with an Essence-manipulating add-on to your soul giving you the ability to use Charms. You can be any of the many varieties of Exalted, Solar, Lunar, Abyssal, Infernal, Terrestrial, Sidereal, even the ones that haven't had splatbooks yet.

To the Top (-600 cp) Pick your favorite cultivation system. You now have access to it and the kind of prodigious talent that is seen once in a thousand years, if then. If you require some particular herb or medicine to advance, an opportunity to procure it will present itself. With time you could be one of the most powerful beings in the universe. Just try not to let it go to your head, you know what they say about arrogant Young Masters...

Well That's Just Super (-600 cp) Faster than a speeding bullet, more powerful than a locomotive, you know the rest. You may or may not be biologically Kryptonian, serums and even a kryptonite variant exist to give out their powers, but you have all the abilities

of Superman. Some Young Justice fics lowball Big Blue based on show-only feats, so we'll say yours are immediately post-Crisis.

What Are You Even Saiyan? (-600 cp) Congrats, you're a Saiyan! A humanoid species with monkey tails and pretty much limitless potential for growth. Saiyans have immense affinity for and control over their ki, and are much stronger and tougher than humans, from their high-gravity world. Plus the capacity for multiple transformations into stronger forms, beginning with Oozaru - turning into a powerful gorilla kaiju whenever you see the moon, until and unless you chop off your tail, to the legendary Super-Saiyan. Perhaps with much training and conflict, and many friends and some other Saiyans you may reach as far as Super Saiyan God Super Saiyan Rose Saiyan God Evolved, or whatever the latest mode is called.

To Serve Man (-600/800 cp) Your soul has been mingled with that of a powerful Servant from the Throne of Heroes, granting you their skills, Noble Phantasms, stats and general capabilities. Any Servant you want, only the price is higher (800 cp) for any Grand Servant, Gilgamesh or Sun Wukong.

Composite Jumper (-800 cp) Composite Superman was created when lightning arced through a collection of statues of the Legion of Superheroes into the janitor at the Superman Museum, granting him all the powers of the represented Legionaries. You too now wield the Daxamite powers of Mon-El, the 12th Level intellect of Brainiac-5, powers of electro-magnetism, telepathy, dreamwalking, magic, splitting into three, shapeshifting, intangibility, invisibility, increasing/decreasing the mass of objects, stasis fields, shrinking, growing, bouncing, transmuting elements, starting/speeding/slowing all manner of chemical reactions, shadow manipulation, precognition, sonics, energy absorption, energy blasts, ice blasts, technopathy and martial arts mastery. Probably a couple more I forgot. Have fun!

Gamer (-800 cp) Your life is a video game. You heal overnight by resting, or some by eating. Your mind is immune to all status effects, and you can level up by grinding your skills at a rate flatly impossible for others.

There's all kinds of Game systems out there for you to pick and choose from; from Fable to the Gamer, to WoD or Bethesda RPGs and more, this purchase guarantees you'll get a helpful, intuitive, and non-malicious one with no hard limit on your advancement. Some of these systems even have personalities of their own, if that's your speed.

Imagineer (-800 cp) No, not the Disney kind. Think of any technology that exists in fiction, from a sonic screwdriver to a power ring, a Xeelee Nightfighter, Sun Crusher, etc. Anything that exists in the multiverse. You know how to build it. You know how to fabricate the tools and materials needed to build it and if need be the things needed to make those tools and materials. Even magitek, though you may need help with a power source if you aren't yourself magical. But even beyond a comprehensive mental database from the wheel to the TARDIS, you have something more. For each blueprint you know of three more variations on the theme: 1% the size, 100 times the power/effect, and 1% the expense in time and/or materials. If not for time and materials, you'd be invincible. With those limits, it's still just a matter of time.

Mimic (-800 cp) You can copy the powers of any metahuman you touch. However, you can only have five given powersets from your library active at one time. This means, for instance you could have a copy of Superman's powers in one slot and have his strength, resilience, and also flight and assorted vision powers. It's the powers of one person which occupy a slot.

More Posing (-800 cp) Buckle in, because things are about to get... strange. You have been blessed with the Stands (kind of a guardian spirit) of the main antagonists of JoJo's Bizarre Adventure, parts 3-7. That means the World, Killer Queen, King Crimson, White Snake, D4C and the potential to develop Bite the Dust, C-Moon, Made in Heaven and Love Train. Now, before you break out the happy dance, I should mention you start with all of these locked. You unlock and upgrade them through JoJo points, earned by reenacting poses, catchphrases, memes, scenes and character traits from JJBA. Ones specific to these characters advance them, others bump every Stand's bar but by a comparatively miniscule amount. Just one meme should unlock a Stand, but with minimal stats. Have fun and be fabulous!

Walkback (-800 cp) Now try to stay calm, this here is a special gift that even the Gamer lacks, the peerless power of save-scumming. You can go back in time, from one moment up to 24 hours from the furthest forward in time you've been. That's the major limit, only being able to go so far back. But you can relive the same day for months or years if you really want to. If you die, you will automatically reset 24 hours or to the point you last woke up, whichever is closer. Unless you die within fifteen minutes of waking up, then you go back 24 hours to avoid an infinite death loop. Your Jump-clock runs on time as understood by the rest of the universe.

Freestyle (-1,000 cp) Got a different power in mind? That's fine, just keep in mind we have to price it on the assumption you'll go for something bonkers and overpowered. For similar reasons, this power alone cannot be discounted.



ITEMS

Have +400 cp just for this section.

Costume (free all) A colorful and distinctive outfit. Can be as practical as you like, armored panels seem to be in this year. Also comes with *sigh* “stealth-tech” that turns the suit black while leaving very distinctive logos. Because *that’s* sure stealthy.

Batman’s Real Superpower (-100 cp) 30 million dollars, and each Jump you get the same or equivalent in local currency. This can be taken multiple times, doubling the sum each time.

Concerning Flight (-100 cp) Jetpacks, rocket boots, aero-discs, Legion rings, there’s lots of artificial personal flight devices in DC. Pick your favorite.

Super-Computer (-100 cp) A laptop just a little too advanced for this world, with all the same capabilities of the Bat-Computer.

Stun Gun (-100 cp) Before the Green Lantern Corps, the Manhunters patrolled the Universe on behalf of the Guardians, armed with these green stun blasters, also fueled by lantern shaped personal batteries fed by the Central Power Battery on Oa. They have the amazing ability to harmlessly stun everything, from robots to massive leviathans to the smallest insect. Comes with a battery, naturally.

X-Ioniser (-100 cp) A machine that sharpens blades to the point they can easily slice through tank armor, and with difficulty through Kryptonian flesh, and they keep that edge. Also seem to acquire a slight blue glow.

Amnesia (-200 cp) A meteor that Silver-Age Superman used to erase the memories of anyone who discovered his identity. You kind of hold it and focus on what you want people to forget.

Dial (-200 cp) The H-Dial, looks like a rotary telephone. Dial H-E-R-O and you turn into a random minor superhero character. H-O-R-R-O-R for monsters. V-I-L-L-A-I-N and H-E-R-O-I-N-E are also options. Reverse the original dial to change back.

Exotic Materials (-200 cp) From kryptonite to orichalcum or Shazamium, Nth Metal to Element X, there are countless exotic metals or materials in DC, and even more in fanfiction. Get a ton of the exotic material of your choice each month.

Super-Cycle (-200 cp) A vehicle of New Genesis, goes just about anywhere and folds up into a neat little Sphere when not in use.

Bioship (-300 cp) A Martian techno-organic starship. Capable of radical reconfiguration and impressive stealth, but unarmed as a default.

Phantom Zone Projector (-300 cp) Opens a gateway to and from a prison dimension where the condemned are powerless ghosts, watching the world move on without them.

Power Armor (-300 cp) Your pick of any power armor to appear in the DC universe.

Ruby of Life (-300 cp) A gem that can animate pretty much any inanimate object under your command.

Half Helm of Fate (-300/600 cp) The lesser Helmet of Fate doesn't cover the chin, and the power of Doctor Fate is greatly reduced, but so is Nabu's influence over the wearer. For an extra 300 cp (600 total) you have a 'clean' full Helmet, all the power and knowledge of Doctor Fate, none of the backseat driving.

Mystic Artifact (-400 cp) Pick any magical item from DC's long history. This can naturally be taken multiple times.

Technical Specs (-400 cp) Plans for any zany inventions in DC's long history. From Amazo to the Galactic Golem, the Thinking Cap to Professor Fortune's luck extractor or Dr. T. O. Morrow's future predicting computer.

Sword of Superman (-600 cp) A bit of mysterious matter from the Big Bang that has rocketed through space ever since, coincidentally shaped by cosmic forces into the form of a golden bastard sword with an 's-shield' symbol on the hilt. Countless civilizations have attempted to interfere with its flight, and all failed. When wielded, it can cut any matter, exists as matter or energy whenever convenient, can fire cosmic energy blasts, dispel

illusions and point you wherever you need to be. In a crisis it can grant cosmic awareness and power.

Tear of Extinction (-600 cp) A tiny black, teardrop shaped gem, and the ultimate weapon of Atlantis. The greatest concentration of death magic in the universe, created by the archmage Arion inverting the life-giving powers of Poseidon. This is a weapon that can slay gods.

Omnitrix (-600/800 cp) A super-charged universal translator that lets you turn into an alien and speak to them as one of them. Naturally it took 0.05 seconds for people to think of weaponizing. Who wouldn't want to be able to become a Kryptonian or Maltusian at the flip of a switch? At base this is blank, and will need to scan each new alien lifeform. For an extra 200 cp (800 total) you gain Master Control and access to the codon stream, aka the sum of saved aliens from the Ben 10 omniverse.

Utility Belt (-100 cp, free Local) A handy toolkit for the adventuring detective. Emergency batteries, lockpicks, flashlight, forensics kit, zip-ties, a taser, some throwing weapons, grapnel gun, a rebreather and so on.

Soultaker (-200 cp, discount Local) A sword that cuts casually through steel and seals the souls of its victims. You can summon these souls to question them or, with practice, manifest as a ghostly army to fight by your side. You may apply these qualities to any other bladed weapon.

Clean Scarab (-400 cp, discount Local) An alien scarab is bonded to you. When you are threatened, it forms catom based, shapeshifting power armor tough enough to survive uncontrolled reentry, and capable of flight. It can form weaponry ranging from simple sword and shield to ray guns, railguns, sonics, kryptonite emitters, dimensional phase modulators and implicate order annihilation (Warning! Theological Implications!) The Scarab's AI is a very effective hacker and technopath, able to forge nanite connections with non-networked devices via touch. In an extreme crisis, the scarab can take control in Infiltrator Mode to fight without restrictions or morality.

Mundane Egg (-600 cp, discount Local) An ordinary boring egg, at first glance. It contains an entire world, one you can influence the creation of. What manner of world will you create? Replaced each fresh Jump.

Paper Trail (-100 cp, free SI) You have documentation providing a bogus history, ID, credentials. Everything you need to function in a society despite being dimensionally displaced.

Fruit of the Devil (-200 cp, discount SI) Your pick of canon One Piece Devil Fruits. Each induces a water-paralysis weakness, but can grant a stunning power or transformation. If you want to awaken it, you'll have to figure that out yourself.

Kaleidostick (-400 cp, discount SI) A mystic code created with the Second Magic, the Kaleidostick is a sapient wand that can tap the multiverse for infinite mana, turning the wielder into a magical girl/knight. Provides an A Rank magical barrier for defense, enhanced strength and regeneration and at least basic blasts and constructs to begin with. There's a lot to explore in magecraft, and the Kaleidostick can teach you. Finally, you have a set of seven class cards, any Servant you pick within that category except Gilgamesh or Karna. You can include a card to transform your Kaleidostick into a copy of their Noble Phantasm, overwriting it, or install a card to overwrite yourself, becoming a lesser copy of that Servant.

Adorable Murderbeasts (-600 cp, discount SI) A team of any six canon pokemon, no more than half of which can be legendaries. They have access to their entire movelist and not merely four. Comes with pokeballs and berries to feed them.

Cool Suit (-100 cp, free YALSI) Lanterns utilize a unique hypertechnology jumpsuit. It's not cloth, but is fairly tough and comfortable in a range of temperatures from deep space to the photosphere of a star. You own one such jumpsuit, and it is replaced within 24 hours if lost or destroyed.

Watchtower (-200 cp, discount YALSI) In this setting, the Watchtower was an abandoned Green Lantern sector house, and given to the League after being largely disarmed. Yours has a big space laser and fully functional shields, however.

Lantern Ring & Battery (-400 cp, free YALSI, 200 cp to keep) The essential part of a lantern SI! These rings tap the Emotional Spectrum and come in one of nine colors (all but white!) including, yes, the new 'Ultraviolet' Lanterns, though theirs are tattoos and usually just make people meat-puppets for Umbrax, so not that different from Black. Plus Teal for Joy, and possibly other colors not seen in canon. Your ring can automatically incorporate other power rings, or rings in general.

Corps Infrastructure (-600 cp, discount YALSI) It takes a lot to get a Corps started from the ground up. You need a homeworld, a central battery, a hypertech forge for making new rings, someone to work it, training and administrative areas... Well, now you have it all, and can begin recruiting new Lanterns of your chosen color in all future Jumps.

SCENARIOS

Rewards come After Completion.

Gods Among Us: Welp, that happened. The Joker nuked Metropolis, Superman murdered the Joker and now we're officially living in the worst of all possible timelines. Can you talk Clark around or otherwise arrest the rise of a brutal fascist Regime?

Rewards: +500 cp, **5UP3R:** You have access to little pills that make people strong and tough enough to trade punches with Superman without dying instantly. You also gain the formula to make more. Now what will you do with them?

JLApe: Oh no! Gorilla Grodd has used a strange meteor to turn the JLA and the Team into loyal gorilla foot soldiers in his bid for world domination! Your Companions as well! Only you can stop him as he turns more and more people into gorillas, but can you overcome the greatest heroes in the world, made even stronger by their transformation, all alone?

Rewards: +500 cp, **Monkey Business:** You claim the meteor, in fact a chunk of the same from Hector Hammonds' origin story. It can evolve living things up and down the ladder of possibilities, turning people into cavemen or paralyzed psychic immortals like Hammond is trivial.

Legends of the Dead Earth: Earth is dead. Those who once might have called it home are long scattered to the endless stars. But in that scattering, on a thousand different worlds, by a thousand different ways... Earth's greatest legends live on. You start, or are soon transported to, a point a thousand years into the future, and not the shiny and clean Legion of Superheroes 30th Century. In this time, Earth is a cinder, and Martian Manhunter is all that remains of the Justice League. You must wander the stars, from cyberpunk dystopias to lost Stone Age colonies, keeping the legends of the Justice League and the Team alive, inspiring and uniting their replacements until the stars are safe once more.

Rewards: +500 cp, **Redeemer:** You restored hope to a broken and divided universe. Wherever you walk, you inspire ordinary people to become heroes, within the means

allowed within the setting. You can easily uplift people with advanced technology, magic and so on, any negative personal or societal effects of such meddling are minimized.

Outsiders: A lot of fanfics were written before season three, so here you can opt in. Turns out the Light is just the latest iteration of a conspiracy Vandal Savage has led since Babylon, one committed to humanity conquering the universe. Since the 13th Century, they've been working with Apokolips, providing metahumans as shock troopers and lab fodder. The Light can call on New Gods when pressed, and before you leave you must cut off that pipeline and dissuade Darkseid and minions from any further dealings with Earth.

Rewards: +500 cp, **Mother Box:** A living computer, with a soul gifted it by the Source. You will never find a more faithful, loving and moral companion. Mother boxes can warp reality to an extent with an extreme range limit, for instance needing to touch someone to heal, have a database of New Gods technology and can open Boom Tubes to distant worlds and parallel realities within the same multiverse.

Red Skies: Spaced a couple of years apart, before this Jump ends you will suffer through Crisis on Infinite Earths, Blackest Night, and Final Crisis. For the uninitiated, the Anti-Monitor will attempt to destroy the multiverse by converting it to antimatter, black rings will raise the dead as super-zombies, and Darkseid will murder Orion who was foretold to kill him, finish the Anti-Life Equation and enslave half the Earth. You forget any metaknowledge that would allow you to prevent these crises before they begin.

Rewards: +500 cp, **Meet My Friends:** Once per Jump, you may summon all the heroes who fought at your side in the various crises. They linger for three days before fading away.

Sins of Youth: The Team is framed for a terrible crime, just as Klarion the Witch Boy weaves a spell that turns all adult superheroes into children, and the teens into adults. Can you clear your names, keep the assorted usual threats at bay, and keep the hyperactive super tots in line?

Rewards: +500 cp, **Enchantment's Bane:** You overcame Klarion at his strongest, a feat even Doctor Fate was unable to match. From this moment onwards, sorcery and spellcraft can only exist in your presence if you allow it. Otherwise wards fail, artifacts break, and dread curses wither away.

Golden Perfect: A custody battle between a mother and the king of an enchanted bubble kingdom broke the Lasso of Truth, as Diana was forced to confront the unpalatable reality that both parties were correct and honest. Now the entire concept of objective truth is unraveling. Earth has become the center of the universe, urban myths are coming to live

and basic arithmetic isn't always working. The longer this goes on, the worse it will get unless you can restore the lasso and impose objective reality on the universe once more. **Rewards:** +500 cp, **Alethia:** You have seen the truth, used the truth, and become the truth. Whatever you do is covered in that perfect golden light, as if you were the lasso. You are aware of any lies spoken in your presence, including the ones you tell yourself. Those who touch you cannot lie, must obey your commands and honor any oaths sworn upon you.

DRAWBACKS

AU (+0 cp) There are a lot of Young Justice fanfics. By default you go to a generic world with many of the most common tropes and variations. Yet should you wish, you may visit the world of a specific variant on Earth-16, a particular story.

Crossover (+0 cp) There's an awful lot. Mostly with Marvel or Worm, but also assorted other series. Feel free to use this as a supplement and import the League and the Team to the setting of your choice.

Insert (+0 cp) Instead of being your own person, you insert with the identity and history of an existing character. Wasn't that a perk? Yes it is, but you can cheat this once.

ADHD (+100 cp) Attention Deficit Hyperactivity Disorder. You are distractible and easily bored by mundane daily tasks. People often believe you aren't paying attention, simply because it's hard to focus on one person for too long, and sitting still is a real challenge for you.

Crazy Misunderstanding (+100 cp) Circumstances always seem to line up so you make an absolutely *terrible* first impression on people, whether that's the Justice League finding you atop a heap of rubble surrounded by corpses, or the media catching you on a bad day. Embarrassing incidents will be spread around.

Days That Feel Like Years (+100 cp) What is time, anyways? You can add several years, five for each purchase, to a maximum of eight purchases, or a fifty year stay. That's experienced time, so no cheating by jumping ahead.

Don't Call Us Sidekicks (+100 cp) It seems no matter what you accomplish or how impossible your victories, your contemporaries see only a child or an amateur. Your

enemies will still take you seriously as your abilities and achievements deserve, but never your allies, and it will always grate to be kept out of the loop.

Little Rascal (+100 cp) Whether or not you're physically deaged to a kid, you'll find yourself feeling and acting a lot like one. Overwhelmed by big feelings, maybe making impulsive judgements, trying to impress people, general kid stuff.

My Name is X (+100 cp) You cannot speak, or even think, the name you were born with. Weirdly common among self-inserts.

One Rule (+100 cp) You cannot kill. Cripple and traumatize, sure. Dangle someone off a roof, yes. Brainwash, torture, launch into space, seal into a prison dimension, cool. Stand back while the force they have foolishly meddled with tear them apart from the inside out, or some similar ironic fate. I mean, who hasn't? But never kill. Remember, Jumper, when you kill a killer the number of killers remains the same.

Setting Amnesia (+100/200/300 cp) You and all your companions forget some crucial details. For 100 cp, both the specific story into which you import and the generic body of YJ fanfiction is a blank, for 200 cp, forget about Young Justice entirely. For 300, forget all about DC comics and all derived franchises.

Ain't No Rest For The Wicked (+200 cp) You live an... interesting life. If it ever seems you're going to get more than a couple of days off, there will be an alien invasion, or you'll be kidnapped by a government black ops team, fall into a portal to a parallel reality or *something* to keep your patrons from getting bored.

Best Villain (+200 cp) Snowflake is coming for you, armed with the greatest power of them all. No, not love and friendship, and not a power ring or the Omega Force or something. Cocaine! Snorting coke gives him vast strength and resilience, flight, fire powers (white colored, of course) and the ability to make other people high by touching them. The more coke he does, the more powerful he becomes. Can you stand against the power of drugs?

Comic Come to Life (+200 cp) You know at some points, Marvel & DC have had each other as comic books in the other setting? Just chatting, but you know, you popping up a complete unknown who knows everything is kinda unfair, so just to even the scales, there's gonna be a popular comic series about you. Slice-of-life if this is your first Jump, or

the amazing adventures of Jumper! Wandering the multiverse, getting into trouble. Point is, a lot will be generally known about your powers, personality and history.

Construct (+300 cp) At some point in your stay, the Internet will achieve sapience and start constructing robot bodies. For some reason it seems to have a deep hatred for you, personally.

Wrong Genre Savvy (+300 cp) Despite all the covert ops stuff going down, for some reason you really, *really* keep expecting this to be like a Silver Age comic book. Some fun adventures where nobody gets seriously hurt, no consequences last to the next issue.

Blinded by the Light (+400 cp) This collection of villains has decided that eliminating you must become their top priority. They have access to vast resources, technology and magic, as well as a contract with Apokolips to provide aid in an emergency.

Not Getting Canceled Again (+400 cp) It seems Ambush Bug and Animal Man and every Fourth Wall aware character have banded together to ensure your crazy shenanigans don't derail another universe into a tiny fanfic that gets abandoned a dozen chapters in. Mostly they figure killing you and tripling down on the status quo will do it.

Ultra-Boy (+400 cp) One of the first Legionaires and Superboy's (Silver Age, not Connor) friend had all the powers of Superman, but could only use one at a time. So it is with you, able to have one perk and one power at once active, though you can switch it in an instant.

Before the Dawn (+600 cp) You were captured, tortured, violated and generally traumatized. You frequently wake up suddenly, covered in sweat and the remains of nightmares, are reminded of your trauma every so often.

Task Force X (+600 cp) You have been implanted with a nano-bomb under the control of Amanda Waller. It cannot be removed or disabled for the duration of this Jump, nor can you kill, control or incapacitate Waller, nor send any allies to do so, without triggering it automatically, nor can you tank it or regenerate, or whatever else you're thinking. It's a drawback, you will serve her interests or perish.

Act of God (+600/800 cp) No powers or perks from outside this Jump function here. For an additional +200 cp, no Items can be removed from your Warehouse, though you retain access to the facilities.

END

What next? Go Home? Move On? Stay Here?